

Ponyfinder



STARFINDER
COMPATIBLE

Beyond Everglow

Written by

David Silver

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

STARJAMMER
COMPATIBLE

PonyFinder

Beyond Everglow

Credits

Writers David Silver, Ismael Alvarez, Thomas Behrens Jr.

Art Arcadian Phoenix Designs, Sita Duncan, Tama'at Studios

Editors Mike Myler, Thomas Behrens Jr.

Layout J Gray

Assistant Producers

A big shout and thanks to our Patreon backers who helped make this possible:

Pyrocat, Fox Cutter, Freewing Alchemist, Steel Prism, Tida, ShiningArrow, Ian Gibson,

Magical Trevor, Albedoequals I, Kayila, Iakovl, Sandy Fortune, Casey Ludwig,

Autocharth, Wolf, and Rome Silvanus

<http://patreon.com/ponyfinder>



Ponyfinder

5th Edition rules used under the Open Game License. Learn more about the game at <http://dnd.wizards.com/> and peruse their official database of rules at <http://dnd.wizards.com/dungeons-and-dragons/start-playing>

Pathfinder Roleplaying Game rules used under the Open Game License. Learn more about Pathfinder at <http://paizo.com> and peruse their official database of rules at <http://paizo.com/pathfinderRPG/prd/>

Compatibility with the Starfinder Roleplaying Game requires the Starfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/starfinder> for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Declaration of Open Game Content

All texts pertaining to game mechanics and statistics are declared Open Game Content. All items subject to the definition of Product Identity are the property of Silver Games LLC, and cannot be used without written permission.

Product Identity

The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: all trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.

Open Content

Except for material designated as Product Identity (see above), the game mechanics of this product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Starjammer is a registered trademark of d20pfsrd.com Publishing Inc., and Starjammer and the Starjammer Compatibility Logo are trademarks of d20pfsrd.com Publishing Inc., and are used under the Starjammer Compatibility License. See <https://www.opengamingstore.com/pages/starjammer> for more information on the compatibility license.

Starfinder is a registered trademark of Paizo Inc., and the Starfinder Roleplaying Game and the Starfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See <http://paizo.com/starfinder/compatibility> for more information on the compatibility license.

Pathfinder Roleplaying Game rules used under the Open Game License. Learn more about Pathfinder at <http://paizo.com> and peruse their official database of rules at <http://paizo.com/pathfinderRPG/prd/>

Compatibility with Starjammer requires the Starjammer Core Rules from d20pfsrd.com Publishing See <https://www.opengamingstore.com/pages/starjammer> for more information on Starjammer. d20pfsrd.com Publishing does not guarantee compatibility, and does not endorse this product.

Starfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/starfinder for more information on the Starfinder Roleplaying Game.

Contents

Looking Beyond the Sky	5
Hoofprints in the Stars	9
Explorers in the Void	13
Horrors in the Void.....	33
Finding New Stars	41



Ponyfinder

Beyond Everglow provides material for use with the *Pathfinder Roleplaying Game, 5th Edition, Starfinder, and Starjammer*.

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

Pathfinder



5th Edition

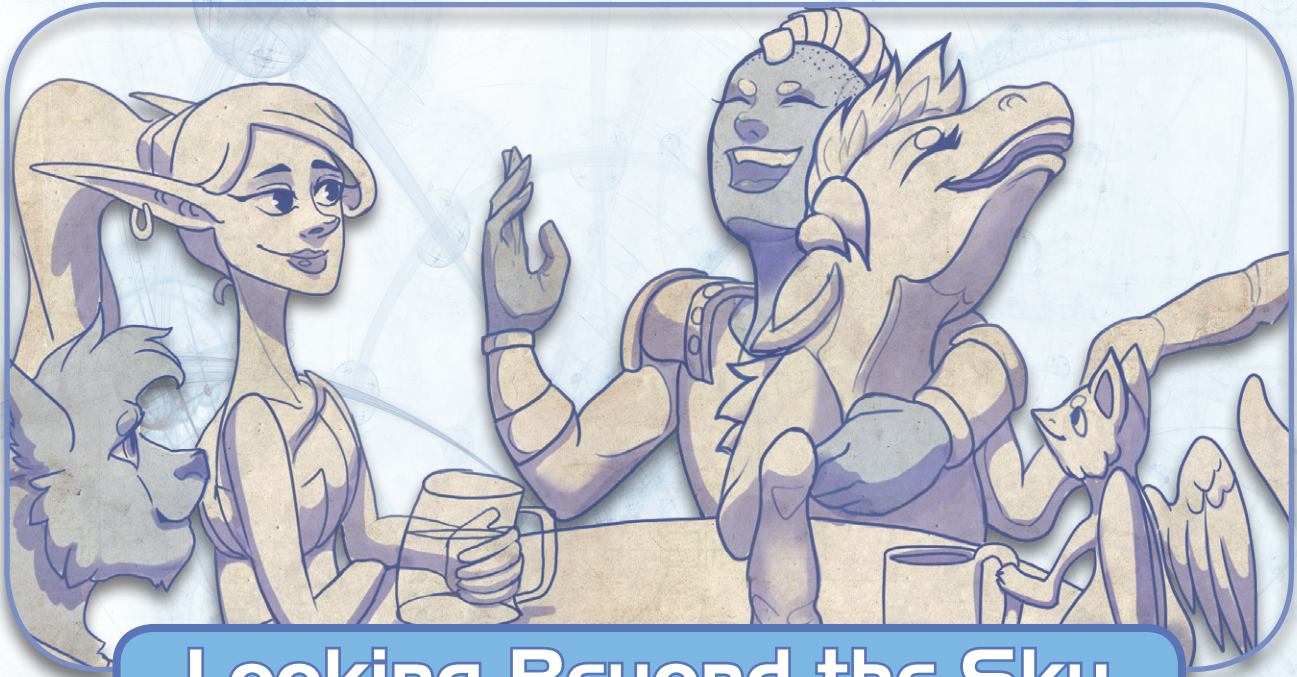


Starfinder



Starjammer





Looking Beyond the Sky

In the long history of Everglow, most of the people's attention has been on the ground beneath their feet, be they paws, hooves, or otherwise. The world had more than enough to throw at them to keep them occupied, but progress was not a thing to be refused forever.

As empires rose and fell, entire species coming into dominance and falling into frail shadows, the march continued. While it was certainly pushed back at times, the spirit of the people of Everglow could never be fully held back. Even the rising of the dread demon lord Apep was but a tripping point in the long march towards something better.

Countless years after the fall of the pony empire, the first timid craft dared to leave the protective bubble of Everglow and beheld the universe in all its amazing, terrifying, majesty. It was then that it was discovered that Everglow was not a planet, not in the traditional sense. Everglow was always a world caught between the elemental planes, where even fate tugged and pulled it mercilessly. This became more obvious when the first shy craft broke free of the atmosphere and could look back at the world that had given it birth.

Where scholars had long predicted a smooth orb, the arcane eyes of the first craft beheld something that looked

more like stretched putty. What was worse was that it seemed to still be moving, undulating. Though entirely invisible to those living on the world, from afar, the illusion was broken. Everglow was no planet at all: It was an anomaly. That fact had not gone unnoticed by other spacefaring races; that very first ship did not get to make its voyage alone.

Another probe, left to observe the curious world, had been gathering information quietly. To the people of Everglow, it was a new star and seemed mostly harmless. None thought that it was artificial, or so close. It could scarcely see through the thick magic that shielded Everglow from the outside, but the small vessel that was taking its first curious peek at the universe had pushed past the bubble, and an immediate message went out. A fire had been started without anyone who controlled the Everglow probe being aware.

By the time Everglow had sent its first fully-crewed vessel to touch down on its moon, the outside universe was there to greet them. As luck would have it, they were first met by scientists. Everglow had little of value, at least that could be detected. Attempts to land on it had resulted in wild failure. The world was protected, its people, less so. The ship soared towards the moon, only to be caught easily by far more advanced methods, trapped.

Ponyfinder

"Greetings, people of anomaly PJ-93-QR," came a voice over their comm systems. It spoke clear common tongue, which was quite a surprise. "We wish you no ill will. You are eager to explore the universe, and that is not a will we would stand against, as we are also hungry for knowledge. Perhaps we can share? The universe is not a friendly place. There are others who would see you as easy targets to predate. Your world has been a matter of curiosity for many years."

One of the crew, one of the minority races, ponykind, reached a hoof to reply, though she was unsure if she'd be sending the message back home or reaching the source of their captors. *"Hello? This is the EGSS Dawnstar. We are on an exploratory mission. Can you release us please, and identify yourself, kindly?"* They did release Dawnstar, but the communication continued. Everglow would join the cosmic stage, starting in debt to the scholarly race that had helped bring them up to speed.

Everglow as a World

"The Fey World"

Amorphous Chimera Composite World

Diameter: x2; **Mass:** x8; **Gravity:** x1

Atmosphere: Standard; **Orbit:** Variable, appears to be 2 standard years while on it; **Day:** 24 hours

Satellites: One (Luna)

Ships attempting to approach the planet that do not have an Everglow-based engine suffer damage and the pilot must succeed pilot checks at increasing DC, starting at 15, then 25, then 35. A single failed roll has the ship emerging from the planet's magically thick atmosphere from the other end, simply missing the planet altogether. A ship that fails its approach will continue to fail for 24 hours before a truly fresh attempt can be made.

Ships larger than large or holding more than twenty people, artificial or not, are doomed to fail. In theory, if a race truly wanted, they could send down a swarm of smaller craft to invade Everglow, but despite its curiosity, nothing truly unique seems to be worth all the hassle of approaching it, which is what caused it to be largely left alone until its people made their first steps out into the void. That is not to say that the world was never touched by the void, however.

Deep in its past, the Great Old Ones came and influenced the world. They scared the, then aquatic, ponies free of the oceans, sent them scurrying across the land

and touched with corrupted power that saw them change rapidly and dramatically as they went. The many forms of ponykind were the result. Some say it's also why ponykind seem to be compatible with more races than any other race, save humans. An Old One slumbers there still. Is it the source of the unnatural nature of Everglow? It is difficult to say.

In the modern era, ponies have become a minor race. This title is shared with many others, as the races of Everglow have come together. Griffons, ponies, humans, elves, dwarves, purrsians, Big Mao, and their various hybrids form the core of the efforts to reach the stars. Riding off their efforts, some other, less sociable, races have managed to win their way to the stars. The Gem Gnolls are the most successful of the 'savage' people, eagerly taking up piracy on a whole new battlefield.

Everglow Gods

The gods, despite the tumultuous rise and fall of their people, have not changed their core shapes or beliefs. Many were free of any singular body that would shackle them.

The Sun Queen and the other gods that were known as part of the sky were faced with an immediate crisis. How would their people know them when the sun they knew as so large and center to their world was suddenly just one small piece of such a grander cosmos? They were forced to yield control over them, at least outside Everglow, and focus on their roles in individual lives. The Sun Queen became the patron of commanders and diplomats. The Moon Princess tried to encourage peace with the void, however terrifying it may be. The Night Mare insisted that the monsters of the universe were just another pawn to be used, like most others, while Blaze saw little difference in her duties. A war is a war. Her sun-like portfolio was always second to the burning glory of battle.

Princess Luminace, ever eager to learn more, was ecstatic when her people reached beyond the horizon and began to press ever outward. Never a terribly speciest goddess, she embraced the wider universe with open hooves and pricked ears. Any race that sought answers was welcome to study under her curious gaze.

With the breach of the barrier between Everglow and the beyond, however small, Apep, the demon lord who once torched a good portion of Everglow, was free to emerge and explore the grand universe. He could not take physical form, not for long, but his influence spread as he set his slit eyes across the wide expanse, eager to find worlds in dire need of a rebirth in flames. Some of his

loyal whisper that he plans to return to Everglow, to finish what he began.

The Ocean Mother found new popularity. The universe was, in its own way, the grandest ocean of them all. It was filled with wonders, treasures, and dangers all the same. She gained the void domain and the stars subdomain and became a mother to all those who sailed between worlds, offering them comfort in the void.

Kara, ever adapting, saw the wider universe as more opportunities to cast her net wide. Never fully able to shake her origins, she encouraged those loyal to her to bring some insects with them. She kept them docile and unobtrusive, but it was clear when a traveler stepped aboard a vessel that had Kara followers. The presence of all manner of flies — butterflies, dragonflies, and common houseflies — buzzing through the air was hint enough. On most ships, such vermin would be harshly dealt with.

The Author remains as ever she was, a mystery. Those few who remain loyal to her insist she plays a part in the greater universe, but none can explain what that part is. She simply is.

The Unspoken watches it all unfold with a little giggle. He protected ponykind once from the worst of the Old One's influence, and he means to continue doing so. As chaotic as he is and embodies, he will not allow the people of Everglow to succumb to the void's darker aspects. Of course, making sure they don't get boring is also a high priority.

The death goddesses, pony and griffon alike, have not found their duties changing much. Death is still inevitable, it just comes in far more distant places. In the coldest void, in the middle of a collapsing sun, they will find lost souls of Everglow and take them away to a proper rest. Their children need them, and they have not forgotten their duty.

Of all the gods, the one that saw the most extreme expansion in acceptance was The Maze. Patron of the steelhearts, who had not even managed to be officially recognized as a minor race, people began to listen to its words. The world was becoming one full of moving parts that all worked in delicate balance. The teachings of The Maze, universe of machines, began to make more sense to many, steel-heart or not.

PONIES IN SPACE

The flight speed of Everglow fey is cut in half in the grip of space, but, even suited, they can move.

Ponies were among the first living members of Everglow to step into the void. Unicorns, able to grasp at things outside their space suits without needing specially crafted gloves, had a specific edge over many others. Some even learned to turn their innate force magic towards self-propulsion, allowing them to drift through space without any other means of locomotion.

Pegasi were similarly endowed. Their flight was never entirely natural with their small wing-to-body ratio. The same magic that lets them control the clouds and the weather lets them exert some small control in the void of space. The only thing that stops them is requiring a suit specifically made for their species, which allows their wings to flap and flutter despite the lack of air to push against.

Humanoids and Big Mao were a natural fit. Their agile fingers were valuable commodities when there was fine work to be done aboard the ship. Other spacefaring races tended towards bipedal structures, which made them often the designated diplomats of the crew, even if the chatty fey wanted to be the first to greet newcomers on the comm channels.

Griffons had the best of both worlds, with agile fingers and the ability to soar in the void between stars.

Their aggressive nature made them natural warriors and pilots. Many claim that moving a ship around isn't that different from fights in the air, once some practice was gotten.



Ponyfinder





Hoofprints in the Stars

Space Station Ember Alpha

A speck of light in a very dark sky, Ember station provides a safe haven for travelers coming to and from Everglow. With Everglow's active defenses against incoming non-native vessels, most of those who would visit or trade do so by first docking with Ember station and arranging to ride a local vessel down to the planet proper.

For those directly trading, a visit is often not required. Deals can be brokered and finalized and goods exchanged directly through the station without ever visiting the curious planet below. For some races, this is the preferred way of business. While humans and elves are built reasonably close to the universal standard, the more exotic lifeforms that Everglow offers to the universal community can put some travellers off. Just how many people are happy when their waiter approaches with their food tray clenched in their teeth?

Those who do wish to visit Everglow are given an almost paranoid screening for background. Those suffering the battery of historical, psychological, and biological screens are also brought up to date on local laws and customs. They are also informed that the world is still somewhat

segmented, and asked which part they wish to visit. A guest who seeks a global passport will be charged considerably more than any single country's stay. Though the various nations of the world have come together to reach for the stars, they still consider themselves sovereign powers.

Once a passport is secured, booking a flight down to the planet is comparatively simple and direct. Ships come and go at least once a day from most major ports on the world with space capability. Such a traveler need only display their valid passport for where the ship is headed, pay a modest fee, and be ferried down the next time the ship returns to Everglow. The return trip operates much the same, though the screens for leaving the world are far less strict than coming.

Being a world that has seen much adventuring through its history, it was not unthinkable that an alien would wish to visit for the specific purpose of seeing forgotten places and hoping to find interesting things there. It is perhaps with some nostalgia that the practice is permitted at all, but there are several major regulations concerning the practice.

Ponyfinder

- Any grave or crypt officially marked for historical significance is to remain unmolested without a specific permit for historical and scientific investigation. Such permits are given carefully and sharply monitored for abuse.
- Damage to the contents and structure of such places is to be kept to a minimum. In addition, if you believe you've found a new site, you are to report it immediately. You will be given official credit for the find if verified and given a bounty depending what's located inside. If you do this, the items you carry out with you will be catalogued, indexed, and tagged properly so that you can leave the planet without issue. Those carrying untagged artifacts are subject to severe legal ramifications.
- Not written as obviously, but the process of getting artifacts tagged gives locals the chance to object to anything too significant to let go. It is mandated that any such find must be paid for in the form of bounty to the finder, but what constitutes a 'fair' bounty can vary quite a bit.
- These sites still exist within the jurisdiction of the United Everglow law. Crimes committed within them can and will result in pressed charges, fines, jail time, or worse.

OTHER DEFENSES

The world of Everglow has an impressive 'natural' defense that turns away attempts to approach it, but that would do little, as far as its residents can determine, to stop a hostile presence from simply bombing the planet to ash if such was their desire. To thwart this, a network of orbiting platforms was set up in a very strictly controlled pattern. Each one is a connection point to the elemental planes. Bridged with one another, they wield tremendous elemental power that can be directed at hostile craft and beings. From hurled rocks to rival the rail cannons of other races to great washes of heat and electricity to put any ship's defenses to the ultimate test, the defenses of Everglow quietly await word that their services are needed.

Docked at the station itself is a small but able fleet of lighter fighters. Though they are capable of intercepting and engaging with lighter menaces, their larger job is how they earn the praise their pilots receive: Should a great foe make itself known, it is their job to slow them down long enough for the satellites to be brought to bear fully and take final action.



Everglow Factions

SEEKERS OF KNOWLEDGE

Dedicants to Princess Luminace foremost, though not exclusively by far, the Seekers were formed from what once were the Seekers of the One True Herd. They have retained their thirst for adventure and mercenary work, but always have an eye out for the mysteries that are uncovered and how they might be solved. In keeping with old traditions, the Seekers are fast to make contacts with new worlds and stations they come across, hurrying to establish safe havens for their members where they can rest and recover, as well as providing a place for potential employers to meet with members in a safe manner.

Not all places are happy to have them. Though they make efforts to blend in and follow local laws, a mercenary group that is not above prodding into lost and forgotten places can have a hard time keeping a good image. Some of their chapter houses are forced underground, with secret gestures and passphrases used to identify those who belong to them or wish to approach them with a job.

With the advancements in communication technologies, it's become easier to stay in touch with agents. Worlds on which the Seekers have forged solid presences have a constant broadcast available with updated security protocols and the locations of other places their members can reach. Of course, one must have a secure access to receive this information, but leaks are never entirely prevented.

The membership of the Seekers has expanded beyond ponykind. Even before they reached for the stars, the world of Everglow was moving beyond the idea of ponies being a major player. As humanoids laid their majority claim on the world's surface, the Seekers were faced with adapting or losing all relevance. They decided to change with it, and help their origin species along the way. The Seekers became a place for ponies to meet, greet, and integrate in foreign places, and this remained true even as they reached from star to star.

SINGERS OF THE VOID

The void is a dark and terrible place. It's also an interesting place. That interest can become so focused as to destroy the unprepared minds of those who stray too far from the light of civilized space into the grand unknown. Some say this is how it should be, but there are limits. The Singers celebrate the deadly edge of the unknown, claiming that life would become unbearably stale and without purpose if we lived 'just to live'. The beasts that threaten from without and the forces that seek to tear people

apart from within are all part of what makes the universe worth existing in.

On a divine level, trickster gods of all sorts find patronage among the Singers, the Unspoken being the obvious candidate from Everglow, but he has to share, and he does so with reasonable grace. He has clasped hands through his followers with chaotic followers from many worlds, and looks forward to more. So long as the shackles and reliability of the universe are being challenged, the Singers are pleased.

As their name suggests, a good number of them are performers, though many not in literal singing. Art, be it fiction, paintings, sculptures, games, and other things can shake loose the perceptions of a mind and let it find new courses to tumble down. To have that impact is what brings the Singers purpose and fills them with satisfaction. While critics may be panning their work, calling them controversial, depraved, unhinged, or misguided, they know the truth of it. They are freeing minds to consider other roads, and that's the point.

Others take it far more literally in their pursuit to bring chaos. Uncovering dirt on whoever's in charge, a little local terrorism to shake things up, and perhaps offering the security codes to someone else that may do something... interesting... are all fine ways to smash the status quo. It is important, however, to note that they do not seek the destruction of their homes and people. Chaos is not always evil. It's not always good either, and the members of the Singers run the full spectrum, from depraved anarchist destroyers to good-hearted souls that just want to bring a little color into the lives of others.

One thing that bands them all together is a unified front against the True Void. There are things that belong 'Out There'. When one of those things comes too close to civilized land, when they stop being a monster to keep explorers on their toes and threaten other people, the Singers take action.

THE UNIFIED WEAVERS

Ponies emerged from Everglow, diminished. They were a minor race. They had survived to see space, but not in a position of mastery over anything. There are those that feel this is not the way it should be. Space is a large place. There's room for enterprising ponies to make colonies for themselves, to try to scramble and catch up with a universe that is already moving beyond them.

It's not enough. The universe would be better with more ponies. They are peaceful by nature. They are cooperative by nature. A universe of ponies would be one with less war and violence. A universe of ponies would be one in which the terrors of the void would be the only terrors

one had to face.

The unified weavers idolize and paint the ponies as a perfect species, devoid of any flaws besides needing a push to take the center stage. Their answer is just as radical as their claims. They don't want to just take the ponies that are already there and encourage them forward. They want to make other races join the ponies. All races should be ponies. Every single male, female, or other should join the universal string of ponies.

They make liberal use of spells like *ponify*, *mass ponify*, and things like it to force their way, but to truly advance their agendas, they make use of advanced pods that can re-write a living creature's genetic and spiritual makeup, forcing them to be a pony, and casting their soul out to the gods to assign a brand of destiny immediately. Those that come willingly to them seeking conversion are met with great cheer. Such new ponies are treated well and given a free ticket to the closest colony in need of more. Others... Need to be educated.

Such victims are subjected to harsh brainwashing and conditioning routines. The weavers excuse this foul behavior, claiming the end result is worth the ugliness in the middle. They may break a human, but from the pieces they make a happy pony, and isn't that worth it? They think so.

Everglow Colonies

PERSO 3

"The Under World"

Spherical Desert Irradiated World

Diameter: x2; **Mass:** x8; **Gravity:** x2

Atmosphere: Standard; **Orbit:** 3 standard years;

Day: 36 hours

Satellites: Two (Frostbeard, Longwing)

This heavy gravity ball of irradiated stone and metal is an ill choice for many, but a few that came across it decided it could become something much more grand. In a joint expedition of leatherwings and dwarves, a home was created in its bowels. Away from the direct radiation of its active sun, the planet became a thriving mining hub.

Though the first inhabitants had to deal with a plethora of health issues due to the radiation that battered them, even under the earth. The riches drawn from the planet have allowed extensive protections to be placed. The

Ponyfinder

cities that have sprouted up now have heavy shielding that keep them safe for those who live within them. Miners are a high-paid but deadly profession. Frequently having to journey beyond these protective shields, any injury often results in their radiation protections being compromised, leading to complications later.

Where there are miners, there is a need for other industries to support them. Service industries have sprouted around the efforts, making the cities far more than 'just' mining pitstops. As time went on, more of both of the primary citizens of the world came, knowing they could find true refuge from the universe at large.

Of the two races, the leatherwings and dwarves tend to live in cooperative but distinct communities. As in times past, neither side completely understands the other, but there is a respect there. Both are willing to work the mines and neither makes trouble in the cities. They are good neighbors in both directions, and appreciate the behavior from the other.

STARGLIMMER STATION

"The Rainbow Halls"

Space station

Diameter: -; **Mass:** -; **Gravity:** x1

Atmosphere: Standard; **Orbit:** -; **Day:** 24 hours

Satellites: None

The flutterponies gazed up at the stars with building wonder. When it became clear that they could go and dance among the colors of the night, many were eager to make their mark on the universe as a whole. Word spread like fire through Prisma, their home city, that a great project was being started that needed engineers and workers to live on a space station beside a dazzlingly colored nebula, and the temptation was far too great.

The station does not 'belong' to the flutters, though they make up its majority. Other, far more serious, inhabitants call it a place of work. They study, research, and conduct experiments that the station's proximity to the nebula allows. The flutterponies assist, but that is not their primary focus. They revel in the colors that define them. They decorate the halls of the station just as brightly as the nebula it borders with art of their own and imported from across the universe. Many 'adventuring' flutterponies of the age were born on Starglimmer station. Such flutterponies are permitted to leave if wanderlust infects them, to the sad but encouraging cheers of their kin.

Surprisingly to some, the flutters also act as the first line of defense for the station. The overwhelming majority of the defensive pilots and gunners the station has are flutters, ready and able to fight or die if it means keeping the station and its many colors unharmed.

Despite this, the human operators claim 'ownership' of the station. The flutterponies are tolerated, provided they follow the more firmly-set rules about what can be moved where and where the flutters are allowed to be at all. There is serious research to be done, not to be fouled by the excited butterfly motions of their colorful residents.





Explorers of the Void

Mineralites

When ponies came across the mineralites, most were ignored by the standoffish race, but the gem ponies drew their interest. They were similar in all the right ways, save the most vital, that being that they were still fleshy beings under their glittering pelts. They were born as foals, died old and infirm, and enjoyed and suffered all the things that life brought in between.

Despite these differences, there were times when mineralites and gem ponies came to learn love, and through that, two species flowed together. The result was not entirely like either. It manifests in a new spiritual tribe, one whose purpose is not yet known.

MINERALITE PATHFINDER ATTRIBUTES

- **Crystalline** +2 racial bonus to AC vs. rays and lasers. Once per day, a mineralite pony can deflect a single ray or laser attack targeted at them as if they were using the deflect arrows feat.
- Gain mineralite subtype and are considered mineralite for sake of qualifying for feats, spells, using fusion of form (which they cannot initiate but can participate in), and other effects used by or against them.
- Is considered a gem pony for sake of qualifying for feats, spells, and other effects used by or against them.
- This replaces Unique Destiny.



Ponyfinder

MINERALITE 5TH EDITION ATTRIBUTES

- **Ability Score Increase.** Your Charisma score increases by 1.
- **Gem Born.** You qualify as a mineralite for all purposes, such as feats, spells, using fusion of form (which you may not initiate but can participate in), and other effects used by or against you. You qualify as a gem pony for all purposes, such as feats, spells, and other effects used by or against you.
- **Eternal Hope.** When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.



MINERALITE POWER

Born between two races, mineralite ponies often feel curiously displaced. They lack some of the key benefits that either parent has, though they are also without some of the weaknesses. Stuck in the middle, most mineralite ponies try to gravitate towards one or the other and become a 'true' member of that species. Few and rare are those who attempt to juggle both elegantly.

Like gem ponies, their pelts glitter and sparkle as if constructed of precious minerals. Some can even deflect magical attacks, turning them aside harmlessly across their brilliant pelts. Others hold dear to the old kingdom that birthed them and keep hope in even the most dire of times.

As mineralites, they seem as poor parodies. They are obviously related, with a large and clear gemstone embedded in their body. This gem seems vestigial for most, doing little but marking them as different. Its presence is a subtle blessing, waiting to be tapped into. With training and diligence, a mineralite pony can learn to access many of the tricks and spells that true mineralites use. Without it, it's just a curiosity.

They are, past it all, ponies. They have full command over their physical tribe and all the benefits that come with it. A pegasus mineralite can fly and a unicorn mineralite has innate control over raw force. They are a pony, no matter how odd half their parentage may be.

MINERALITE NAMING

The first name of a mineralite pony tends to be a gemstone, usually the one that is embedded in them. A few more common names are: Ruby, Emerald, Pearl, Amethyst, Garnet, Sapphire, Peridot, and Bismuth.

The last name of a mineralite is often a noun or verb, usually related to something the mineralite pony enjoys doing and is selected at maturity. Examples include: Dash, Hope, Puzzle, Trade, Adventure, Danger, Brawl, Song, Perform, and Magic.

A BRIEF HISTORY OF MINERALITES

They are a young race, whose very purpose remains unknown, an unsettling fact for other pony tribes. Their brands of destiny are similar to gem ponies, showing off crystalline objects, but is there more beneath that? Scholars are still working to figure that out, and the gods have been fairly silent on the matter except bidding the worried ponies to remember that the mineralite ponies are just that, ponies.

The presence of mineralite ponies has already prevented a conflict, as the mineralites would otherwise have attempted to seize Everglow by force. It is considered already 'colonized' by the mineralite ponies, and the world has been left alone to its ways without violence, proving that love can win out even over the thirst for expansion.

Despite this connection, the mineralites remain aloof from the general affairs of Everglow, ponies or not. They neither move to defend the world or seek to attack it, and this seems to work for both civilizations.

LIFE OF MINERALITES

Unlike true mineralites, mineralite ponies are born as foals. This is very traumatic if the mineralite is the mother, with a worryingly high fatality rate during the process of producing the young. One parent or two, such unions are generally born of true love, and the remaining parent(s) are quite loyal to their offspring as a rule, raising them with affection and great care. Mineralites who don't have the capacity for such emotions are unlikely to be drawn to a pony in the first place or enter the situation that would result in a foal to care for.

Such foals are raised much like gem ponies. To the eyes of most ponies around them, that is exactly what they are. Their pelt shines the same, their cutie mark speaks of the same purpose and history, so that is where they fit in nicely in people's expectations, and, for the most part, this works without friction. If a foal is not exposed to true mineralite life, they could live their whole life believing they were nothing more than a gem pony.

Unlike true mineralites, gem ponies age. If they never master their mineralite origins and find immortality, they age and pass much like gem ponies. If their mineralite parent is alive at the time of their aging, it often becomes a traumatic time of distress for them. Mineralites are not built to easily accept the loss of a loved one, especially to such an alien concept as simple time. Death in battle can be understood, and even gives a convenient person to be angry at, but there is no one to blame when their child simply becomes infirm, then passes away.

Mineralite ponies who do find immortality face the opposite problem as all their non-mineralite friends fade to the ash they once were. They react to this loss in wildly different ways. Some become cynical and begin to focus on the gratification of themselves over all others, who are but temporary blips in their extending life. Others seek to become vanguards and guardian angels, seeing themselves as minor gods and the ponies around them as needy wards that they look after. Others still seek out true mineralites

Ponyfinder

and join their culture, where the pain of that sort of death can be avoided.

In any case, a mineralite pony that perishes leaves behind their gemstone, which will not rot even if the rest of them will. This is as often buried as it is made into jewelry to remember the pony by.

Mineralite Feats



BEYOND FLESH

You have regained your mineralite heritage and can claim eternity as your prize.

Prerequisite: Ponykind, mineralite, mineral eyes, gemstone haven, level 15+

Benefit: You cease to age. You lose all accrued physical penalties, but retain any gained mental bonuses. You no longer gain any further physical or mental changes due to age and cannot die due to age or be affected by effects that modify your age. You no longer need to breathe, though are more comfortable when you do.

EYES OF LIGHT

You have moved beyond kinship. Your eyes are nothing but light, and do not require any outside luminescence to see by, even in the deepest of pits.

Prerequisite: Ponykind, mineralite, mineral eyes, level 9+

Benefit: You gain the see in darkness monster universal ability, allowing you to see in darkness as well as any human could in light, even with magical darkness at play.

FUSION OF FORM, LESSER (TEAMWORK)

You have learned the potent ability to fuse with other mineralites to become more powerful for a limited time.

Prerequisite: Ponykind, mineralite, level 5+

Benefit: You may initiate the fusion of form with other mineralites. Unlike true mineralites, fusions you initiate are hard to uphold, requiring a will save at the end of each turn of the fusion at a DC 15 and increasing by 1 per turn. A failure causes the fusion to end. You are considered to have the fusion of forms racial trait.

Special: What is fusion of form and how does it work?! Good question, and one that is answered in *The Crystal Planet Player Guide*. If you don't have access to that book, you should not allow this feat.

GEMSTONE HAVEN

When your life is in true danger, your corporeal form withdraws to the safety of your gem where it can rest and recover.

Prerequisite: Ponykind, mineralite, toughness, level 9+

Benefit: When reduced to 0 or less hit points, you are instead reduced to 0 hit points and rendered unconscious. You become a fine sized gemstone with a hardness of 8. Provided that gemstone is not destroyed (it has twice your constitution in hit points), you can heal normally over time. Once you are fully healed, you return to your normal form. You cannot be affected by curative magic or effects while in this state, though spells that repair objects work and will restore hit points to you if the gemstone is fully repaired. You are not considered alive for spells and effects that target living things while you are a gemstone. If you are destroyed as a gemstone, you die. You are considered to have the projected form racial trait.

MINERAL EYES

Your gemstone origins shine through your eyes, which glitter faintly in the light, but work best when there isn't any.

Prerequisite: Ponykind, mineralite

Benefit: You gain darkvision of 60'.

Mineralite Feats



POLISHED GEM

Prerequisite: ponykind, mineralite

You have worked hard to reconnect to your mineralite half and forge them almost as powerfully as a born mineralite.

You gain the following benefits:

- You gain darkvision of 60'
- You cease aging, become immune to aging effects, and cannot die of old age.
- You become able to initiate the fusion of form with other mineralites, though a Wisdom save at DC 12 is required at the end of every round or the fusion ends.



Unspoken Spawn

There are some that say the Unspoken is the reason that not all of ponykind has become these twisted souls. With all sense of lineage thrown out the window, these (un)fortunate ponies sport ever increasing amounts of physical deformities, useful and otherwise. Rather than languish in this, most seem to take an almost perverse pleasure in helping to bring this chaos to the world around them.

Any child of a pony has an especially fleeting chance of being born a spawn, but most come from either other spawn, or from those who have given themselves over so fully to the Unspoken's goals that they become integrated into their very flesh. Perhaps worrying to some as ponies explore the wider universe, hybrid births between ponies and other races not of Everglow seem to have a higher chance of producing spawn.



UNSPOKEN SPAWN PATHFINDER ATTRIBUTES



- Fey (Ponykind, chaotic)
- +2 to any two ability scores
- -2 to any one ability score
- Medium size
- 30 ft (30 ft when bipedal) movement
- Low-light vision
- **Darkvision:** Spawn can see up to 60' without light, though in black and white.
- **Four-legged:** Having at least four legs, unspoken spawn enjoy +50% carrying capacity and +4 to their cmd against trip attempts when not standing bipedally.
- **Linguists:** Like their parents, they can learn any language save secret tongues as bonus languages due to high intelligence.
- **Evolved:** A spawn begins play with two one point evolutions, as an eidolon of the quadrupedal type. At level 5 and every 5 levels thereafter, the spawn gains another 1 point evolution.
- **Fingerless:** Like their pony lineage, unspoken spawn usually do not have fingers. They can use their mouth as a hand. See the campaign guide for full rules concerning fingerless characters.
- **Ponykind:** Qualifies as ponykind for all effects, feats, and archetypes, to be used by or against the spawn.

Ponyfinder

UNSPOKEN SPAWN 5TH EDITION ATTRIBUTES



- **Ability Score Increase.** You may increase any ability by 2 and another by 1.
- **Age.** Unspoken spawn live about as long as a human.
- **Alignment.** Unsurprisingly, spawn tend strongly towards chaotic alignments.
- **Size.** Your size is Medium. Spawn are around four feet tall and long. Their weight can vary wildly, with fat and skinny spawn of all builds.
- **Speed.** Your base walking speed is 30 feet.
- **Evolved.** You gain any two of the abilities listed in the evolution chart below. At levels 10 and 20 you can select another ability.
- **Four Legged.** Being a four legged creature, you can bear greater weights (50% more) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.
- **Languages.** You can speak, read, and write Common and Sylvan.
- **Fingerless.** Unspoken spawn may use their mouth as one hand and are considered small sized for the purpose of what they wield.
- **Fey Born.** Unspoken Spawn count as fey for all purposes.
- **Ponykind.** Unspoken Spawn count as ponykind for all purposes.



Unspoken Evolutions



Flight	You can fly. We won't worry about the specifics of how you manage this feat, but you gain a fly speed of 20 feet.
Clawed	You have sharp claws. These natural weapons are considered a light weapon that deals 1d6 slashing damage. You are proficient with them.
Fanged	You have sharp fangs. This natural weapon is considered a weapon that deals 1d6 piercing damage. You are proficient with it.
Fingered	Perhaps your hooves split apart, or you're good at using your claws or some other part. Regardless, you lose the fingerless quality.
Biped	Social stigma no more, at least not for being a pony. The rest of you may cause other issues. You can disguise yourself as a humanoid without a kit at any time and even have advantage while doing so, provided you are not attempting to impersonate a specific person or position. While you are walking about bipedally, you lose the advantages of being four legged.
Belly of Power	As an action, you can belch forth fire, cold, lightning, or acid damage in a 15' cone. Those caught in it must make a Dexterity save against a DC of (8 + your Constitution modifier + your proficiency bonus), taking 3d6 damage on a failure, or half as much on a success. This action can be used again after you finish a short or long rest. This damage increases to 4d6 at 11th level and 5d6 at 16th level.
Toxic Love	Poisons of all sorts are no issue for you. You gain immunity to the poisoned condition and resistance to poison damage
Innate Magic	You learn one cantrip from any class. Charisma is your casting ability for that spell.
Naturally Armored	Your armor class increases by 1.
Naturally Tough	You gain one hit point per character level. Whenever you gain another level, you gain another hit point as well.
Tentacled Reach	You have the grasping limb(s) of an aquatic being. These can serve as a natural weapon that deal 1d4 bludgeoning damage that you are proficient with. They can also grab and manipulate things up to ten feet away.
Concealed Chaos	As an action, you can hide or reveal all of your evolutions. While so hidden, they do not function.
Unnatural Knack	You gain proficiency with a total of two skill or tool proficiencies in any combination.
Elemental Resistance	You seem to just shrug off a particular damage type. This evolution can be taken multiple times, each time granting you resistance against a new damage type. Bludgeoning, Slashing, and Piercing are not valid selections, but all other damage types are.
Rapid Healer	Whenever you spend a hit die to heal, you gain two more hit points per hit die used, to a maximum of the highest value of that die.
Smooth Climber	You scale things with the greatest of ease with your climb speed of 30 feet.
Exceptional Ability	Some of you is just plain better. Increase the ability of your choice by 1 and its maximum by 2. This evolution can be taken more than once, with a new ability taken each time.
Resilient	You become proficient with a chosen saving throw.
Aquatic	You take to the water like a fish, with a 30 feet swim speed. You can also hold your breath twice as long as other people.
Photosynthetic	Provided you have access to the sun for at least 8 hours per day, you do not require food.
Something Else	The bounds of chaos are an oxymoron. Have an idea? Talk to your GM. They may say yes, or not. Be ready for a no and take it with good grace.

Ponyfinder

UNSPOKEN SPAWN POWER

Unspoken spawn are born with the thirst to change, internally and not. They become irritated quickly when a situation seems 'status quo', especially when that tradition is boring, ineffective, or, worst of all, both. Those who obey such things simply because 'that's the way it is' brings an innate discomfort within the spawn. Those who become spawn later in life can recognize it as the Unspoken's will being made manifest clearly in them.

Unlike normal ponies who have the blessings of their physical and spiritual tribe, unspoken spawn have the gifts handed down to them seemingly by chance, at least to those around them. They know better. What they need to succeed comes to them. It isn't always the way they'd like it, such as growing a long powerful swimming tail instead of just getting flippers, but they work. The Unspoken is "kind" to his children.

Despite not having a tribe, Unspoken spawn are still ponies and can learn many of the same tricks, spells, and other edges that other ponies learn, minus the ones that are too intimately attached to a specific tribe. They cannot call any tribe their own, save for other spawn.

Like all of true ponykind, they do have brands of destiny. One might think that a curious thing for one such as the Unspoken to give to his children, but he does have a purpose for them, and it is emblazoned for all to see in chaotic, often surreal, imagery upon the pony's flank.

UNSPOKEN NAMING

The names of the spawn are as varied as their forms. They often borrow from whatever culture they appear in without much regard for their 'lineage', which is clearly not present in their chaotically tainted bodies.

A BRIEF HISTORY OF UNSPOKEN SPAWN

They have existed since the Unspoken first ascended to the heavens. The titanic chaotic forces that he warded away from ponykind could not be entirely destroyed and leaked through the edges and creases, flowing powerfully into a foal when things went just right, or wrong. With the coming of the space age, things changed. Everglow itself cooperated with the Unspoken, keeping his children rare to the point of being considered a fable by most.

Away from the shelter of their home world, that powerful energy could find its way into the young of ponies more often. Some races blame the phenomenon on radiation, but there is little evidence for it. Either way, instead of the odds being close to one in a million, they became one in ten thousand, making them an extreme minority, but one

that was demonstrably present at all times.

Because of their rarity, the unspoken spawn have had little chance to make many splashes on the history of ponykind, but this may change in the coming years. Many are eager to do so, not to be remembered, but to make old rotting orders be forgotten.

LIFE OF UNSPOKEN SPAWN

Unspoken spawn are usually created the same way any other foal would be. Sometimes though, a grown pony can dedicate themselves so fully as to become blessed or cursed with this gift, but their reasons are their own, and this section mostly covers those that are born normally, though even converts may suffer the slings and arrows of age in much the same way.

Spawn tend to be very difficult foals to raise. Rebellious and inquisitive, the wisest parents simply try to guide their young towards subjects and let them explore it at their own pace. Many parents are not so wise, and suffer impatient children who lash out in increasingly creative ways the more pressure is placed on them to perform specific things in a specific order.

Depending on how they are treated, spawn tend to fall into two very different camps. Those who were raised by understanding parents will retain their bond gladly, even should they travel far and abroad in their adventures. Others, who were stifled and held tight will be most eager to break away and never look back, as if forgetting they didn't just spawn from the ether as their race suggests.

During their adult lives, most unspoken drift from one social group to the next. Few are the friends that last, but those that do can become almost fanatical. The world can burn to ash, but their friends are not to be harmed, except perhaps a harmless prank or three to keep them on their toes. Spawn among others of their kind are quick to discover which camp one another is in. They either bond firmly or quickly find the other thoroughly to their disgust and leave. For this reason, it's beyond rare for spawn to form a group of only themselves.

Spawn are given no special gifts when it comes to age. They have the same time that other ponies have, and when they reach the middle of the long path, it begins to show as chaos itself seeks to undo them. New mutations that serve no purpose, muted or enhanced tastes and sensations, and other distorted senses are hints that their time is finite, and the end approaches.

They rarely prepare for the end. Most continue to be active for as long as they are physically capable of it. The idea of sitting quietly in their homes, waiting for those final moments, is abhorrently boring to consider. This hastens

the end for many who attempt to behave as if they were not in their venerable years. Falling free of a ladder, slipping while running, and other ironically mundane ends await many. In either case, when an unspoken spawn does die of old age, or of accident when old enough, their body finally submits to the chaos that formed them. They dissolve into a puddle of goo that rapidly spawns grass and other local flora. They are gone without much other trace, returned to make new things almost instantly. Most are glad for it.

Unspoken Spawn Feats



CHAOTIC EVOLUTION

You are a living eidolon of the Unspoken's will and can benefit from similar magic that would reinforce such a being.

Prerequisite: Evolution racial trait, Knowledge (arcana) 6 ranks

Benefit: You become a valid target for spells or effects that enhance or heal eidolons. They may be used on you as a touch effect despite you not being the eidolon of whoever is using the effect.

ENHANCED EVOLUTION

Your ties to chaos grow and the power you draw from it deepens to new and dangerous levels.

Prerequisite: Evolution racial trait

Benefit: You gain one evolution point that can be spent to improve one of your other evolutions. At the time of gaining this feat, you may swap away one of your other evolutions to afford a two point evolution, which you normally could not select.

Special: This feat can be taken multiple times. When it is taken, the points otherwise gained by

purchases of this feat as well as one level-gained evolution point can be traded in. At level 10+ You can select three point evolutions. At level 15+, you can select any evolution you otherwise qualify for, provided you have the points available. Your character level is what is used for summoner level requirements.

EXTRA EVOLUTION

Reach deeper into the formless power that is the source of all and come back with a new gift.

Prerequisite: Evolution racial trait

Benefit: You gain a one point evolution.

LARGE EDDY

You went to sleep, only to find the bed collapsed beneath you in the morning. You should be thankful.

Prerequisite: Evolution racial trait, Level 12+

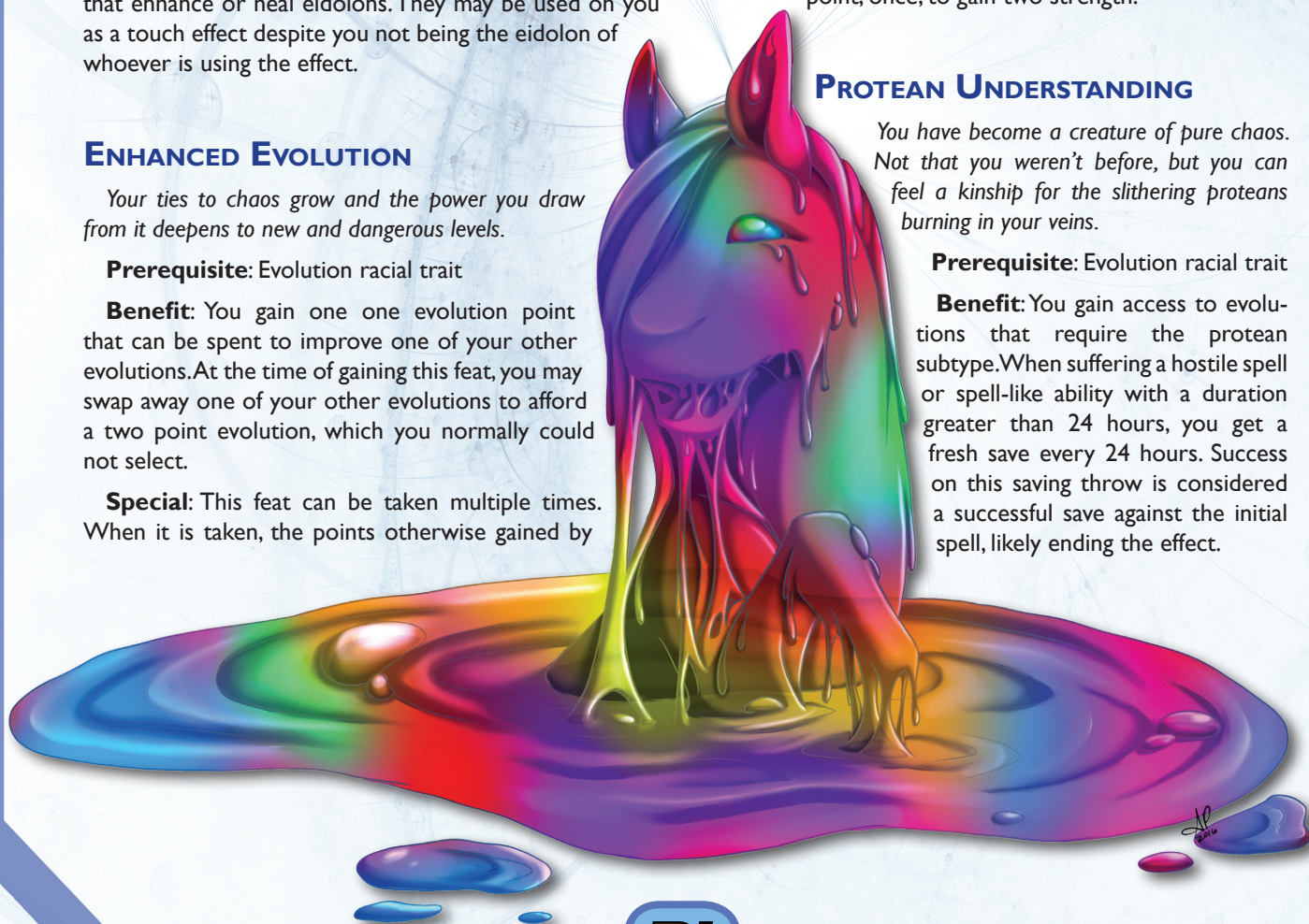
Benefit: You grow to large size. Your height doubles and weight becomes 8 times its former self. Your reach does not increase. What you are wearing or wielding at the time grow permanently one size. You may spend one evolution point, once, to gain two strength.

PROTEAN UNDERSTANDING

You have become a creature of pure chaos. Not that you weren't before, but you can feel a kinship for the slithering proteans burning in your veins.

Prerequisite: Evolution racial trait

Benefit: You gain access to evolutions that require the protean subtype. When suffering a hostile spell or spell-like ability with a duration greater than 24 hours, you get a fresh save every 24 hours. Success on this saving throw is considered a successful save against the initial spell, likely ending the effect.



Ponyfinder

RESIST CHAOS

Knowing how chaos flows means knowing how to stand against it when you need to.

Prerequisite: Evolution racial trait

Benefit: You gain a +4 racial bonus to saving throws against polymorph, petrification and other effects that modify your form.

RESIST CHAOS, GREATER

Knowing how chaos flows means knowing how to stand against it when you need to.

Prerequisite: Evolution racial trait, resist chaos, level 9+

Benefit: You are immune to polymorphing, petrification, and other attempts to forcefully change your form.

Unspoken Spawn Feats



CHAOS EMBRACED

Prerequisite: Evolved racial trait

You have fully embraced the madness that was with you since birth, drawing its power and fury into your form.

You gain the following benefits:

- You may select one additional unspoken spawn evolution.
- You are immune to polymorph, petrification, and other attempts to modify your form.
- When confused, you may roll twice and choose either result.

Unspoken Spawn Evolutions



All of these evolutions require being an unspoken spawn, or the eidolon of one, to take.

1-POINT EVOLUTIONS

Biped: When you stand up straight, you appear as a curious humanoid, instead of a four-legged creature pretending.

You enjoy a +4 bonus to Disguise rolls to appear as a non-specific member of a bipedal race and can do so without any supplies without penalty.

Concealed Chaos: As a full-round action, you may hide or reveal all your evolutions. While hidden, your evolutions cease to function.

Chaos's Mercy: Once per day, you may undo an effect that forcefully changes another's form or causes petrification, such as baleful polymorph or the attack of a chaos beast. This does not prevent the person from being affected again.

Fingered: You have or can form fingers when you need them. You lose the fingerless racial trait.

Fun Detection: You have gained a sense for when you're about to encounter something unexpected and unpleasant. You gain the trap spotter rogue trick. If you already had that rogue trick or take it properly later, the distance at which it detects traps increases by 10 feet.

Horn Magic: You gain the ability to cast *light* and *unseen servant* once a day each as a spell-like ability with your level as the caster level. You also qualify for feats that require the ability, such as most unicorn feats.

2-POINT EVOLUTIONS

Child of Chaos: You grow two additional pairs of legs. Your speed increases by 20 ft and your CMD against trip attempts increases by 8. You are recognizable as an agent of chaos for all the good and bad of it. Creatures of chaos will leave you in peace if you do not directly bother them, and you can attempt a diplomacy check to make them not eat your friends as a bonus.

Eidolon Magic: You have interwoven your eidolon-like nature into your magic. Spells that enhance or heal eidolons specifically are added to your class list for (one/all) of your classes at the same level that a summoner would gain them. You still have to learn and/or prepare them.

What They Want: By studying the target for a minute and making a successful Sense Motive at a DC of the target's hit dice plus ranks in bluff, you assume the form of the target's desired companion. If the target is literally without the concept of a companion, you become what is least offensive to the target. You can hold this form for as long as you wish, but assuming a new form can only be done once a day. You may return to your normal form as a standard action. While disguised, you enjoy a +10 bonus to your disguise check if opposed,

and enjoy a +5 situational bonus to diplomacy checks with the target.

3-POINT EVOLUTIONS

New World Order: Even your own structure is not sacred. Once per day you can move through up to five feet of matter as if it weren't there. Adamantine and force effects resist this. If you end this five feet of movement and are still in a solid object, you are violently repelled to the nearest available space and take 6d6 damage.

4-POINT EVOLUTIONS

Extraplanar Escape: When you would otherwise die, you instead are sent hurtling to the Unspoken's court. After a day of questionable delights, you may return with two negative levels and one hit point. You must either return to where you died or beside a person you know very well. If the negative levels would kill you, you cannot return. May the Unspoken be kind.

Alchemist Discoveries



Note Discoveries marked with an asterisk (*) do not stack—only one such discovery may be applied to a single bomb.

CHAOS ADAPTION (Su)

Prerequisite(s): alchemist 11

Benefit: Prolonged exposure to the stuff of chaos has hardened your body against such effects. You gain a +4 alchemical bonus to any saving throw against polymorphs and other effects that transmute your body (such as petrification). If you fail to save against such an effect, you may, once per day, attempt another save, even if you are currently in a form that normally would not have such a save (such as a statue), but not if you are destroyed.

CHAOS BOMB* (Su)

Prerequisite(s): alchemist 6

Benefit: With careful mixing of toxic humor with the other ingredients of a bomb, one can create an explosive that infects with chaos. Those who take damage from such a bomb must make a fortitude save against the bomb's DC or suffer a mutation. Any bonus is applied as a penalty.

Natural attacks given by the mutation do not function. This persists for one minute. If a victim is struck with a second chaos bomb and they fail their saving throw, their form becomes unstable, flowing wildly from one moment to the next. Their movement rates are cut in half on top of the mutations they have suffered and have a 20% spell failure to any spell that has somatic or verbal components (40% if both).

CONSTRUCT OVERRIDE* (Su)

Benefit: Modifying your bomb and throwing a hastily assembled device at the target construct, you attempt to scramble its functions. If the construct fails a will save against the DC of your bomb, they become confused for 1d4 rounds. If the construct fails by 5 or more, it regards you as its owner for that duration instead, though will remember its original commands when it regains its senses. Intelligent constructs are charmed instead of outright controlled as per charm person. This ability ignores all immunities normally present in the construct. Once a construct has been successfully affected by this ability, it suffers the alchemist's usual bomb damage (and cannot apply its usual DR/resistances against) on a failed save against this effect for 24 hours. Such a bomb has no secondary effect or area outside the primary target and deals no damage (aside as noted above).

INFORMATION ACCESS (Ex)

Benefit: When dealing with things that you don't know how to access, such as magical or technologically devices, you may spend a use of your bomb concocting a genius plan for entry. This gains you a +4 to a single knowledge, disable device, or use magic device check for the purpose of activating and beginning use of such device (Such as cracking a password on a console).

VOID ADAPTION (Ex)

Benefit: With a prolonged series of alchemical treatments to the alchemist's own body, they harden against the void's touch. They gain fire and cold resistance 5 (which stacks with any they already have) and can hold their breath twice as long.

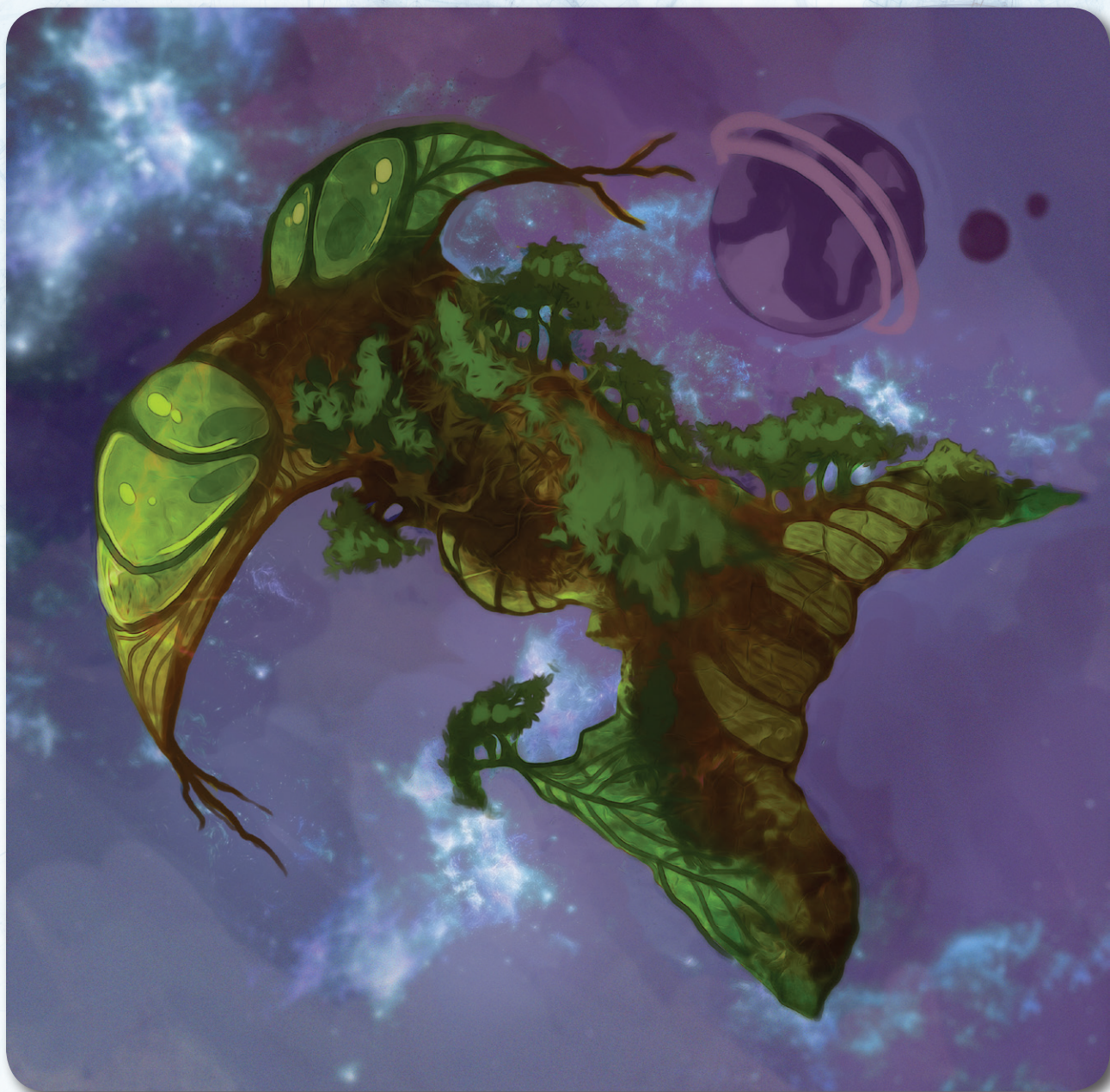
VOID MASTERY (Ex)

Benefit: Completing the regimen allows the alchemist to increase their fire and cold resistance by another 5 and cease to need to breathe at all. They also become immune to decompression, altitude sickness and other air-pressure related trauma.

Everglow Ships



Being mentored from their first primitive designs directly to being competitive on the wider market, Everglow ships often feature many parts and designs that can trace their roots to other worlds and races. Interwoven in those standard designs are curious things born of the minds of Everglow engineers. Being a people raised in constant elemental war, many of their designs feature similar motifs and take advantage of raw elemental might as opposed to more removed 'arcane' power.



Everglow Ship Templates

FEY POWERED

Such ships are designed to be operated by a fey crew and take advantage of it. While operating any component in the ship, an operator may expend a spell-like ability of at least 1st level to count as two operators of equal skill for as many minutes as the level of the spell-like expended. Those who attempt to make use of it without the fey type or at least one spell-like racial ability find the ship resisting their efforts, increasing the DC for all operational checks by 5.

Requirements: Construction in a fey rich area, such as on or near Everglow.

Cost: Such ships cost 20% more than an identical but non-fey powered ship.

LIVING WOOD

While a steelhearts' last sacrifice can be used to strengthen an existing factory or gambled to try to start a new one, some of the priests managed to find a new use for them. Taking that final sapling into space and exposing it to vacuum under specific rituals and encouragement causes them to grow. They can be guided to form an entire space-faring vessel of living wood, just as strong as any metal. The only catch is that the ship must be landed once a decade or so and allowed to root itself in fertile earth and beneath sunlight. During this 3d6 days of recharging, the ship cannot be moved, though parts on it may be used as normal. Replenishing or not, the ship attempts to repair itself at all times, having an effective fast healing ability of 1. Like fast healing on living things, a destroyed living ship cannot fast heal. This fast healing does not apply to specific components of the ship, only its hull.

Requirements: Spacefaring vessel was designed and grown by a steelheart priest with the final buds of fallen steelhearts

Cost: This cannot generally be purchased, only earned by exceptional service to the steelhearts. On the open market, such a ship is worth 50% more than an equal, non-living, vessel.



Everglow Ship Parts

ELEMENTAL ENGINE

Employing the friction of competing elements, the ship becomes a meteor of crackling lightning, fire, wind, water, and even flecks of rock that merge, conflict, and flake off in a constant dance that keeps the ship in motion. Their erratic motions make them ideal in tactical movement, allowing for terrific bursts of speed and excellent maneuverability. Between stars, it serves as an acceptable, but not special, engine. While active, any object attempting to ram or otherwise come into contact with (including being rammed by) the vessel equipped with this engine takes 1d6 vp of damage.

Maximum Speed 8; 3 interplanetary; 2 intergalactic;
Acceleration 1

Propulsion thrust

Means of Propulsion magic (hardness 30, hp 40. Hardness is increased by 10 against energy attacks)

Control Device A smooth sphere one rests their hands or hooves on. (AC 11, hardness 8, hp 50)

Driving Check Profession (pilot) (+0 to the DC) or Use Magic Device (+5 to the DC)

Crew 1; **Yield** 4

Point Buy 2; 1,308,000 gp

CONSTRUCTION REQUIREMENTS

Skill Check Craft DC 31; **Cost** 654,000 gp; **Feats** Craft Wondrous Item, Craft Technological Item; **Equipment** Four different bound elementals of Huge size or greater; **Spells** *time stop*, *summon monster IX*

Tricks for the Void



ALIEN EVERYWHERE

Your people were not even native to Everglow. What place is truly home? Nowhere, but you can make do in most places.

Prerequisite: Phoenix Wolf

Benefit: You take half the normal penalties for a thin or poisonous atmosphere. If a save is required against either, you enjoy a +4 racial bonus to your Fortitude save against them. This does not protect against spells or attacks, only environments.

Ponyfinder

BLEND IN

Doppelgangers have long practiced this art. Space hasn't changed it, simply made it more nuanced and intuitive.

Prerequisite: Doppelganger, Adept changeling

Benefit: If you are attempting to disguise yourself as the dominant species of the world you are currently on or in orbit of, you may ignore the type of the creature, provided you are capable of achieving the required size. If you do this, you gain no special abilities, even if you would otherwise be able to do so, such as darkvision, working fingers, or flight. You may, once a week, attempt to assume the form of the local dominant species without having ever seen it. The GM must make a proper Knowledge check for you. A failure results in nothing happening. A natural 1 causes you to assume the form of some other native species without knowing it's the wrong one.

COMPREHENSION OF ALL

True understanding means looking at the information given, even when it would shatter unprepared minds.

Prerequisite: Must worship Princess Luminace, Wisdom 15+ or iron will

Benefit: Gaze attacks of horrific void and extraplanar creatures find it difficult to affect you. You are considered one step closer to being blindfolded. If you do not avert your gaze, you have 50% miss chance against the gaze. If you do avert your gaze, you gain immunity and suffer a 20% miss chance yourself as the enemy gains concealment. You also gain a +4 divine bonus to will saving throws against sanity-breaking effects that rely on knowledge of things not meant for mortal minds.

DIRECT SUN WORSHIP

Your kind was made to savor the heat of the sun. Imagine their excitement when they learned there were so many suns to enjoy.

Prerequisite: Sun pony

Benefit: You gain complete immunity to radiation. While in direct line of sight to a sun without more than possibly a protective suit in the way within one AU, you enjoy a rush of vitality. You gain fast healing 1 until you reach half of your maximum hit points. At 5th level and every 5 levels thereafter, this fast healing increases by 1. If you should be increased by this to over half your hit points, you instead heal as many as is required to put you perfectly at half your maximum hit points.

DREAMING BETWEEN STARS

The Moon Princess is not distant. She shines upon you from all directions. Every twinkle is a little promise that she loves you and cares for you. Sleep well, child of Everglow, and know you are loved.

Prerequisite: Must worship the Moon Princess, Knowledge (religion) 5+ ranks

Benefit: If an aggressive creature that makes its home in the space between stars is approaching your vessel, you will be roused with at least four hours warning. You will not know what approaches, simply that something hostile is on the way, giving time to prepare for the event and warn others. If the creature needs something that you can reasonably give, a DC 15 Wisdom check reveals what that is if it will avoid the battle.

EMERGENCY TRANSPLANT

Your insides are a wonderful nest of complicated parts. One of them has to make this thing stop sparking.

Prerequisite: Clockwork

Benefit: As a full round action, you can make a Knowledge (Engineering) check at DC 15. You restore as many hit points as you rolled above 15 to the target machine within 5' and take 1 point of constitution drain regardless of the result of the roll.

ENSLAVE THE STARS

The Night Mare bids you bring order to the stars, one at a time. To enable this, she has used you as a conduit to your minions, giving them the power to survive and battle in the cold void to serve you better.

Prerequisite: Must worship the Night Mare, Knowledge (religion) 5 ranks

Benefit: Familiars, eidolons, animal companions, and other similar class-granted companions become touched with the void itself. They gain darkvision 60', can hold their breath in minutes instead of rounds, and take half penalty from micro or no gravity and become immune to decompression or altitude sickness.

ERRATIC FLIGHT

You were born with dainty wings that allowed you to make amazing maneuvers. This has translated to your piloting perfectly.

Prerequisite: Flutterpony, Profession (pilot) 3 ranks

Beyond Everglow

Benefit: As an immediate action, you can attempt to dodge an incoming attack or effect on the vessel you are piloting, raising the armor class and reflex save of your vessel by 1 against that attack. This bonus increases by 1 for every 5 hit dice. Roll a d20. On a roll of 1, the engines are strained under the motions, causing 1d10 damage to them that bypasses hardness.

HEAVY INERTIA

What is at rest tends to stay at rest, especially when you're talking about an antean.

Prerequisite: Antean

Benefit: When you would be forced to move against your will and a save is required, against a trap or the sudden depressurization of the room you're in, you can add your strength as a bonus to the roll. You may also add your strength to your CMD to resist being moved as part of a grapple or when bull rushed.

INTERNAL FORCE SUPPORT

Your innate fey magic can be turned to amplifying the power of ship parts with focus.

Prerequisite: Fey, Profession (engineering or pilot) 5 ranks

Benefit: As a standard action while within 5' of a magically powered ship part, you may use your own energy to enhance its function. For every 5 dice it rolls, you add +1 to the end result, minimum 1. You may operate the device as part of this action.

MACHINE CRADLE

The Maze always knew you were in a ship. You still are, it's just smaller and in need of delicate care. Learning to clean up your living area is a sign of adulthood. Embrace it.

Prerequisite: Must worship The Maze, caster level 6+

Benefit: Once per day, you can cast make whole as a spell-like ability on a space vessel or any part thereof. The caster level of this spell is equal to your hit dice.



Ponyfinder

MASTER OF FORCE

Your horn serves so many purposes. Why wouldn't it let you soar without wings?

Prerequisite: Practiced horn magic

Benefit: Using one of your mental hands, you give yourself a speed in space of 1. If you have two mental hands and use both, you can move at a speed of 2. Outside of ship-scale movement, you gain 30 or 60 fly speed (perfect) while in space.

SALVAGERS

Leave nothing of value behind. Take it all and melt the rest for what we can get for it.

Prerequisite: Gem Gnom

Benefit: You can get 10% more for the remnants of destroyed vessels.

SHORT STOCK

Everyone who worships the lost god of love who is shorter than the others claims proudly to be of short leg stock. There is no proof of this, but they are generally kind people and their belief brings no harm.

Prerequisite: Must worship Lashtada, level 1 only, not a short leg

Benefit: You begin one size smaller than normal for your race (to a minimum of small). Once per day, you may elect, as an immediate action, to become the target of an effect or attack within your reach. The effect must be targeting someone other than you, and does not function for area of effect effects. If used after a hit is confirmed, the hit is automatically confirmed on you. You qualify as a short leg for all purposes.

SHROUD OF THE VOID

Once you hid in caves. The cave has become much larger, but it remains just as dark.

Prerequisite: Leatherwing

Benefit: When attempting stealth checks in space, you may roll twice and take the better result.

SPACE SWIMMER

Provided you can handle all the other dangers of the void, the Gentle Ripple will at least grant you mobility in this new, dangerous, ocean.

Prerequisite: Sea horse

Benefit: You may use your swim speed as a fly speed (perfect) in space. For tactical and intergalactic movement on a ship scale, you have a speed of 1. You gain the ability to hold your breath for an hour per constitution instead of being measured in rounds.

SUN DIPLOMAT

Your own sun may be many light years away, but you carry its warmth in your chest, and can display it to other races.

Prerequisite: Must worship the Sun Queen or Sun King, Diplomacy 5+ ranks

Benefit: While attempting diplomacy, your faith eases the differences between cultures and makes plain what stands in the way. If you are missing a critical thing to properly begin the discussion, the GM is obliged to give a hint towards how it could be resolved, though this gives you no advantage towards doing so, besides knowing better what must be done. If the diplomacy would have caused the attitude to worsen due to your ignorance and this is your first time trying, you may prevent it from deteriorating. This effect only works once per given culture.

VOID SEALED

Your kind is already known for being quite machine-like. With some practice and care, you can truly show off the rigor of your people with a little walk between the stars.

Prerequisite: Half construct

Benefit: You take no immediate damage from the void of space, or suffer from any other situation in which lack of pressure is a concern (high altitudes, for instance). You also gain cold resistance and fire resistance 5.

Tricks for the Void



SPACE FEY

Prerequisite: Fey

You have adapted your fey magic for life between stars.

You gain the following benefits:

- Your swim and fly speeds work equally well as a fly speed when you are in space despite the lack of an atmosphere.
- You may use your internal fey magic while operating a vessel device, giving it one extra die for every 5 dice it rolls for its effect.

Traits For the Future



Beastial Mien (Race, fingerless): You are without hands or fingers, and this bothers others. It also makes them underestimate you. You gain a +2 trait bonus to bluff and disguise checks to appear as a non-intelligent species. One of these two skills becomes a class skill.

Galactic Greed (Race, Purrsian): Escaping to the stars has only given you a wider theatre to impress and exploit. Even as a kitten you couldn't wait to start trading and dealing. When selling goods from another world, you can command 5% more.

Machine Sympathy (Race, Steelheart): You understand the pain of the machines around you, and can make their torment your own. Every day, you can heal a number of hit points to an inanimate object or construct equal to your hit dice. You take as much damage as you healed which cannot be avoided by any means.

Unknown Race (Social): Your race isn't found on any of the pamphlets talking about your home world. This may annoy you, or comfort you. There are benefits to anonymity, but it also makes it hard to pull strings based on your people's connections. You gain a +2 trait bonus to bluff when claiming to be from somewhere else. Bluff becomes a class skill.

Rogue Talents



Cultural Appropriator (Su): You are a fake, a copycat, a wannabe. Whatever you call it, you have a culture you imitate to the point of borrowing its power. You gain one bonus feat that requires you be another race that you otherwise qualify for. If the feat requires bodily features that you don't have, you cannot take it.

Emergency Recharge (Su): When things stop working right in the middle of the void, people die. Once per day, you can make a broken magic item ignore its broken condition for 1d4 minutes. Move quickly.

Heavy Gravity Training (Ex): It's hard to be subtle when you feel pinned to the floor. You've worked past that and suffer half the usual penalties in high gravity.

Trap Designer (Ex): You are especially adept at modifying traps you find. You can change the weight needed to trigger a pressure trap, the range at which a proximity trap fires, or even the direction of a trap. A trap can only be so modified once and it takes a minute and a disable

device against the disable DC of the trap to do. If the trap normally fires a spell and you have magic of your own, you can replace its spell, provided you cast the desired replacement at the end of the modification. The replaced spell will fire once before the trap reverts to its normal state. The trap still follows its listed reset.

Living Pinball (Ex): With two walls up to fifteen feet apart, you can bounce back and forth to control and propel yourself down a corridor at full speed in low or no gravity.

Low Gravity Waltz (Ex): You have worked in low gravity before and learned its tricks. You suffer half the usual penalties in low gravity.

Micro-Gravity Juggling (Ex): Juggling your tools has never been easier, with a little skill. With a DC 15 sleight of hand check, you are considered to have an extra hand free in low or no gravity. This extra hand cannot be used to wield weapons or shields.

Xenobiology (Ex): You have studied more than your share of species and learned how their bodies tend to work, even in the case of bizarre aberrations. When your sneak attack or critical hit is thwarted by immunity to sneak attack or criticals or fortification effects, you have a 25% chance of succeeding despite it.

Xenobiology, Mastered (Ex): This talent builds off of, and requires, the xenobiology talent. Whenever you succeed in identifying a target, your chance to ignore crit/sneak ignoring effects increases to 50%.

Elementalist Pacts



This section assumes *Starfinder* rules, though making it work with basic *Pathfinder* or *Starjammer* rules should be minimally difficult.

COSMIC PLANAR PACT

While basic emotions or planar connections can fuel most elementalists, an increasing number feel an affinity for the void itself. That cold emptiness does not seem as cold to them, and they can hear its song, however faint it seems at times.

Class Skills: An elemental with a cosmic pact adds Pilot and Engineering

Planar Guide: The planar guide of a cosmic elemental appears as a distortion in space. It can refract and

Ponyfinder

bend in exotic ways. When it feels the need, it can form hands and fingers to manipulate its environment, but often prefers being less clearly in any terrestrial shape.

GUIDE ABILITIES

When gaining ability bonuses, the planar guide increases strength and dexterity.

BASE STATISTICS

Medium Elemental; **Spd** 30 ft. (6 squares); **KAC** 14 (+2 dexterity, +2 natural), **EAC** 15 (+2 dexterity, +3 natural) touch 12, flat-footed 12; **Base Atk** +1; **Atk** +3 melee (1d4+2, slam); **Full Atk** +3 melee (1d4+3, slam); **Space/Reach** 5 ft./5 ft.; **Alignment** Same as elemental; **Str** 15, **Dex** 14, **Con** 16, **Int** 4, **Wis** 11, **Cha** 11

SAVING THROW PROGRESSION

Good: Ref/Will

Bad: Fort

PLANAR GIFTS

An elemental with the cosmic pact can choose from any of the following gifts.

Cosmological Harmony (Su): Once per day, you can attune yourself to the rhythm of a ship you serve on. For a minute, the ship gains 1 hex of movement, armor class increases by 1 and TL increases by 1. At level 15 and every 5 levels thereafter, this bonus increases by 1. You must be 11th level to select this gift. A ship cannot benefit from this ability more than once at a time.

Earth Mastery (Su): You gain Command Undead as a bonus feat, but it can only be used on outsiders with the earth subtype. You can channel energy a number of times per day equal to 3 + your Charisma modifier, but only to use Command Undead. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel. You must be 13th level to select this gift.

Elemental Adaptation (Su): When being exposed to any effect that deals fire, cold, acid, or electric damage, you may spend a reaction to gain energy resistance 20 against that element. This does affect the damage which triggers the gift. This resistance persists for a minute, and

while active, cannot be changed. You must be 13th level to select this gift.

Entropic Master (Su): Simply holding a battery, you serve as a recharging station. Serving in this capacity requires a full action every round. You can restore up to five charges to a battery at a price of one resolve point every round. At level 7+ you can charge systems that can be recharged with batteries, replenishing their internal store by 3 for 1 resolve point.

Implosion (Ex): Your planar guide, when making a full attack action, implodes violently as part of the act. They may make a free trip or disarm attempt on any one enemy they attacked that round. You must be at least 7th level to select this gift. This isn't nearly as harmful to the guide as it may appear and does no damage to it.

Living Star (Ex): Your body becomes closer to the heart of creation, gaining a +2 bonus to saving throws against all radiation, poisons and diseases. This bonus increases to +4 at level 11 and +6 at level 16. You must be



at least 7th level to select this gift. At level 11, you become entirely immune to radiation.

Magnetic Personality (Su): Whenever you strike an enemy with a melee or ranged attack, you may create a subtle mark that causes other attacks to be drawn to the enemy. This causes any concealment they have to be ignored for sake of miss chances. If the enemy had no concealment against an attack, the attack instead deals 1d6 extra damage of the same type as the damage it normally inflicted. Only one enemy can be so marked; marking a new enemy ends the old mark. The mark fades after an hour in any event.

Nuclear Punches (Su): Your melee strikes land with a flash of ionizing radiation. Deadly, but thankfully short-lived, you inflict an extra 1d4 damage. Creatures immune to radiation or poison ignore this extra damage.

Propulsion (Su): Reaching out with your hands, feet, or other available limbs, you let out a stream of cosmic debris, propelling you in space and granting you a fly (good) speed of 60' so long as you are not in a field of gravity. Your guide can use this even inside of gravity. When aboard a vessel and acting as its engineer or pilot, the elementalalist may spend a swift action when engaged in either activity to empower the ship's engines, increasing its speed by 1 hex in combat for one round.

Space Adaptation (Su): You can call into being a thin layer of force that shimmers faintly, protecting you from the void or enemy attacks. While active, you are safe from pressure-related issues, enjoy a +2 circumstance bonus against radiation, enjoy a constant supply of air, and your EAC increases by 2 and KAC by 1. The increase to your armor class does not stack with worn armor. At 7th level, and every four levels thereafter, these armor bonuses increase by +1. At 13th level, this armor grants you Damage Reduction 1/Lasers, increasing by 1 per additional level. You can use this armor for 1 hour per day per elementalalist level. This duration does not need to be consecutive, but it must be spent in 1-hour increments. Your planar guide is considered to always have this effect active, and does not count against your usage.

Space Cowboy (Su): As an attack, you may point a finger or other anatomy at a target and replicate the effect of a non-projectile small arm with a level no more than half your own. Weapons or firing modes that require more than one charge or bullet may not be replicated. If you use an actual weapon, you can infuse its ammunition, making the attack magic and dealing an extra 1d4 damage.

Universal Thought (Su): You gain telepathy with a range of 100 feet.

Vacuum Sense (Ex): You sense when you are within 20' of a vacuum at all times and know what direction and how far away it is. If you are subjected to one, air-borne poison, or otherwise lack for breathable air of the correct pressure, you may, as a reaction, activate space adaptation, if you have it. This prevents damage and other ill effects that would be circumvented with isolated air and regulated pressure.

PLANAR PERFECTION

Upon reaching 20th level, you become at home among the stars. You gain darkvision 60' and no longer require breathing, food or sleep. You gain a 50% fortification against critical hits and become immune to paralysis, stunning, and sleep effects. Lastly, your constitution increases by



Elementalist Pacts

COSMIC PLANAR PACT

While basic emotions or planar connections can fuel most elementalists, an increasing number feel an affinity for the void itself. That cold emptiness does not seem as cold to them, and they can hear its song, however faint it seems at times.

Class Skills: An elementalalist with a cosmic pact gains proficiency in one skill of choice.

Planar Guide: The planar guide of a cosmic elementalalist appears as a distortion in space. It can refract and bend in exotic ways. When it feels the need, it can form hands and fingers to manipulate its environment, but often prefers being less clearly in any terrestrial shape.

Special: Your planar guide has a 30 foot fly speed.

COSMIC PLANAR GIFTS

You can choose from any of the following gifts.

Cosmological Harmony. You can attune yourself to the rhythm of a ship you serve on. For one minute, attacks against the ship have disadvantage. You regain the ability to do so after you finish a long rest. You must be 11th level to select this gift.

Earth Mastery. You gain the ability to charm elementals of the earth type. As an action, you can affect them as though you had cast charm person. You can use this ability a number of times per day equal to 3 + your Charisma modifier, and regain spent uses after finishing a long rest. You must be 13th level to select this gift.

Elemental Adaptation. When being exposed to any

Ponyfinder

effect that deals fire, cold, acid, or electric damage, you can spend a reaction to gain resistance against that damage type. This does affect the damage which triggers the gift. This resistance persists for a minute, and while active, cannot be changed. You must be 13th level to select this gift.

Entropic Master. Simply holding a battery, you serve as a charging station. Serving in this capacity requires an action each round. You can restore most batteries with an action. You can do this a number of times equal to your Charisma modifier before needing to finish a long rest and recover spent uses. At level 7+ you can charge large battery banks or personal vehicles with one charge, or up to 3 batteries with each use of this ability.

Implosion. Your planar guide implodes violently as part of making an attack. The planar guide chooses one adjacent creature to either trip or disarm, gaining advantage on the contested roll. You must be at least 7th level to select this gift. This isn't nearly as harmful to the guide as it may appear and does no damage to it.

Living Star. Your body becomes closer to the heart of creation, granting you advantage on saving throws against radiation effects, diseases, and the poisoned condition. At level 11, this effect grants you resistance to poison and radiant damage. You must be at least 7th level to select this gift. At level 15, you become entirely immune to radiant damage and radiation effects.

Magnetic Personality. Whenever you strike an enemy with a melee or ranged attack, you may use a bonus action to create a subtle mark that causes other attacks to be drawn to the enemy. This causes any concealment they have to be ignored for sake of miss chances. If the enemy had no concealment against an attack, the attack instead deals 1d6 extra damage of the same type as the damage it normally inflicted. Only one enemy can be so marked; marking a new enemy ends the old mark. The mark fades after an hour.

Nuclear Punches. Your melee strikes land with a flash of ionizing radiation. Deadly, but thankfully short-lived, you inflict an extra 1d4 radiant damage.

Propulsion. Reaching out with your hands, feet, or other available limbs, you let out a stream of cosmic debris, propelling you in space and granting you a fly speed of 60 feet so long as you are not in a field of gravity. Your guide can use this even inside of gravity. When you are acting as the engineer or pilot of a space vessel, you have advantage on checks related to piloting that vessel or ship.

Space Adaptation. You can call into being a thin layer of force that shimmers faintly, protecting you from the

void or enemy attacks. While active, you are safe from pressure-related issues, enjoy a constant supply of air, advantage against any saving throw related to radiation, and an Armor Class of 13 + your Dexterity bonus. The increase to your armor class does not stack with worn armor. At levels 7, and 15, these armor bonuses increase by +1. At 13th level, this ability grants you resistance against radiant damage, which explicitly includes laser beams. You can use this armor for 1 hour per day per elemental level. This duration does not need to be consecutive, but it must be spent in 1-hour increments. Your planar guide is considered to always have this effect active, and does not count against your usage.

Space Cowboy. As an action, you may point a finger or other anatomy at a target and replicate the effect of a non-projectile small arm, dealing 2d6 radiant or fire damage (your choice). You are considered proficient with this attack, and add your Charisma bonus to the damage roll. Weapons or firing modes that require more than one charge or bullet may not be replicated. If you use an actual weapon, you can infuse its ammunition, making the attack magic and dealing an extra 1d4 damage.

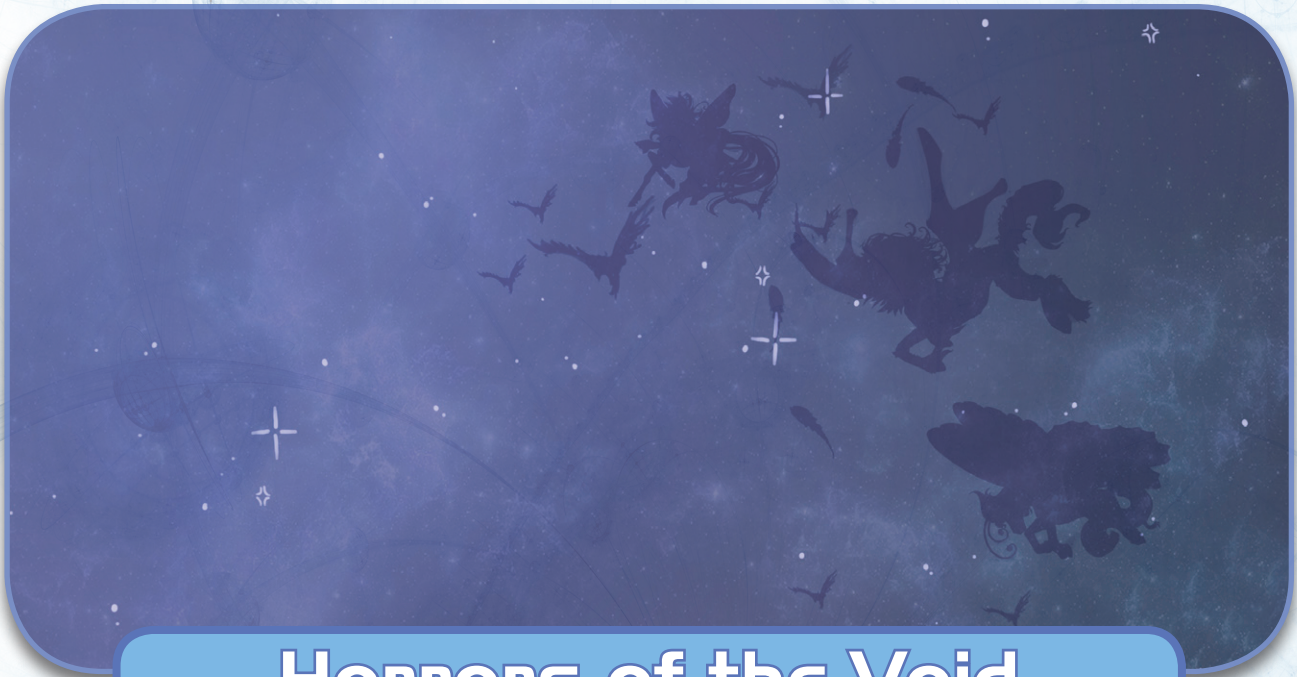
Universal Thought. You gain telepathy with a range of 100 feet.

Vacuum Sense. You sense when you are within 20 feet of a vacuum at all times and know what direction and how far away it is. You can use a bonus action, and gain the ability to survive in a vacuum for up to 10 minutes. This also makes you immune to airborne poisons and toxins, both mundane and magical.

PLANAR PERFECTION

Upon reaching 20th level, you become at home among the stars. You gain 60 foot darkvision and no longer require breathing, food or sleep. You are now immune to the paralyzed, stunned, and unconscious conditions. Lastly, your constitution increases by 2, to a maximum of 22.





Horrors of the Void

Void Flutters

This roiling mass is a thing of dreadful beauty. Each sparkles like a jewel, their little wings beating in a constant buzz that belies their size.



Ponyfinder

VOID FLUTTERS

CR 11 (XP 12,800)

N Large swarm of tiny fey (swarm)

Init +4; **Senses** low-light vision, darkvision 60', scent (magic) 200'; **Perception** +3



DEFENSE

AC 25, touch 17, flat-footed 20 (+4 Dex, +1 dodge, +8 natural, +2 size)

hp 99 (18d6+36)

Fort +9, **Ref** +17, **Will** +14

Defensive Abilities swarm traits; **Immune** cold, fire

OFFENSE

Speed fly 60 ft. (perfect)

Melee swarm (4d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 20), magical cascade

STATISTICS

Str 4, **Dex** 18, **Con** 12, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +9; **CMB** —; **CMD** —

Feats Acrobatic, Alertness, Dodge, Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Spellcraft), Step Up, Toughness

Skills Acrobatics +26, Escape Artist +17, Fly +22, Perception +3, Sense Motive +3, Spellcraft +12

SQ magic theft, void adapted

SPECIAL ABILITIES

Magic Theft (Su) Any being capable of spellcasting, be it spells or spell-like abilities, that is damaged by the swarm finds spellcasting more difficult. For ten rounds, any attempt to cast a spell must first pass a concentration check (DC 25 + spell level) or fail, wasting the spell. As an immediate action, the swarm may inflict its swarm damage on a creature up to 60' away that is suffering from magic theft. This ends the magic theft.

Magical Cascade (DC 18) (Ex) Whenever two or

more creatures are suffering from the magic theft ability and are within 30' of one another, they all crackle and send painful jolts of magic between themselves, causing them to take the swarm's damage at the start of their turn. A successful Reflex save at DC 18 halves the damage.

Swarm Attack (4d6) Deal listed damage to any creature occupying same space at end of move.

Void Adapted (Ex) Void Flutters do not have to breathe and are immune to most problems with dealing with space. Their fly speeds work equally well in vacuum or atmosphere.

ECOLOGY

Environment Open space

Organization Void flutters defy easy explanation. They simply came to be when the sapient races first left Everglow. They became menaces to any magic-powered vessel, eagerly attacking anything that puts out a magical scent, living or not. They have no true organization outside of collecting together into their swarms. Some swarms form large enough to swallow an entire vessel whole under its dreadful buzzing.

Treasure none

VOID FLUTTERS

Large swarm of Tiny fey, neutral



Armor Class 17 (natural armor)

Hit Points 149 (23d10+23)

Speed 30 ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
4 (-3)	18 (+4)	12 (+1)	2 (-4)	12 (+1)	8 (-1)

Damage Immunities cold, fire

Senses darkvision 60 ft., Magic Scent (200 ft.), passive Perception 11

Languages —

Challenge 11 (7,200 XP)

Magic Theft. Any creature damaged by the flutter swarm finds all magic harder to do, requiring a constitution save against DC 15 to maintain concen-

Regolith Elemental

Rising from the rocky terrain, at first it might seem like a trick of some kind of wind, but it swirls together into a menacing figure of debris.

tration, even if the spell or magic ability normally doesn't require concentration. Failure causes the ability to be expended and the action wasted. This persists for ten rounds (1 minute).

Magical Cascade. Whenever two or more creatures are suffering from the magic theft ability and are within 30' of one another, they all crackle and send painful jolts of magic between themselves, causing them to take the swarm's bite damage at the start of their turn. A successful Dexterity save at DC 16 halves the damage.

Void Adapted. Void flutters do not need to breathe and are well suited to life in the cold grip of space. Their fly speeds work equally well in vacuum or atmosphere.

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 insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 44 (9d8+4) piercing damage. If the swarm is at half hit points or less, reduce damage to 18 (4d8).

REACTIONS

Interfering Explosion. As a reaction, a flutter swarm can end magic theft's duration on a target creature, causing them 4d6 psychic damage.



REGOLITH ELEMENTAL



CR 4 (XP 1,200)

Regolith elemental

N Large outsider (elemental)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +8

DEFENSE

AC 17, touch 8, flat-footed 17 (-1 Dex, +9 natural, -1 size)

hp 37 (5d10+10)

Fort +6, **Ref** +2, **Will** +4

Immune bleed, critical hits, flanking, paralysis, poison, precision damage, sleep, stunning

OFFENSE

Speed 30 ft., burrow 30 ft.; earth glide

Melee unarmed strike +8 (1d4+4) or

2 slams +8 (1d8+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks gravel spray, grinding machine

STATISTICS

Str 19, **Dex** 9, **Con** 15, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +10 (+12 grapple); **CMD** 19 (21 vs. grapple)

Feats Improved Grapple, Improved Unarmed Strike, Lightning Reflexes

Skills Appraise +5, Intimidate +5, Knowledge (planes) +8, Perception +8, Stealth +3, Use Magic Device +5

Languages Terran

SQ moon stealth

Ponyfinder

SPECIAL ABILITIES

Moon Lung (Ex) Any creature involved in combat with a regolith elemental has a 25% chance of being cursed. Unless the adventurer is breathing filtered air, razor sharp particles will infiltrate the PC's lungs. An EVA suit compromised by battle with a regolith elemental is no protection at all. The curse of the regolith elemental is particularly insidious and slow to develop, causing scar tissue to build up in the lungs and slowly degrade the ability of the PC to breathe. The practical effect of this is that by the time it is discovered, usually decades later, it is too late for any but the most advanced clerics to cast remove curse and cure disease at a sufficient level to save the PC's life. A savvy PC or cleric can lift the curse quite easily by casting cure disease and remove curse at level 10 or better.

Gravel Spray (DC 14) (Ex) As an action, a regolith elemental can send shards of sharp flecks of rock and sand in either a 30' cone or a 90' line. Those caught in it take 6d6 piercing damage. A DC 14 reflex save may be taken for half damage.

Grinding Machine (DC 16) (Ex) When in a grapple, the regolith elemental can forgo making a CMB check to instead grind and cut at the other members of the grapple. This allows it to make a full-round of attacks with a +2 circumstance bonus to the attack rolls. If at least two attacks hit a single target, the victim must make a fortitude save against DC 16 or become blinded for 1d4 rounds.

Moon Stealth (Ex) regolith elementals enjoy a +10 bonus to stealth on the surface of any rocky body exposed to the void.

ECOLOGY

Environment moons, meteors, and other airless places

Organization Regolith elementals do not purposefully band together, but will assist one another if they are present when another enters combat. They adore collecting magic items if given the chance, and most can even use them despite a lack of formal training.

Treasure standard

REGOLITH ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 42 (4d10+20)



Speed 30 ft., burrow 30 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Moon Lung. For each round that a creature is involved in combat with a regolith elemental, it has a 25% chance of being cursed. Unless the adventurer is breathing filtered air, razor sharp particles will infiltrate the creature's lungs. An EVA suit compromised by battle with a regolith elemental is no protection at all. The curse of the regolith elemental is particularly insidious and slow to develop, causing scar tissue to build up in the lungs and slowly degrade the ability of the PC to breathe. The practical effect of this is that by the time it is discovered, usually decades later, it is too late for any but the most advanced clerics to cast remove curse and cure disease at a sufficient level to save the PC's life. A savvy PC or cleric can lift the curse quite easily by casting cure disease and remove curse at spell level 5 or better.

Siege Monster. The creature deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8+5) bludgeoning damage.

Gravel Spray. As an action, a regolith elemental can send shards of sharp flecks of rock and sand in either a 30' cone or a 90' line. Those caught in must make a DC 15 Dexterity save, taking 21 (6d6) piercing damage on a failure, or half as much on a success.

The Text

Oh, hello. I bet you were hoping for more monster stats, or some fluff about the universe or culture or something like that. Shame, you got me, and a bunch of fourth-wall breaking words being read out in your mind in the voice of your choosing. See, I do give choices. In fact, I love giving choices. You can think of me similarly to the Unspoken. Neither of us like boring things, but for very different reasons, and with different methods to solve the problem.

Let's say there's this human, reading a book, and the Unspoken and I both agreed they weren't doing enough interesting things with their life. What do we do about it? Well, chaos boy may arrange for some accident or windfall, anything to shake them up a bit and get them thinking outside their usual box. But... that's it. He shakes them up, and he giggles happily. Done.

He has his puppets who eagerly seek out delicate castles to kick over. What happens once they fall? He doesn't care. He just wants them kicked.

He has no long game. Not me. I'm different. For one, you can trust me. We make a deal, I'll stick to my word. Fair warning, there are plenty of ways to give you precisely what you asked for. Don't complain if what you get isn't what you imagined. I also won't ever *force* a person. That's boring. I am an opener of paths.

You want to become the emperor of your world? Well, we all need ambitions. I'll find the path that leads you towards that goal. You may not make it. In fact, there's a good chance you won't, but if you keep on following the path, you could make it. It will be interesting. It has to be. I know there are people watching.

Why, you're one of them! Oh, don't look so doubtful. Of course you are. You're a player, or are you one of those game masters? No matter. You're still my pawn, one way or the other. Let's make interesting stories together.

Am I a god? I prefer to not be burdened with labels. Just call me Text. That's what I am. If I offer a path for someone, that's all they'll see. Sometimes I'm burning. Other times bloody, digital, arcane, or just random swirls in a pool. Whatever feels good for the moment, really.

I will make you work for your happy ending. You will probably fail. It will be an interesting journey, so let's get going. What do you want to do?

Oh, were you waiting for me to tell you what the first step is? I said I like giving choices and I meant that. I'll open the path, but it is by your feet alone that you walk it. Take the opportunities that present themselves, and they won't always be obvious, not by a long shot. Be clever. Be persistent. Be worth talking about.

Now, you may be asking yourself, or not, who's this guy rambling at me. Do they have anything to do with the Author? Well, sort of. I'll let you figure that part out. You can pray to her if you like, but she's quiet. Technically, so am I, minus the voice you've chosen for me. Is it a good one? I hope it is. It would be mildly annoying to know you're envisioning me with some kind of... I shouldn't go on, I'll give you ideas.

Ponyfinder

New Traps



These are written with the *Pathfinder Roleplaying System* in mind. Playing 5e? Cut the DCs by 10, then enjoy! *Starfinder*? Use engineer to disable mechanical traps and mysticism to disable magical ones.

ANTIMAGIC BARS

CR 5 (1,600 xp)

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** automatic

INTERACT

Notice Perception DC 28; **Disable Device** DC 28

EFFECT

These bars are enchanted so as to not allow magic to penetrate them. They block all lines of effect, especially teleportation, preventing the captive from casting any spell across them and out of their cell. The trap comes into effect when the captive attempts to do so anyway, which causes a feedback jolt of arcane might in the form of 5d6 damage each time they attempt a spell across the bars. Rooms where this is installed are typically treated so the walls are impervious, with the bars allowing others to see, hear, and speak to the captives without fear of magic involved. Attempts to work magic on the bars themselves will also trigger the trap. The bars have an effective SR of 25 against spells targeting them.

AUTHORITY SCANNER

CR 6 (2,400 xp)

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** automatic

INTERACT

Notice Perception DC 28; **Disable Device** DC 28

EFFECT

Usually installed to cover a specific door or corridor, those attempting to press past without wearing the proper

identifying pin, hat, or other tuned item causes the floor, walls, ceilings, or all of the above to become electrified. Those flying through the affected area are considered to have cover, but are otherwise affected. The trap delivers an electric jolt for 6d6 damage to all those unidentified every round that they remain within range. This trap is usually tied to an alarm to summon help. A reflex save at DC 20 allows the victim to avoid half the damage.

AUTOMATIC JAILER

CR 5 (1,600 xp)

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** automatic

INTERACT

Notice Perception DC 28; **Disable Device** DC 28

EFFECT

Not everyone wants their intruders killed. Some prefer to have them around to question. When a creature of at least small size passes by without a properly attuned identification badge or without saying the proper passphrase, they must make a will save at DC 25 or be teleported to a waiting cell. If the target fails by 5 or more, they appear without any objects they were wearing or holding, which fall to the ground where they once were.

FALSE TRAP

CR 1 (400 xp)

DESCRIPTION

Type Mechanical; **Trigger** pressure; **Reset** none

INTERACT

Notice Perception DC 10; **Disable Device** DC 15

EFFECT

This trap is obvious to almost anyone, and similarly easy to disarm if one wishes to. It does nothing but slow down intruders, set them off balance, and possibly reveal when someone is where they shouldn't be. It is not uncommon to attach an alarm or other traps to trigger when this trap is disabled.

Beyond Everglow

FALSE TRAP, GREATER

CR 1 (400 xp)

DESCRIPTION

Type Mechanical; **Trigger** pressure; **Reset** none

INTERACT

Notice Perception DC 10; **Disable Device** DC 25

EFFECT

Identical to the basic false trap, except more intricate to waste more time of interlopers.

MAGIC DRAINER

CR 7 (3,200 xp)

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** automatic (1d4 rounds)

INTERACT

Notice Perception DC 25; **Disable Device** DC 25

EFFECT

When anyone capable of spells or spell-like abilities approaches within 5' of this trap, they must make a will



Ponyfinder

saving throw against a DC of 25 or lose one spell slot per level of spell they know. If they are a prepared caster, determine which spell is lost randomly per spell level. Spell-like abilities are drained as if each were used once.

MAGIC DRAINER, GREATER

CR 9 (6,400 xp)

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** automatic (1d4 rounds)

INTERACT

Notice Perception DC 25; **Disable Device** DC 25

EFFECT

This trap functions as the lesser model, but those failing the DC 30 saving throw also have their magic items suppressed for 1d4 x 10 minutes. This does not function on artifacts. If the items had no obvious external effect, a DC 20 perception check is required to notice the effect at all on the victim's gear.

RACIAL CONFORMER

CR 3 (800 xp)

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** automatic

INTERACT

Notice Perception DC 15; **Disable Device** DC 15

EFFECT

Usually set as a bright and glimmering circle of runes, the racial conformer is often very public 'trap'. Those walking through it are immediately polymorphed into the race as set by the maker or installer of the trap. A DC 20 fortitude save resists this change. This operates as *polymorph* with a duration of one hour, or until the user walks back through the circle, at which point they

are restored to their original form. All equipment adjusts to fit their new form as best as possible. If impossible, the incompatible gear is absorbed into the body of the victim as per wild shape.

SURVEILLANCE STRIPS

CR 3 (800 xp)

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** automatic

INTERACT

Notice Perception DC 15; **Disable Device** DC 20

EFFECT

These brightly-colored strips are not hard to spot, but seem harmless enough. Those passing within 10' of them are quietly cataloged. The trap makes a knowledge check with a +8 modifier and relays the information it gets, usually to waiting defenses to better prepare to deal with trouble.

SURVEILLANCE STRIPS, GREATER

CR 5 (1,600 xp)

DESCRIPTION

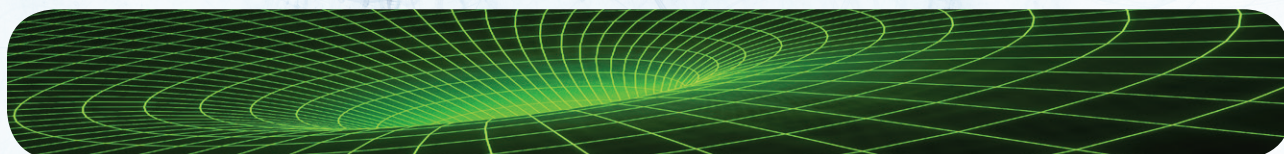
Type Magical; **Trigger** proximity; **Reset** automatic

INTERACT

Notice Perception DC 15; **Disable Device** DC 20

EFFECT

These brightly-colored strips are not hard to spot, but seem harmless enough. Those passing within 10' of them are quietly cataloged. The trap makes a knowledge check with a +12 modifier and a spellcraft check to detect active spells and magic items with a +10 modifier. It then relays the information it gets, usually to waiting defenses to better prepare to deal with trouble.





Finding New Stars

Starfinder Races



For quick reference, we will provide the HP value of races below. If a race needs further modification to make them *Starfinder* compatible, that will follow.

Race	HP
Big Mao	5
Cloven	4
Drakehoof	5
Flutterpony	3
Gem Gnoll	4
Griffon	4
Impure	4
Luminace Dragon	4
Phoenix Wolf	4

Pony Satyr	4
Ponykind	4
— Antean	5
— Mineralite	4
— Short Leg	3
Purrsian	4
Reptilin	4
Ruminant	3
Unspoken Spawn	4
Vulpony	4

INNATE SPELLS AND RACIAL ADJUSTMENTS



- Replace all references to *mage hand* with *psychokinetic hand*
- Bonuses to CMD instead act as bonuses to KAC against the listed maneuvers.
- Generic bonuses to CMD should be discarded.
- *Alter self*, *beast shape*, *plant shape*, *elemental shape*, *undead shape* and similar spells work as they do in *Pathfinder*, minus any attribute or armor modifications.
- Ponies begin with the toughness feat instead of endurance as part of Earth-Bound.



KARA'S INFLUENCE

While the use of flesh-altering magic lost favor in much of civilized space with the advent of advanced medical technologies and equally advanced social mores, residents of Everglow did not forsake it as easily. Those loyal to her lay the credit at Kara's hooves, not wishing her children to stand out so sorely in a universe where they would so unique in their shaping of the flesh.



POLYMORPH SUBSCHOOL

A polymorph spell transforms your physical body to take on the shape of another creature. While these spells make you appear to be the creature, granting you a +10 circumstance bonus on Disguise skill checks, they do not grant you all of the abilities and powers of the creature. Each polymorph spell allows you to assume the form of a creature of a specific type, granting you a number of bonuses to your ability scores and a bonus to your natural armor. In addition, each polymorph spell can grant you a number of other benefits, including movement types, resistances, and senses. If the form you choose grants these benefits, or a greater ability of the same type, you gain the listed benefit. If the form grants a lesser ability of the same type, you gain the lesser ability instead. Your base speed changes to match that of the form you assume. If the form grants a swim or burrow speed, you maintain the ability to breathe if you are swimming or burrowing. The DC for any of these abilities equals your DC for the polymorph spell used to change you into that form.

In addition to these benefits, you gain any of the natural attacks of the base creature, including proficiency in those attacks. These attacks are based on your base attack bonus, modified by your Strength or Dexterity as appropriate, and use your Strength modifier for determining damage bonuses.

If a polymorph spell causes you to change size, apply the size modifiers appropriately, changing your reach. Your ability scores are not modified by this change unless noted by the spell.

Unless otherwise noted, polymorph spells cannot be used to change into specific individuals. Although many of the fine details can be controlled, your appearance is always that of a generic member of that creature's type. Polymorph spells cannot be used to assume the form of a creature with a template or an advanced version of a creature.

When you cast a polymorph spell that changes you into a creature of the animal, dragon, elemental, magical beast, plant, or vermin type, all of your gear melds into your body. Items that provide constant bonuses and do not need to be activated continue to function while melded in this way (with the exception of armor and shield bonuses, which cease to function). Items that require activation cannot be used while you maintain that form. Other polymorph spells might be subject to this restriction as well, if they change you into a form that is unlike your original form (subject to GM discretion). If your new form does not cause your equipment to meld into your form, the equip-

ment resizes to match your new size.

While under the effects of a polymorph spell, you lose all extraordinary and supernatural abilities that depend on your original form (such as keen senses, scent, and darkvision), as well as any natural attacks and movement types possessed by your original form. You also lose any class features that depend upon form, but those that allow you to add features still function. While most of these should be obvious, the GM is the final arbiter of what abilities depend on form and are lost when a new form is assumed. Your new form might restore a number of these abilities if they are possessed by the new form.

You can only be affected by one polymorph spell at a time. If a new polymorph spell is cast on you (or you activate a polymorph effect, such as wild shape), you can decide whether or not to allow it to affect you, taking the place of the old spell. In addition, other spells that change your size have no effect on you while you are under the effects of a polymorph spell.

Spells



ALARM WARD

School Abjuration; **Level** Mystic 2

Casting Time 1 full-round Action

Range Touch

Area 1 square mile/level

Duration 1 week

Save see text; **Spell Resistance** none

Upon casting, a creature type (and subtype for humanoid and outsider) is chosen. For the next week, the caster knows how many of the chosen creature types are within the area. A creature can detect *Alarm Ward* with a perception check vs the spell's DC + 5.

AWAKEN ELEMENT

School Conjunction [see spell text]; **Level** Mystic 4

Casting Time 1 standard Action

Range Long (400' + 40' per level)

Area 20' radius spread

Duration Instantaneous; 1 round/level

Save Reflex half/partial; **Spell Resistance** yes/partial

You create an implosion of elemental force in the target location dealing 9d6 bludgeoning damage, reflex for half, and summoning 1d3 small elementals. The elemental type

(for the summons and the spell) is dependant on the surroundings of the target.

Location	Type of Elemental
Ground/metal	Earth
Flying	Air
Swimming	Water
Within 10' of a fire/lava/plasma	Fire

BRAND AWARENESS

School Divination; **Level** Technomancer 2, Mystic 2

Casting Time 1 standard Action

Range Touch

Target Living creature with a brand of destiny

Duration 1 rd/level (D)

Save none; **Spell Resistance** no

The target creature gains a flash of insight into their destiny. For the duration of the spell they can act as if they possess one feat that they qualify for. The feat is selected by the target at the start of the spell. Being subjected to *brand awareness* while another is active gives a new choice of feat, but causes the old casting to cease immediately.

BRAND AWARENESS, MASS

School Divination; **Level** Technomancer 3, Mystic 3

Casting Time 1 standard Action

Range Touch

Target Up to 1 Living creature with a brand of destiny/level

Duration 1 rd/level (D)

Save none; **Spell Resistance** no

As per *brand awareness* but affecting more than one target.

COLLAPSE AREA

School Conjunction; **Level** Technomancer 1

Casting Time 1 standard Action

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

Area 10-foot-cube

Duration Instantaneous

Save none; **Spell Resistance** no

Air is drawn violently from the area, transported away

Ponyfinder

for a few precious seconds. Those in the area of effect suffer decompression if not protected from a vacuum and must make a reflex save to avoid becoming prone from the rushing air and debris. Cast in especially debris-rich areas, such as sandy or gravel-strewn places, the area provides concealment for 1d4 rounds.

CREATE VACUUM

School Conjunction; **Level** Technomancer 3

Casting Time 1 standard Action

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

Area 20-foot-radius sphere

Duration 1 rd/level (D)

Save none; **Spell Resistance** no

Air is banished from the area for the duration of the spell. While this vacuum remains, atmosphere passes through the area as if it wasn't there. Those within the area must begin to hold their breath. Being in the area when the spell is first cast draws air from the lungs of those present, causing them to lose 2 rounds of breath holding per casting level of the caster. Anyone entering the area without protection suffers from decompression. When the spell elapses, the original atmosphere is returned.

DETECT VACUUM

School Conjunction; **Level** Technomancer 0, Mystic 0

Casting Time 1 standard Action

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/level

Save none; **Spell Resistance** no

This spell detects any space with an especially higher or lower atmosphere than where the caster is standing. They will know what spaces are unusual and if it is higher or lower and approximately by how much. The void of space is very easy to pinpoint. This penetrates solid objects. If the user cannot see the area being detected, the exact distance may, at the GM discretion, be difficult to determine.

PONIFY

School Transmutation (Polymorph); **Level** Technomancer 1

Casting Time 1 standard Action

Range Touch

Target Living creature touched

Duration 1 hour/level (D)

Save will negates; **Spell Resistance** yes

As per *Ponify Self*, but grants no racial abilities at all except Fingerless.

PONIFY, MASS

School Transmutation (Polymorph); **Level** Technomancer 4

Casting Time 1 standard Action

Range 50 ft.

Area 20-ft.-radius spread

Target All living creatures of a specific subtype

Duration 1 day/level (D)

Save will negates; **Spell Resistance** yes

As per *Ponify Self*, but grants no racial abilities at all except Fingerless. The target subtype of creature is announced while casting. After a day in their pony form, they will gain the other abilities allowed under *ponify self*. Once a target has gained these abilities, future castings of this or *ponify* will grant the abilities immediately.

PONIFY SELF

School Transmutation (Polymorph); **Level** Technomancer 1, 3

Casting Time 1 standard Action

Range Personal

Target Self

Duration 1 day/level

Save none; **Spell Resistance** no

1st: When you cast *Ponify Self* as a 1st level spell, it will function much as the *Alter Self* (see *Pathfinder Roleplaying Game Core Rulebook*) spell, with the added options of being able to gain flight 30' (clumsy) and/or Fingerless (if the form adopted has them). The spell does not confer any size or racial adjustments to stats. When first cast, roll on the Ponyfinder reincarnation table for a pony (see below). Once a form is selected, that is locked in as the caster's ponified form and can never be changed. The caster gets a +10 bonus to disguise to prevent others from associating their two forms.

3rd: When you cast *Ponify Self* as a 3rd level spell, it works as at 1st level, but can be dismissed early and grants all racial abilities for their alternate form.

PONYKIND REINCARNATION

d%	Ponykind	Str	Dex	Con
01	Roll on rare ponykind chart			
02-04	Ghost	+0	+2	-2
05-08	(X) Antean	+4	-2	+2
09-12	(X) Sun Pony	?	?	?
13-35	Earth-Bound	+0	-2	+2
36-55	Pegasus	-2	+2	+0
56-58	(X) Gem	?	?	?
59-80	Unicorn	+0	-2	+2
81-84	(X) Clockwork	?	?	?
85-89	(X) Doppelganger	?	?	?
91-94	Leatherwing	+0	+0	+2
95-98	Sea	+0	-2	+2
99	Zebra	+0	+0	+0
100	Other (GM's choice)	?	?	?

(X) Results of a tribe with (X) can be a hybrid with another tribe, roll until you get a non (X) tribe.

Note: If you had a spiritual tribe, it remains the same if you are still a pony. If you didn't, your mark adjusts to match the new one and you lose the next feat you would have gained. On the plus side, you gain all benefits of that spiritual tribe, even mental.

Use the rolled tribe's stats unless Antean.

Antean should use their own stats, modified by the other tribe unless earth-bound(no change if so).

RARE PONYKIND

d%	Ponykind	Str	Dex	Con
01-30	(X) Tribe of Bones	?	?	?
31-40	Short-legs*	-2	+0	+2
41-70	Pony Satyr	+0	+0	+0
70-99	Luminous Dragon	+0	+0	+0
00	GM Choice			

(X) Results of a tribe with (X) can be a hybrid with another tribe, roll until you get a non (X) tribe.

* If the short-legs are currently lost, there is a 75% chance of rerolling this result.



Ponyfinder

SONIC CROSS

School Evocation(sonic); **Level** Technomancer 2

Casting Time 1 standard Action

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

Area 1 creature or object

Duration Instantaneous

Save Reflex half; **Spell Resistance** yes

With a sudden crossing of the caster's arms, wings, or forelegs, the caster sends a blast of condensed air speeding at the target at terrific speeds. It deals 4d6 sonic damage and deafened for a round on a successful attack against the target's KAC. On a roll of a natural 19 to 20 on the attack, the target is also knocked prone. This spell does not function in a vacuum.

SUMMON DESSERT

School Conjunction; **Level** Mystic 0

Casting Time 1 standard Action

Range Touch

Target One serving per 3 levels, minimum 1.

Duration 1 minute

Save none; **Spell Resistance** no

This spell causes a delicious treat to appear. Candy, soft-serve ice cream, popcorn, or whatever other snack the caster desires. The treat only lasts for a minute. It has no nutritional value, positive or negative. If eaten, its vanishing does not cause any dietary distress.

UNSPOKEN'S BLESSING

School Enchantment; **Level** Mystic 4

Casting Time 1 standard Action

Range 3 hexes

Area one ship or space station

Duration concentration, up to 1 round/level

Save will negates; **Spell Resistance** no

This foul curse scrambles attempts to communicate within the target ship, causing all spoken dialogue to be utterly incomprehensible. The ship's captain may attempt a saving throw when the spell is first cast to avoid the effect, and may make a full action to attempt to end the effect with a new saving throw. Written dialogue is unchanged, but attempting to write words, as opposed to operations, results in scrambled words.

VESSEL OF HARMONY

School Enchantment; **Level** Mystic 3

Casting Time 1 standard Action

Range Touch

Area one ship or space station

Duration concentration, up to 1 minute/level

Save none; **Spell Resistance** no

With a call to the pony pantheon, the spellcaster can bind the crew of the ship they are aboard, uniting them with supernatural cohesion. While the spell persists, any member of the crew can spend a reaction to give an ally other than themselves that they can see or speak to a reroll on a skill, attack, or saving throw. The second roll must be used. Every time this ability is used, the maximum duration the caster can concentrate is reduced by a minute.

Spells



ALARM WARD

2nd-level abjuration

Class: Druid, Ranger, Sorcerer, Warlock

Casting Time: 1 Action

Range Touch

Duration 1 week

Upon casting, a creature type (and subtype for humanoid and outsider) is chosen. For the next week, the caster knows how many of the chosen creature types are within the 5 square miles. A creature can detect *Alarm Ward* by making a Wisdom (Perception) check against your spell save DC.

AWAKEN ELEMENT

4th-level conjuration

Class: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 Action

Range 150 feet

Duration instantaneous (see text)

You create a 20 foot radius implosion of elemental force in the target location dealing 9d6 bludgeoning damage. Creatures caught in this area can make a Dexterity saving throw, taking half damage on a success, or full damage on a failure. 1d3 small elementals are summoned in the wake of

Beyond Everglow

the implosion. The elemental type (for the summons and the spell) is dependant on the surroundings of the target. The elementals are loyal and remain for 1 minute, after which they vanish.

Location	Type of Elemental
Ground/metal	Earth
Flying	Air
Swimming	Water
Within 10' of a fire/lava/plasma	Fire

BRAND AWARENESS

3rd-level divination

Class: Bard, Cleric, Wizard, Warlock

Casting Time: 1 Action

Range Touch

Duration Concentration, up to 1 minute

The target creature gains a flash of insight into their destiny. For the duration of the spell they can act as if they possess one feat that they qualify for. The feat is selected by the target at the start of the spell. Being subjected to *brand awareness* while another is active gives a new choice of feat, but causes the old casting to cease immediately.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can apply its effects on one additional creature for each spell slot over 3rd.

COLLAPSE AREA

1st-level conjuration

Class: Bard, Sorcerer, Wizard

Casting Time: 1 Action

Range 30 feet

Duration 1d4-1 rounds (1 round minimum)

Air is drawn violently from a 10 foot cube area, transported away for a few precious seconds. Those in the area of effect gain a level of exhaustion if not protected from a vacuum. They must also make Constitution saving throws, becoming prone from the rush of air and debris on a failure. Cast in especially debris-rich areas, such as sandy or gravel-strewn places, the area provides half-concealment for 1d4 rounds.

CREATE VACUUM

3rd-level conjuration

Class: Druid, Sorcerer, Wizard

Casting Time: 1 Action

Range 30 feet

Duration Concentration, up to 1 minute

Air is banished from a 20 foot cube for the duration of the spell. While this vacuum remains, atmosphere passes through the area as if it wasn't there. Those within the area must begin to hold their breath or begin to suffocate. Being in the area when the spell is first cast draws air from the lungs of those present, causing them to lose 2 rounds of breath. Anyone entering the area without protection suffers a level of exhaustion from decompression. When the spell elapses, the original atmosphere is returned.

DETECT VACUUM

Conjuration cantrip

Class: Druid, Ranger, Sorcerer, Wizard

Casting Time: 1 Action

Range 60 feet

Duration 1 minute

This spell detects any space with an especially higher or lower atmosphere than where the caster is standing. They will know what spaces are unusual and if it is higher or lower and approximately by how much. The void of space is very easy to pinpoint. This penetrates solid objects. If the user cannot see the area being detected,



Ponyfinder

the exact distance may, at the GM discretion, be difficult to determine.

PONIFY

1st-level transmutation

Class: Sorcerer, Warlock

Casting Time: 1 Action

Range Touch

Duration 1 hour

As per *Ponify Self*, but grants no racial abilities at all except Fingerless.

PONIFY SELF

3rd-level transmutation

Class: Bard, Sorcerer, Wizard, Warlock

Casting Time: 1 Action

Range Personal

Duration 1 day

When you cast *Ponify Self* as a 1st level spell, it will function much as the *Alter Self*, with the added options of being able to gain 30 foot flight and/or Fingerless (if the form adopted has them). When first cast, roll on the Ponyfinder reincarnation table (see above), rerolling any non-pony forms. Once a form is selected, that is locked in as the caster's ponified form and can never be changed. The caster has advantage on Charisma (Deception) checks to prevent others from associating their two forms.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, you can apply it to one additional target for each spell slot above 3rd. Creatures that don't have a locked in form appear as the same type of locked form as the caster, but with different characteristics (such as coloration and mark of destiny).

SONIC CROSS

2nd-level evocation

Class: Bard, Sorcerer, Wizard

Casting Time: 1 Action

Range 30 feet

Duration Instantaneous

With a sudden crossing of the caster's arms, wings, or forelegs, the caster sends a blast of condensed air speeding at the target at terrific speeds. Affected creatures must make a Constitution saving throw, taking 4d6 sonic damage

and becoming deafened on a failure, or half damage with no deafened condition on a success. If the target fails the saving throw by 5 or more, they are also knocked prone. This spell does not function in a vacuum.

SUMMON DESSERT

Conjuration cantrip

Class: Bard, Cleric

Casting Time: 1 Action

Range Touch

Duration 1 minute

This spell causes a delicious treat to appear. Candy, soft-serve ice cream, popcorn, or whatever other snack the caster desires. The treat only lasts for a minute. It has no nutritional value, positive or negative. If eaten, its vanishing does not cause any dietary distress. One casting can create up to 3 such treats.

UNSPOKEN'S BLESSING

4th-level enchantment

Class: Bard, Cleric, Sorcerer, Wizard

Casting Time: 1 Action

Range Special (see text)

Duration Concentration up to 1 minute

This foul curse scrambles attempts to communicate within a ship that is within 100 miles and can be sensed by technology. All attempts to communicate with other ships are utterly incomprehensible. The ship's captain may attempt an Intelligence saving throw when the spell is first cast to avoid the effect, and can use an action to attempt to end the effect, receiving a new saving throw.

VESSEL OF HARMONY

3rd-level enchantment

Class: Bard, Cleric, Wizard

Casting Time: 1 Action

Range Touch

Duration Concentration, up to 1 minute

With a call to the pony pantheon, the spellcaster can bind the crew of the ship they are aboard, uniting them with supernatural cohesion. While the spell persists, any member of the crew can spend a reaction to give an ally other than themselves that they can see or speak to a

reroll on a skill, attack, or saving throw. The second roll must be used. Crewmembers can use this ability a number of times equal to your spellcasting ability modifier. Once these uses are expended, the spell ends early.

Starfinder Feats



BORN IN THE SKY

Your natural flying enhances your ability to pilot starships with your intuitive grasp of the act. Swimmers seem equally as adept at thinking in three dimensions constantly.

Prerequisite: Racial swim or fly speed

Benefit: Any penalties given to your Pilot checks is reduced by 2 (in total) to a minimum of 0. For every four levels you possess, increase this reduction by one.

COOPERATIVE CRAFTER

Two heads are better than one, they say. You know how to work with someone in a workshop or lab without getting in their way.

Prerequisite: 3+ ranks of Mysticism, Science, or a Profession

Benefit: When working with someone who also qualifies to make an object, halve the time required. If double the full time is taken instead, your mutual efforts produce an item that has a hardness and hp of an item one level higher.

EARTH BOUND

You are never as stable as when you can put your feet on the ground and feel a planet beneath you.

Prerequisite: Earth-bound racial trait, level 9+

Benefit: Once per day, when standing on dirt or rock on a planet, you may spend ten minutes feeling the usually imperceptible flow of energy that makes up the world and let it renew you, recovering 1 resolve point.

EVERBURNING SOUL

You may have left Everglow, but it never left you.

Prerequisite: Everglow native, Constitution 13+

Benefit: When on a planet or starship with an extreme elemental environment, your body will adjust as best it can, giving you energy resistance 5 against the hostile element after ten minutes spent in the elemental extreme.

You can only have resistance to one element at a time, and it remains until you are no longer exposed to that element for an hour.

I AM YOUR SHIELD

Your natural bulk is sometimes a liability, but you prefer to be the wall between your allies and those that would harm them.

Prerequisite: Large size or greater, Dexterity 13+

Benefit: You provide cover instead of soft cover to your allies. Effects can still pass through you, but you grant AC and a bonus to reflex saves to your allies, as per cover, if the effect must go through or along your squares. Allies striking through or along your squares at enemies still have to deal with the soft cover you provide. If an area of effect originates within reach of a natural or unarmed attack of yours, you may spend a resolve point and a reaction to throw yourself on it, becoming prone but preventing the effect from striking anyone else but you. If the effect had a saving throw, you automatically fail it.

Character Themes



OUTSPOKEN

Perhaps you pay heed to the mad whispers of the Unspoken directly, but most likely you're just someone who feels they need to be heard. You aren't happy with the way this planet, galaxy, or even universe is run, and you have ideas, big ideas! You're ready to shake things up, tear down the status quo, and maybe set people on a path to a better tomorrow, or at least a different one.

ECLECTIC TASTES (1ST)

You gain a class skill of your choice when you create an outspoken character. Also, you gain +1 to your charisma at character creation.

MADNESS (6TH)

Once per day, when making a skill check that you have a 50% chance or worse chance of success, but not 0%, you may instead leave it in the hands of whimsy. Roll 1d4, on a 1, everything goes according to plan. On a 2, you succeed, but something else goes interestingly complicated, GM discretion. On a 3, you simply fail. On a 4, you fail spectacularly, GM discretion.

Ponyfinder

CROWD STIRRER (12TH)

Given ten minutes to work a crowd that understands your words, you can attempt to degrade their attitude, but not towards you, instead choosing another person or organization. The DC of the Diplomacy check is $10 + 5$ per target attitude change (Making someone hate something they love is hard, but inciting a riot among already unhappy people is easier). This change is emotional and temporary, lasting ten minutes. If you remain with the crowd, and it remains cohesive, you can continue rallying them, extending the effect if you continue to pass the Diplomacy check to keep them at the emotional level you desire.

Should violence be visited on the people under your sway, the DC to continue rallying them increases by 10. Any given person can only be swayed at most once per 24 hours, success or failure. PCs and notable NPCs can resist the effect with a will save against $10 +$ your charisma modifier. Success renders them immune for 24 hours.

BREAKER OF PATTERNS (18TH)

Whenever you best a significant foe that held others in a dictatorial or slave position, you may, once per day, gain a resolve point. Once per day, you may spend ten minutes setting up an act of easily witnessed defiance or studying how to take down the next ringmaster to recover one resolve point.

SPACE SWIMMER

Gentle Ripple has begun to paddle through the void and bids you join her in the dance that can only be performed in its dangerous embrace. Unlike traditional pilots, you find an almost religious zeal in pulling off maneuvers with your ship as if it were an extension of your own body, ready to help you play your part in the galactic opera of life.

THEME KNOWLEDGE (1ST)

Pilot is a class skill for you. If it is a class skill for the class you took at first level, you instead gain a +1 bonus to your Piloting checks. Also, you gain +1 to your dexterity at character creation. When encountering an unusual space-faring creature or new class of spaceship, the DC to identify it is reduced by 5 for you as you make it a point to know what you dance with.

INTUITIVE DANCE (6TH)

You may act during a surprise round even if surprised. You remain flat-footed until you act after the surprise round ends.

NEED FOR SPEED (12TH)

Speeding in a vehicle gives you a heady rush, and you can easily handle operating vehicles at high velocities that might send lesser pilots spinning out of control. Reduce any penalties to Piloting checks you make when on a vehicle by 1. When you take the double maneuver action during a vehicle chase (see page 283), reduce the penalty for each action by 1. Whenever a Piloting check has a penalty for failing by 5 or more, you take that penalty only if you fail by 10 or more.

STAR DANCER (18TH)

Pulling off moves that would send lessers fleeing in fear fills you with renewed purpose. Up to twice a day, whenever you succeed a Piloting check at a DC of at least $10 +$ your level, you may recover a resolve point. Once per day, if you defeat a significant foe in starship combat, you may recover a resolve point.

DIPLOMAT

Some may live in the lime light, influencing others through their songs and enjoying their fame. Others may seek exotic species to be the first to make contact and open those channels, but what about differences in the species we already know. Someone has to be the grease that keeps the universe moving forward and helps differing perceptions come together to realize the mutual benefit of cooperation. That's where you come in.

PEOPLE SKILLS (1ST)

Diplomacy is a class skill for you. If it is a class skill for the class you took at first level, you instead gain Sense Motive as a class skill. If that is also given, you gain a +1 bonus to Diplomacy checks. Also, you gain +1 to your charisma at character creation. Provided you speak the local language, you can spend an hour and ten credits per target getting dressed to fit in with the local culture, reducing any xenophobic penalties in half for any outfitted person.

SHARED BOND (6TH)

You may make Diplomacy checks in the place of others to improve the disposition of the target with a specified third target or make requests on their behalf. If you don't carry and present some evidence of your affiliation of the person or organization you are representing, the DC is increased by 5.

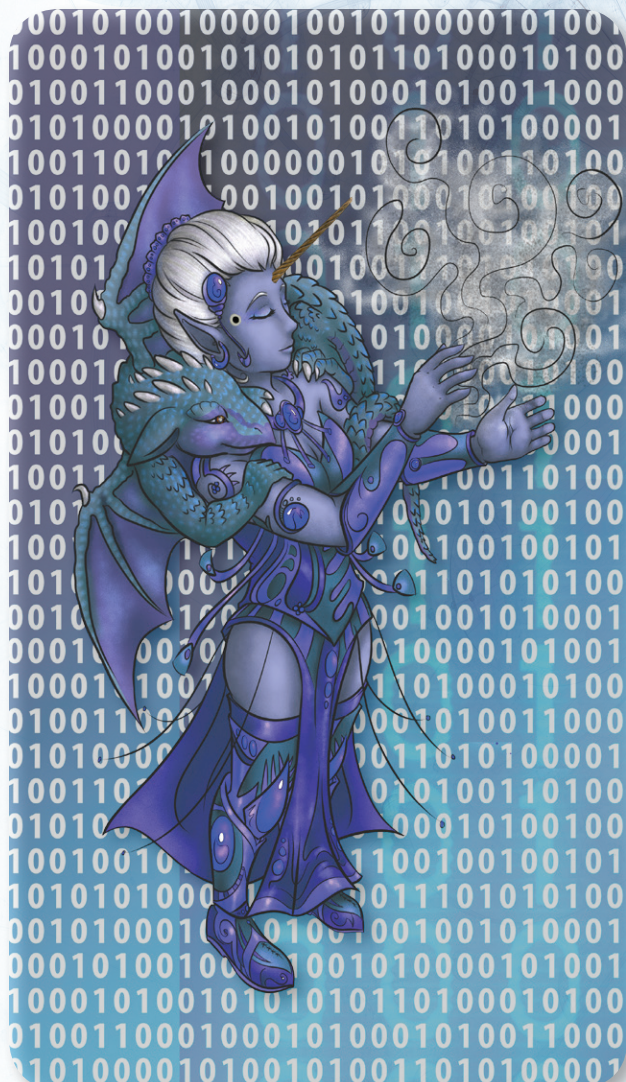


GREASED PALMS (12TH)

They say the universe is powered on currency. There is, perhaps, some truth to it. Any benefit you can gain from a bribe is doubled as you present it and frame it in just the right way to appeal to your target's values, however diverse they may be. A 'charitable donation' for one, and an 'upfront payment' for another. If bribery is normally illegal, you can make an immediate Bluff check at DC 15 to not offend the target and play off the attempt, avoiding legal repercussion.

SOCIAL BUTTERFLY (18TH)

You feel most alive when you are navigating the puzzles of social ties that bind people together. Up to twice a day, whenever you succeed a Diplomacy or Bluff check at a DC of at least 10 + your level, you may recover a resolve point. Once per day, if you succeed in avoiding a violent conflict through diplomacy, intimidation, or other social means, you may recover a resolve point.



FEY CYBERNETICS

Fey creatures are not built to tolerate the intrusion of cold steel and chrome within their elemental forms. When installing or removing cybernetics from such a creature, increase its level by 1 for the purposes of increasing the time and medical knowledge required to complete the surgery. If using an NPC to perform the deed, increase the price by 10%.

Name	Level	Price	System
Alicorn Integration Matrix mk 1	3	1,750	Brain
Digit Enhancement	3	2,000	Two Feet
Alicorn Integration Matrix mk 2	5	3,000	Brain
Alicorn Integration Matrix mk 3	8	9,000	Brain
Balance Tail	8	7,000	Tail
Prehensile Tail	8	7,500	Tail
Thagomizer Tail, Mk 1	9	10,000	Tail
Thagomizer Tail, Mk 2	12	25,000	Tail

ALICORN INTEGRATION MATRIX

This cybernetic suite rewires the connections between a unicorn's horn and their brain, optimizing the throughput and making it a viable datajack. As per a datajack, this cybernetic includes a programmable data port that allows you to access different types of computers and digital storage media. Any handheld computer can be inserted

directly into the port, or have the horn inserted into an available port, while larger systems need to be connected by an adapter cable. Having the system connected directly to your nervous system obviates the need for an interface to access data on a system. Actually operating the system requires you to use the Computers skill as usual. Some closed systems don't allow data access or require you to do some rewiring to connect with a datajack (usually an Engineering check).

Unlike a datajack, more advanced versions enhance the unicorn's innate magic, allowing it to operate through electronics. A mark 2 allows the unicorn to consider themselves standing wherever a connected camera may be facing for sake of whether they can manipulate it with

Ponyfinder

their spell-like abilities. For instance, a unicorn connected to a ship's sensors may consider themselves standing outside the ship and reach for things that may be close by that they can see through the cameras of the ship. A mark 3 unit also enhances the unicorn's ability to work with technology, giving a +1 circumstance bonus to Computer checks when accessing a system with this system.

BALANCE TAIL

This system adds bulk and weight to the user's tail as well as making it work actively to assist with bipedal locomotion. With the system installed, the user's bipedal rate increases to that of their quadrupedal rate, if it is higher.

DIGIT ENHANCEMENT

This system is made to allow those who are not born blessed with fingers to find out what all the fuss is about. Integrated into their two forelimbs as a habit, it allows them to extend or retract a full set of fingers. Any fingerless creature with this cybernetic loses the fingerless quality. This system gives the target two hand slots to implant other cybernetic, but not biotech, into. If this system is ever removed, any hand cybernetics installed are also removed. If this causes the target to have more than two hands (for instance a human getting fingers on their feet), the extra hands offer increased motor flexibility. When in a grapple with an unaware combatant, you may use a two-handed weapon, but this only works once before they catch on to your tricks.

PREHENSILE TAIL

This system enhances the user's existing tail, making it powerful enough to grab and hold themselves aloft. This is tremendously useful while climbing, providing a +2 circumstance bonus to the effort. If the character is about to fall off a ledge or into a pit, this system provides a +2 circumstance bonus towards any save or skill check to avoid this fate. This also allows the user to dangle from their tail and have their hooves or hands free mid-climb.

THAGOMIZER TAIL

When subtlety fails, we have the thagomizer. Embedding heavy metal plated spikes and cybernetic muscles to use them, the user can bash opponents with it. Attacking with it deals 1d6 piercing damage. On a critical hit, the target is knocked prone. The mark 2 version also deals 1d6 electricity damage on a hit when turned on, visibly sparking and crackling when activated.

New Biotech



Name	Level	Price	System
Alicorn Creation, Basic	1	95	Brain
Subtle Scent	2	250	Skin
Tail	2	300	Spinal Column
Alicorn Creation, Advanced	3	1,200	Brain
Cloven Belly	3	1,300	Stomach
Wing Suspension, Minimal	4	1,900	Wings
Organic Power	7	12,000	Lungs and Heart
Elemental Tuning	8	14,000	Skin
Wing Suspension, Standard	8	8,800	Wings
Alicorn Creation, Supreme	10	19,125	Brain
Wings	12	48,000	Spinal column
Wing Suspension, Complete	12	32,900	Wings

ALICORN CREATION

Unicorn horns can be encouraged to grow on creatures that are normally without. The basic model just gives the physical horn with no other benefits. The advanced model allows the user to use *light* and *psychokinetic hand* once per day each. The supreme model allows *light* to be used up to three times per day and makes *psychokinetic hand* at will. The advanced or supreme model qualifies the user for feats requiring these spell-like abilities, presuming they meet the other qualifications.

CLOVEN BELLY

This ingenious bit of biotech hardens the user's digestive system, making them resistant to most edible forms of distress. Their diet becomes omnivorous despite what it might have been before. They enjoy a +2 circumstance bonus to saving throws against consumed poisons, tainted foods, or similar hazards.

Beyond Everglow

ELEMENTAL SKIN

It comes as a surprise to very few that the elemental people of Everglow would learn how to survive the wrath of those same elements. At the time of installation, a particular elemental damage (cold, fire, acid, or electricity) is selected. The user enjoys energy resistance 5 against that element.

ORGANIC POWER

The living body is a constant machine, turning what is eaten into chemical power that allows for the actions we call life. This system taps into that. With a spent resolve point, the character may recharge a held battery by 1d4 charges, to a maximum of the capacity of the battery..

SUBTLE SCENT

Many of the odor-making trackers are muted with this system, causing the target to be more difficult to identify. The range at which they can be detected with scent is halved, and attempts to identify the person by scent suffer a -2 penalty.

TAIL

Many species have what could be a tail in their genetics. It just takes the right sort of encouragement to make it express itself, and the proper environment to make sure the process doesn't kill the subject. In the end, they have a tail. It can be short or long, naked or furry or scaled. The user is free to specify the appearance they would like their tail grown as. The tail can have augments installed in it afterwards.

WINGS

This system gives exactly what one would assume, granting them a set of functional wings that impart a 30' fly speed. Imbued with the same magical co-working that Everglow species use, the wings are not as massive as they should be, and operate in the void of space, provided they are able to move freely.

WING SUSPENSION

Replacing much of the joints and tendons in your wings with high-performance artificial parts, this system increases the fly speed of a character by 10' at minimal, 20' at standard and 30' at complete. This can be installed in artificial wings. The extra speed granted by this is considered an enhancement bonus.

Computer Upgrades



These are upgrades introduced into the universe by enterprising Everglow technicians and magicians. Though they originate there, they may be found on other, cosmopolitan, stations wherever Everglow has made contact.

ARCANE GRIPS

Designed for unicorns or users like them, a computer with this accessory can be easily controlled without speaking or using a keyboard if the user uses *psychokinetic hand* on the computer. If the computer has no other available interface, users suffer a -5 penalty to all rolls with the computer if they do not use *psychokinetic hand*.

Price: 100 credits



Ponyfinder

ELEMENTAL CONTROL

While artificial intelligence may work for some, other Everglow citizens prefer the company of the very elements that come from their home. With an arcane ritual, an elemental is called to inhabit the computer, giving it an intelligence. The ability of the elemental to express itself is somewhat limited by the computer, giving it 2 x tier of the computer as a bonus to Bluff and Sense Motive and Mysticism checks. Not being a computer in fact, they actively rebel when an unauthorized user can be seen or otherwise noticed by them, forcing the intruder to re-roll their Computer check or lose the hack they had obtained every minute.

Being a living being, the elemental does have a personality, with its own goals, fears, and aspirations. It can be reasoned with, and a thoughtless owner could turn their computer against themselves. This does void the warranty.

Price: 40% of the computer's base price.

ELEMENTAL DEFENSE

Who says magic can't work with technology? Certainly not Everglow citizens. This arcane circuit awaits activation by anyone failing to hack the computer by 5 or more. At that time, an elemental is conjured with a CR up to the rating of the computer. The specific elemental must be selected by the user when purchasing the elemental defense. The elemental remains summoned for 1d4+3 rounds, after which, a full 12 hours are required before the defense recharges. The elemental's target for aggression is the user that failed to hack the computer, but it will defend itself against any others that seem to be siding with the intruder.

Price: 10% of the computer's base price.

FRIENDSHIP

Created by the diminutive people that believe social bonds are the strongest known in the universe, the friendship upgrade can be applied to any computer with artificial intelligence, causing it to actively learn and care about its user(s), their likes, dislikes, and quirks. It will react to life events and is programmed to care about the wellbeing of the user(s), mentally and physically. Such computers learn about their users and are a pleasant companion, especially on long space journeys. They also know their users from strangers, and this upgrade works as a Rank 1 Security, increasing its DC to hack by 1.

Price: 30% of the computer's base price.

INTERNAL

Provided the computer its attached to is of minimal bulk, this upgrade makes it embedded into the flesh of the user, where it cannot be removed without further surgery. A datajack or equivalent cybernetic is strongly recommended to interface the internal computer with other things, including displays and keyboards, but wireless access is popular with such devices. Internal devices are powered by the user's body and do not require recharging. They are also immune to technology affecting abilities, but can be hacked if they can be accessed, which is easier if the computer has a radio. Upgrading the computer, once installed, is trickier and requires 100 additional credits with every upgrade.

Price: 300 credits

LUMINET ACCESS

The great eternal library of Princess Luminace is an afterlife some look forward to. While direct access to it is not possible, this comes close. So long as the computer has access to either planetwide communication or ship communications, it can access data repositories not otherwise easily available, making research easier. When attempting to conduct research about a topic, the computer gives a circumstance bonus equal to 1 per 4 rating of the computer. This may not function if outside the range of any data repositories, say in the middle of space, away from colonized systems.

Price: 20% of the computer's base price.

WING GRIPS

A wing is like a hand if you squint at it just right. This keyboard takes advantage of that, allowing a winged creature to, with practice, manipulate the computer with their wings. This has the side-effect of security. Many computers with wing grips are hardwired to not accept any other input, making hacking them much more difficult for anyone without wings. A non-winged person attempting to use a computer with only a wing grip interface suffers a -5 penalty to all rolls with the computer.

Price: 100 credits

Ship Parts



People of the elementally charged world of Everglow have weapons that match, slinging the fury of the elemental planes directly at opposing ships and creatures.

SHIP WEAPONS

LIGHT WEAPONS

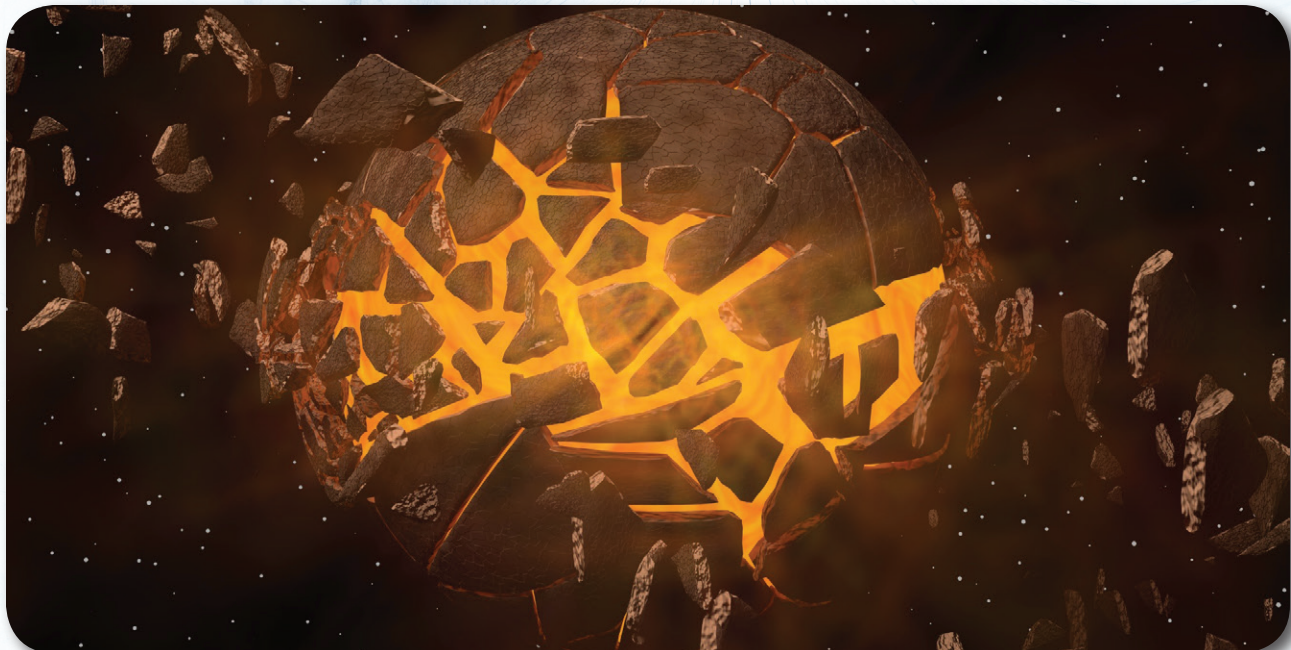
Name	Range	Speed (In Hexes)	Damage	PCU	Cost (In BP)	Special Properties
Rock Thrower	Long	—	6d4	15	20	Deflecting
Small Lightning Arc	Short	—	3d4	15	10	EMP
Acid Sprayer	Short	—	2d4	6	5	Lingering

HEAVY WEAPONS

Name	Range	Speed (In Hexes)	Damage	PCU	Cost (In BP)	Special Properties
Moon Slinger	Long	—	8d4	20	25	Deflecting
Elemental Missile	Medium	12	special	40	30	Rampaging, Tracking, Limited Fire 2
Medium Lightning Arc	Medium	—	4d8	50	40	Line, EMP

CAPITAL WEAPONS

Name	Range	Speed (In Hexes)	Damage	PCU	Cost (In BP)	Special Properties
Heavy Lightning Arc	Long	—	3d4x10	75	50	Line, EMP
Planet Buster	Long	—	2d6x10	25	30	Deflecting(considered 3 hits on a hit, 1 on a miss)



Ponyfinder

SHIP WEAPON DETAILS

ELEMENTAL MISSILE

This insidious device does no direct damage. Its entire purpose is to penetrate the shields of the target and make contact with the hull, allowing it to conjure an angry batch of elementals. The elementals are charged with one task, destroy. They will target the nearest system and begin thrashing it until it is completely wrecked, upon which time they vanish, released from their duties.

NEW SPECIAL PROPERTIES

DEFLECTING

Deflecting weapons strike with such great momentum that they interfere with the target's navigation, inflicting a -2 penalty to piloting checks on the vessel until the end of the ship's next turn. Multiple strikes with deflecting weapons before then increase the penalty by -1 for each additional hit.

LINGERING

A weapon with this quality inflicts its damage at the start of each round after hitting for 1d4 rounds.

RAMPAGING

A weapon with this quality functions much like an EMP weapon, but causes continuing damage to the randomly-targeted target system, often through hostile invading forces. The system becomes glitching the start of the next round. 1d4 rounds later, it advances to malfunctioning. 1d4 rounds after that, wrecked. A crew action has a 20% chance of halting this effect. The acting person has a +3% chance per character level. Unlike an emp, a working shield does not stop this effect.

DEFENSIVE

Name	PCU	Cost (In BP)
Living Frame	0	10 x size
Elemental Sheath	5 x size	3 x size

LIVING FRAME

A ship must be built with a living frame from the start, or grown to be more precise. These ships are constructed entirely out of wood grown from the remains of fallen steel-hearts. Such a ship can repair itself, regaining 1 hit point per size per hour so long as it is not destroyed. Systems within the ship do not restore themselves if damaged, only the hull.

ELEMENTAL SHEATH

Operating similarly to a shield, your ship can wreath itself in angry arcs of rocks, lightning, acid, and sheets of rolling ice. Any ship or creature that comes into contact with the ship while it is activated takes 1d10 damage per size category of the ship. As a shield, it works quite minimally to deflect or absorb enemy fire, increasing the armor class of the ship by 1.

COMPUTERS

Name	Bonus	Nodes	PCU	Cost (In BP)
Luminace Mk 1	+2	1	15	6
Luminace Mk 2	+4	1	25	20
Luminace Mk 3	+6	1	35	40
Luminace Mk 4	+8	1	45	66

LUMINACE

Luminace brand computers are constructed and blessed by Luminace priests, though those not of their faith are welcome to purchase them. When a scanning action is performed on any ship with an active Luminace computer, a +2 bonus is gained on top of any modifiers from the scanning equipment of the ship.

EXPANSION BAYS

Name	PCU	Cost (In BP)
Hive	2	2
Rift	10	3
Shrine, Basic	1	1
Shrine, Advanced	3	2
Shrine, Opulent	10	5

HIVE

This very specific science lab is filled with dense plant life and equally copious insects of all varieties. Its generous tools and herbal supplies grant a +2 circumstance bonus to Life Science checks. The insects learn to tolerate the presence of the crew, but if unleashed through the ship, will attack any being they recognize as living but unfamiliar. The hive can be used to create a vermin swarm of a CR equal to three or less once a day. The swarm will disperse and return to the hive after an hour. Multiple hives can be purchased, increasing the CR of the summoned swarm by 3 for each additional hive. The swarm will not leave the

ship. Unleashing the swarm requires an action.

RIFT

This energy-intensive room is designed to breach into one of the elemental planes and allow it to pour safely, at least for the rest of the ship, into the room. Being in the room exposes one to the full effects of being on that plane, including any elemental hazards, breathing difficulties, or other problems. Such spaces can be helpful if one deals heavily in the elements, as the elementally charged people of Everglow are often found doing. Attempts to call or summon things native of the aligned elemental plane are done so more easily, Giving a +2 circumstance bonus to rolls involving calling, negotiating, or controlling such creatures. The element of a rift can only be changed with 1d4 day's effort and a DC 17 Engineering and DC 20 Mysticism check. Failing either by 5 or more causes the rift to go unstable, wrecking it and inflicting 3d10 damage on the ship.

SHRINE

Just because one finds themselves in the grip of the void does not mean that one must be separate of their gods. Some say they are never closer then without a world to come between them and the mighty forces they may pay heed to. Basic shrines are little more than an appropriate altar with matching iconography to a particular deity.

SHRINE, ADVANCED

Advanced models can be made for entire pantheons to be shared with different related faiths, or to provide a comfortable space for a specific god with some measure of reverence and glory. They are considered blessed or consecrated for sake of effects that react to such things, but provides no mechanical benefit.

SHRINE, OPULENT

An opulent shrine must be devoted to a specific god or gods that form a cohesive team (A shrine to the Sun Queen and Blaze, for example). Such a shrine is made to feel like one has stepped into the eternal realm of their divine host, with illusionary imitations of the divine or profane servants present to guide the faithful through rituals to please the gods. Holy or unholy water is available, up to three portions worth a day, constantly recycled from the ship's water as needed. Divine rituals enjoy a +2 circumstance bonus within such a place.





Ranged Weapons

SMALL ARMS

Name	Level	Price	Damage	Range	Critical	Damage	Capacity	Usage	Special Properties
Mouth Gripped	—	+50	—	—	—	—	—	—	Fingerless, Mouth Gripped

Mouth gripped weapons are designed to be used by a fingerless combatant. Featuring grips for teeth and/or tongue, they are engineered from the bottom up with the exotic races of Everglow in mind. Such weapons can be difficult to find outside of Everglow and its station. Increase the price to purchase them by 1000 if away from home. Any smallarm can be so modified, allowing a pony or other fingerless race to make use of them.

Gear

Name	Level	Price	Hands	Armor Slots	Bulk	Capacity	Usage
Weapon Harness	1	100	—	1	1	80	1/hour
Cloud Buoy	2	1,200	—	1	L	10	1/hour
Wing Armor	2	1,000	—	1	L	—	—
Internal Lamp	3	1,600	—	1	1	—	—
Cloud Buoy, Deluxe	5	3,000	—	1	L	—	—
Armored Turret	5	3,200	—	1	1	10	1/10 minutes
Conversion Pod	15	105,000	—	—	10	1	1/day

ARMORED TURRET

This technological armor upgrade takes one slot and has an open slot to install any one heavy ranged weapon. The turret moves the weapon with the user's eyes and allows weapons up to a size larger than normal to be fired. The turret also protects the weapon. The turret takes half of any damage directed at the weapon. Weapons installed in this turret can be fired without penalty despite the fingerless quality. This upgrade is meant for users that can provide a stable platform. Those without the fingerless trait can only use normal heavy ranged weapons.

CLOUD BUOY

This magical armor upgrade takes one slot and allows the user to treat mist, clouds, and fogs as physical things, to be stood on, reshaped, and otherwise interacted with. The charges of this upgrade replenish every 24 hours. The deluxe version works constantly.

CONVERSION POD

This hybrid device is a heavy cabinet that can handle any one living being up to large size. Once secured and closed, the 'patient' loses consciousness. Attempting to resist this requires a DC 16 will save every round. Trying to force the pod open requires a Strength check at a DC of 18. If the pod is forced open, it ceases the process. If allowed to work,

advanced medical nanites work with intricate magics to determine the victim's pre-determined form, as per *ponify*. Over the next twenty-four hours, the patient is remade into that form completely, brand of destiny included. They lose any and all statistical adjustments from their old race and gain those of their new equine race. The pod does not work for any species that is already ponykind, refusing to activate. The pod requires a week to regain its charge.

INTERNAL LAMP

This magical armor upgrade takes one slot and benefits steelhearts, keeping their plant-like interior healthy and vibrant. Any time they gain a level, they gain one additional hit point. The armor with this modification must be worn constantly with no breaks lasting more than an hour for this effect to function.

WEAPON HARNESS

Though quite useful for weapons, this harness works for most any application in which a fingerless race would require use of hands. Mechanically assisted arms rest on either side of the user, moving with flexes of their torso muscles and a mouth-gripped control stick. This is an armor upgrade and requires one slot. While wearing an armor with this upgrade, the user loses the fingerless quality. This is a hybrid item, using magic to use and match the user's strength. It uses standard batteries.

WING ARMOR

This technological armor upgrade takes one slot. It protects the user's wings from direct damage. Damage inflicted on them directly is taken by the armor instead. If an effect would injure or impede the user's wings and has a saving throw, the user enjoys a +2 circumstance bonus to the saving throw. This upgrade also allows the user to use their wings despite the bulk of the armor they are in, giving them mobility and protection at once.



Ponyfinder

DISCLAIMER

The Pathfinder Roleplaying game is owned and created by the awesome people of Paizo. Go check them out at <http://paizo.com>

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

OGL

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify

itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in

terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive

license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your

original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another,

independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000. Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Gods and Magic. Copyright 2008, Paizo Publishing, LLC; Author: Sean K Reynolds.

Paizo Blog. Copyright 2010–2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC, or as credited in individual blog entries.

Pathfinder 24, Copyright Paizo 2009. All Rights Reserved.

Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition © 2012, Paizo Publishing, LLC; Authors: Wolfgang Baur, Stephen S. Greer, James Jacobs, Nicolas Logue, Richard Pett, and Greg A. Vaughan.

Pathfinder Character Traits Web Enhancement. Copyright 2009, Paizo Publishing, LLC. Author: James Jacobs and F. Wesley Schneider.

Pathfinder Chronicles Campaign Setting. Copyright 2008, Paizo Publishing, LLC; Authors: Mike McArtor, Keith Baker, Wolfgang Baur, Clinton J. Boomer, Jason Bulmahn, Joshua J. Frost, Ed Greenwood, Stephen S. Greer, Jeff Grubb, James Jacobs, Michael Kortez, Tito Leati, Mike McArtor, Rob McCreary, Erik Mona, Jason Eric Nelson, Jeff Quick, Sean K Reynolds, F. Wesley Schneider, Leandra Christine Schneider, David Schwartz, Amber E. Scott, Stan!, Owen K.C. Stephens, Todd Stewart, James L. Sutter, Greg A. Vaughan, Jeremy Walker, JD Wiker.

Pathfinder Companion: Adventurer's Armory. Copyright 2010, Paizo Publishing, LLC; Authors: Jonathan Keith, Hal Maclean, Jeff Quick, Christopher Self, JD Wiker, and Keri Wiker.

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 2, Copyright 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary Preview. Copyright 2009, Paizo Publishing, LLC. Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello,

Ponyfinder

Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F.Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder RPG Bestiary. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F.Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Ponyfinder: Race Book © 2013, Silver Games, LLC; Authors: David Silver.

Ponyfinder: Campaign Setting © 2013, Silver Games, LLC; Authors: David Silver, Stephen Ritterbrush.

Ponyfinder: Griffons of Everglow © 2014, Silver Games, LLC; Authors: David Silver

Ponyfinder: Races of Everglow © 2017, Silver Games, LLC; Authors: David Silver

Ponyfinder: Beyond Everglow © 2017, Silver Games, LLC; Authors: David Silver

Starjammer © 2016 Open Gaming LLC; Authors: Peter K. Ullmann, Kirby Flake, John Reyst, Troy Daniels, Michael McNeill, Manuel A. Oaxaca, Allen Snyder, Michael Ritter

Open Game License v 1.0a
Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Starfinder Roleplaying Game Core Rulebook. Copyright 2017, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, Thurston Hillman, Amanda Hamon Kunz, Jason Keeley, Rob McCreary, Stephen Radney-MacFarland, Amber E. Scott, Mark Seifter, Owen K.C. Stephens,

and James L. Sutter, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

DISCLAIMER

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to

copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright
2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson

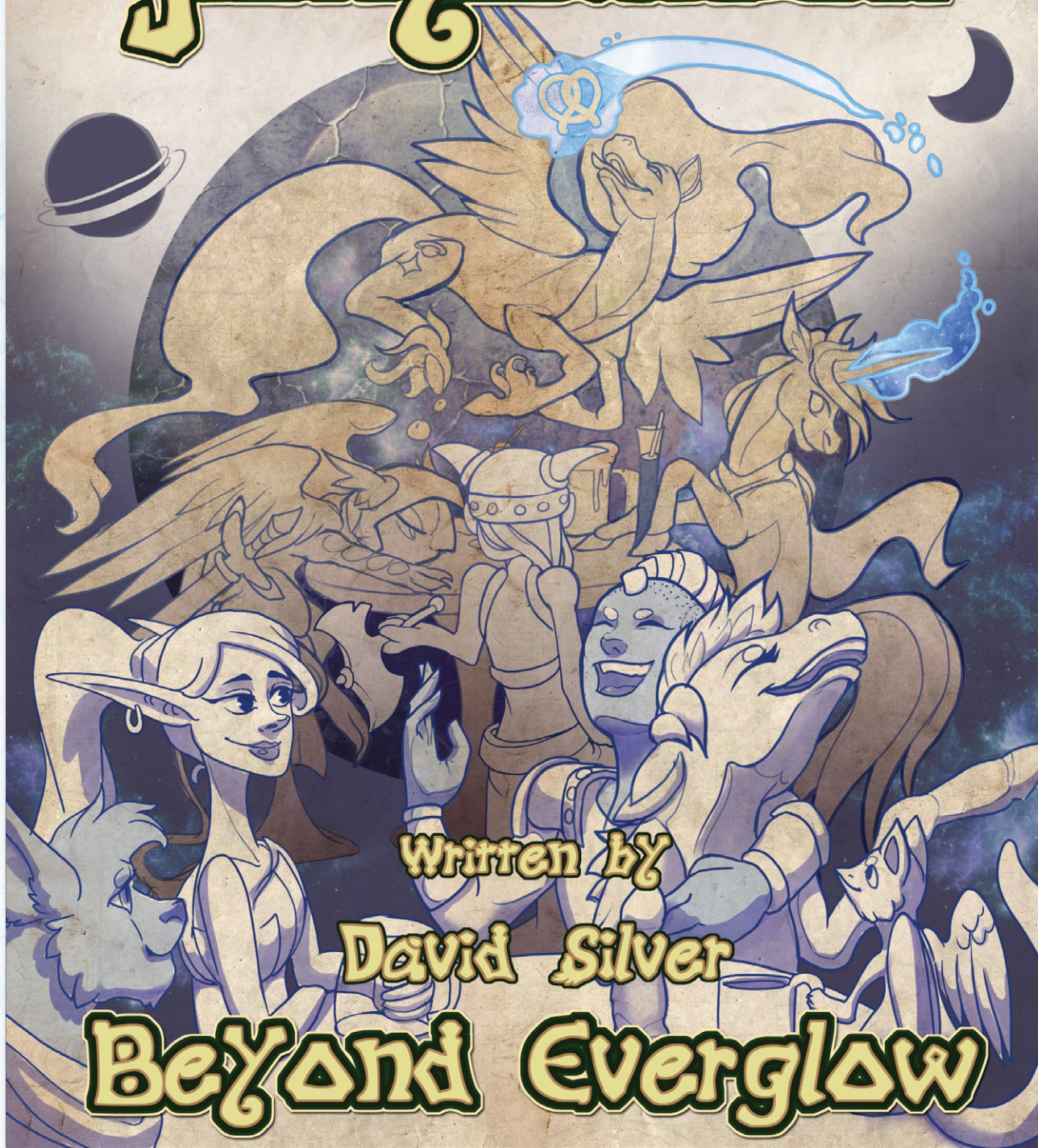
Ponyfinder: Campaign Setting: Dawn of the Fifth Age, © 2016, Silver Games LLC; Authors David Silver, Byron Mulvogue, Ismael Alvarez

Ponyfinder: Tribes of Everglow: Dawn of the Fifth Age, © 2017 Silver Games LLC; Authors David Silver, Byron Mulvogue, Ismael Alvarez

Ponyfinder: Races of Everglow, © 2017, Silver Games LLC; Authors David Silver, Ismael Alvarez

Ponyfinder: Beyond Everglow, © 2017, Silver Games LLC; Authors David Silver

Ponyfinder



For aeons, ponies, humans, and most other races have gazed up at the stars so high above and wondered what was out there. Now it is time to find out. Break free of the tyrannical grip of gravity and set sail into the yawning void.

- Two new races
- The chaos-born Unspoken Spawn evolve themselves with time and practice.
- Mineralite ponies are curious hybrids with a gem-based species.
- Dozens of feats
- New Rogue Talents
- New traps to be wary of
- New monsters to best
- Compatible with both *Pathfinder* and the 5th edition of the most popular roleplaying game
- Compatible with *Starfinder*!
- New traps designed to harass would-be brigands
- New equipment, cybernetics, biotech, and more!

