

Pony Finder

Princess Luminace's Guide to the Pony Pantheon



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PRINCESS LUMINACE'S GUIDE TO THE PONY PANTHEON

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ON THE NATURE OF GODS

Do mortals make gods, or do gods make mortals? Theologians argue this day after day, and rather than participate in that, we will look at what is known to have happened. Only one of the pony gods has a creation time securely dated before the people that worship her. This is the Author, Sheila. Much like the gods spoken of in this book, she is almost a forgotten god. Unlike the others, she has withdrawn of her own choosing for reasons we know not.

A god without followers is a feeble force. Each pious soul feeds them power through prayer and acts of dedication, as well as helping cement the god's presence in Everglow. It is one thing to act through a cleric or oracle, and another to dispense a proper miracle where a divine spellcaster may not even be present. To do the latter requires the power that faith and acts of oblation bring.

Gods can and do change the form in which they appear before mortals as their faith shifts over time. This effect is much muted on those who knew a mortal form, but to those 'born' to the ephemeral state of divinity, it comes naturally to appear as those that call to you expect to see. This only rarely changes the core concept that makes up the being. The Nightmare was once a goddess of fearing the night, and became a goddess of controlling the night, familiar, yet different.

Some (most) of the information presented will be (very) subjective, from the view of the god or their followers, past or present. The other gods have gotten their chance to present their version of history, now let's look at it from those that were pushed aside in order to make the glorious present.

ASCENSION

To advance from a mortal pony to the halls of the gods is no small task, and only two ponies are known to have succeeded at. As celebrated as those two are, there are countless others who set out on the path and fell short along the way, often reminded of their morality in uncomfortable ways as they push forward. A telling mark of the journey of these two successful attempts is the fact that they were not attempted.

In both cases, the would-be gods were trying to get something else done, something important. It was as if by happenstance, or destiny, that they almost fell over the key to divinity. Even reaching that point is no assurance of success. There are other, lesser known, ponies that stood at the very gateway to the gods, only to falter and fail within inches of the final goal.

Before a mortal can take the last step, they must surrender themselves. Some vital part of their personality and sense of self is given up forever. They become their divine purpose. Princess Luminace is not some simple handler of magic, she is magic. Though one who would approach her and speak of her mortal days would recognize the pony they may have once known, she is not that pony anymore, not entirely.

For the Unspoken, this transition was even more jarring. On taking up the role of chaos, he surrendered much of himself, and even set down claim to his own name. It was all sacrificed, so that ponykind could thrive and be spared the ignominious death that chaos was visiting on their species. Even if he did meet another pony that knew him during his mortal days, they would be hard-pressed to recognize him, for most of him was left there, at the doorway to divinity.

In vanishingly rare moments, even unliving and immortal things can find a way to rise in purpose and task, and to accept a greater calling than the one they were created to have. The greatest example of this is Blaze, though to remind her of it is a quick way to earn her ire. Once a demon of great ferocity and boundless fury, she clashed directly with the Sun Queen. The day was a riot of bloody colors and a sun that strobed with intense light, but the Sun Queen did not aim to destroy the daring demonic foe that had come to challenge her.

They fought and fought until even Blaze grew tired of the struggle. Heaving for breath she didn't need, she glared at the Sun Queen. "Why do you fight? Why aren't you tired?"

The Sun Queen smiled gently back. "Because I have people to protect. What do you protect?"

Blaze accepted her offer to a truce, and accompanied her to see the people that would create such a being. She learned to love the ponies, even as she growled and fumed at their weakness. She bid them to become stronger, and to crush any that threatened them, and she ultimately became one of them. Her demonic roots long behind her, she ascended to the pony pantheon as the fury of the sun.

DAY AND NIGHT

One of the very first observable facts of the world was the coming of the sun, and the retreating of the same. The night was a frightening time, where ponies could less easily spy an oncoming predator, and the very ground turned against them with unseen perils tripping them in their attempt to escape.

It was also a time of rest and healing. Dreams would come, both wonderful and horrific, to leave their mark upon the dreamer that could never be entirely denied. As time passed and ponies began to gain mastery over their world, the night was slowly turned away. They also learned the sun was not a source of pure benevolence. What can warm can also burn. What pleases the flesh one day can swelter the next and destroy crops.

This changing of means and perceptions altered the theology of the ponies, and with them, the very gods they called out to. The Night Mare seems to acknowledge her change, while the others seem to simply be as they are, and speak not of the changing opinions.

Old or new, all ponies acknowledge the power of the day and the night. The gods who claim dominion over these primal powers are considered the highest of the gods. While Kara may be sneaky, she will never win a direct confrontation with the Sun Queen. The Unspoken's trickery is legendary, but forced into a corner, The Night Mare will win in strength.

Some theorize that this is what has created the other gods as they are. They do not seek open conflicts that they would lose handily. Some say that there may have been others, ready to scrap and battle, and they were defeated and lost to time and dust when they challenged the rulers of night and day directly. It is certain that Princess Luminace swears obedience to the Sun Queen she worshipped in life, and is a kind soul that does not seek battle. Kara harbors desires for dominance, but does so carefully. All move around the night and day, none dare to usurp it. Yet.



ORACLE MYSTERIES AND WITCH PATRONS



While most oracles receive their abilities from a group of deities, there are times when an oracle is chosen by an individual god and no other. To that end, each of the deities listed below has a number of mysteries that they can grant oracles whose service they demand.

Similarly, each deity has entries for different types of patronage that they can grant to witches. While there are numerous other entities capable of acting as witch patrons, gods typically do so to reach potential acolytes through secular, rather than faith-based, means.



The raging fury of summer, Blaze is younger than the Sun Queen, and wasn't fully realized until the ponies of Everglow felt the scorch of a few summers, and even then they did not know her truly until they learned to grow plants and nurture them, only for them to wither and die under a merciless sun. She became ingrained in pony society as they learned the nature of battle. Tribe against tribe, pony against beast, and pony against foreign folk entirely. No matter how much one wished for peace, war would come, and must be won if there was to ever be peace again.

Unlike many of the other gods, Blaze is a pegasus by nature, with wings unfurled and eyes smoldering with either the willingness to do battle for what she believes in, or blazing intensely with rage as she did so. She cares not how ponykind is protected, only that it is protected, and any who sought to harm them be punished swiftly and decisively, hopefully with such brutality that they reconsidering ever approaching her children again. Her harsh ways scare many ponykind, but words are said to her even in small towns, for to know Blaze's fury is to know destruction, and she is not a goddess to slight.

WORSHIPPERS

While soldiers are an obvious fit for Blaze, there is a not inconsiderable amount of administrators, barons,

and others in charge that whisper her name with earnest prayer. She would bid those in power to use them ruthlessly in defense of those beneath them, and for some, this feels the right path to take, even internally. A merchant of Blaze is a cutthroat pony indeed.

REVELATIONS

She visits her faithful during the hottest hours of the day, bathing them in heat and insight. She will also approach those who are deep in their practice. A sword-spony sparring, a merchant going over his books, or a politician giving an impassioned speech are all valid targets for a sudden hot flash of inspiration, hinting at the proper direction.

VISITATION

Blaze's presence in the flesh rarely bodes well. She is most commonly called when her devout are preparing for war, especially if the battle is to be truly bloody and terrible. To see her hovering in the noonday sun is to know that victory will likely be yours, but the price will be awful. Priests are known to weep at the sight of her, in this most mixed of blessings. Blaze rarely has words to share directly with her priests. The bask of her heat is enough.

BLAZE (CHAOTIC EVIL)

Favored Weapon: Battleaxe

Domains: Chaos, Destruction, Evil, Fire, War

Subdomains: Fear, Ferocity, Hatred, Rage, Tactics, Thirst

Druidic Domains: Plane of Fire

Inquisitions: Anger, Conversion, Fervor, Heresy, Tactics, Vengeance

Mysteries: Battle, Flame, Solar

Paladin Oaths: none

Witch Patron: Revenge, Strength, Summer, Vengeance

Variant Channeling: Battle/Wrath, Destruction, Fire, Revenge/Vengeance, Strategy, Sun

Holy Symbol: A pony set on fire, typically in orange and red if colored.

Obedience: Practice your most effective means of war for an hour while reciting out loud the ways you will bring ruination on those that threaten you or yours. Especially inventive methods brings delight from Blaze, who may pardon the remainder of the hour. After this obedience, the worshipper gains a +2 (profane) bonus to initiative for 24 hours.

PATHFINDER BOONS



Fury of a Thousand Suns: Gain the ability to voluntarily lapse into a rage as per a barbarian up to 1 round per 2 character levels. If the priest already has the ability to rage, add these rounds to the existing rage power. You may sacrifice 2 rounds of rage to maximize the damage roll of a single melee attack. This must be done before rolling to attack. Missing wastes the rage.

Scorn of the Noon: When you land a critical, you can spend a round of rage to make your weapon inflict fire damage as if it had the *flaming burst* quality. If your weapon already has this quality, it instead can bite deeper for 1d6 additional physical damage.

Disabling Fury: When you confirm a critical with a natural 20, you may spend 3 rounds of rage to cause the victim to provoke an attack of opportunity from anyone in range to AoO.

5E BOONS



Fury of a Thousand Suns: Gain the ability to voluntarily lapse into a rage as per a barbarian up to 1 round per 2 character levels. If the priest already has the ability to rage, add these rounds to the existing rage power. You may sacrifice 2 rounds of rage to maximize the damage roll of a single melee attack. This must be done before rolling to attack. The rage rounds are expended if you miss.

Scorn of the Noon: When you land a critical, you can expend a round of rage to make your weapon inflict 2d10 fire damage. This damage stacks with any existing weapon quality or active class ability that allows you deal fire damage.

Disabling Fury: When you land a critical with a natural 20, you can expend 3 rounds of rage to cause the target to be exposed, and allow any adjacent creature to make an opportunity attack on the target.



While early ponykind trembled in fear of the night, they prayed for mercy, protection and to understand the night that confused and terrified them. The Moon Princess was the answer. Wreathed in the silvery glow of the moon itself, she offered solace from these terrors, both external and within. She soothed madness, discouraged hungry beasts, and taught ponies how to defend themselves and stand confidently during the night.

Unlike the Sun Queen, another god directly challenges the Moon Princess for the position of mistress of the night. Blaze, though she shares the sun's portfolio, is content to show the wrathful side of the sun, and voices little challenge to the Sun Queen's benevolence. The Night Mare, on the other hoof, wishes to be the Moon Queen, and sees the Moon Princess as an obstacle to that. This contest is one reason among others that the Moon Princess is lower than the Sun Queen. Even if she wasn't, it's thought she would bow her head to the Sun Queen as queen of the gods.

She and the Night Mare orbit one another, both sharing a keen interest in the horrors of the night. Where the Night Mare would enslave and dominate them, the Moon Princess would ward them away and let them live peacefully, provided they stay far away from ponykind. Those that intrude are to be discouraged, violently if required, until they cease to be a threat.

WORSHIPPERS

There was a time where she was the undisputed queen of the night, the shining light in the dark that all fled to. When the Night Mare changed her stance, the

balance of power shifted violently, and left the Moon Princess with a fractured domain and holdings. It was no longer good versus evil, now simply two methods of approaching an equally valid problem. Though not good, the Moon Princess is a kinder and more inviting goddess. She encourages her people to improve themselves and to study the world, to live with it better. This draws explorers, scholars, druids, and adventurers to rally beneath her banner, seeking to protect others and learn more of that which dwells in the darkness.

REVELATIONS

She visits her worshippers with portents in their dreams to guide them with struggles of their waking hours. Those with particularly powerful dreams or visions of madness may find her there, calming the raging storm for a moment with a whisper that may or may not be lost in the violence.

VISITATION

The Moon Princess will only descend on full moons, coming from the sky as if from the moon itself. Those suffering from mental injury will find their maladies suppressed in her presence, their thoughts clear as a cloudless night. She reserves visitations for dire warnings, such as invasion or the approach of especially terrible monsters. She prefers to keep her visits to the realm of dreams, where she can see into the workings of her beloved ponies and offer a gentle hoof towards their betterment.

MOON PRINCESS (LAWFUL NEUTRAL)

Favored Weapon: Striking horseshoes/Spiked Knuckles (treat as a dagger that can't be disarmed)

Domains: Darkness, Knowledge, Law, Protection, Void

Subdomains: Defense, Loyalty, Moon, Smoke, Stars

Druidic Domains: none

Inquisitions: Conversion, Excommunication, Heresy, Persistence, Zeal

Mysteries: Heavens, Lunar, Succor

Paladin Oaths: Against Chaos, People's Council, Vengeance

Witch Patron: Ethereal, Moon, Stars, Wisdom

Variant Channeling: Bravery/Valor, Dreams, Justice/Law, Protection

Holy Symbol: A perfectly round moon with the shadow of a pony across it.

PF Obedience: Soak in waters in full view of the risen moon, emerge, and resume activities despite the chill until it dries on its own. If the moon is entirely hidden, spend an hour sketching a menacing beast while considering its place in the world. Those who obey this obedience gain a +3 profane or divine bonus to knowledge checks to identify monsters in their presence, depending on their alignment. If you are neutral, select one the first time and the choice cannot be changed.

5E Obedience: Soak in waters in full view of the risen moon, emerge, and resume activities despite the chill until it dries on its own. If the moon is entirely hidden, spend an hour sketching a menacing beast while considering its place in the world. Those who obey this obedience gain a advantage to skill checks made to identify monsters in their presence.

PATHFINDER BOONS



Shroud of Sleep: Twice a day, to protect the innocent, you lull them to a sleep that hides them from their enemies. Cast as a *sleep* spell with a maximum hit dice limit of your level, those who are successfully affected also become invisible and partially intangible to those that would do them harm. Those who would try to harm such a sleeping target requires a will saving throw of DC 10 + 1/2 your level + your charisma modifier. Failure wastes their turn. If attacked anyway, they are treated as intangible, taking only half damage from magical sources and none from mundane ones.

Moon Strike: Twice a day, calling down a bath of silvery light across the area, it operates as an *order's wrath* but instead deals full damage against creatures that have DR against silver. Something that has innate shapeshifting but lacks DR is considered neutral, while creatures that can neither shapeshift or have DR silver are unharmed.

Moon's Mercy: Once a day, as a supernatural ability, a simple touch and prayer is enough to relieve someone of all current mental conditions (Such as confusion or insanity) for one minute per character level. If the effect that caused them are still active, the conditions return.

5E BOONS



Shroud of Sleep: To protect the innocent, you lull them to a sleep that hides them from their enemies. You cause a number of creatures to fall unconscious as per the *sleep* spell affecting approximately 50 hp worth of creatures, adding 5 hit points per level over 8. Any creature that succumbs to this sleep effect, is also affected by the *sanctuary*, *invisibility*, and *stoneskin*, all with a modified duration lasting until they wake up. You can use this ability twice, and must finish a long rest before regaining those uses.

Moon Strike: You can call down a bath of silvery light across the area. This light operates as an *moonbeam* spell that only affects shapechangers and creatures with damage resistance that is bypassed with silver. You can use this ability twice before having to finish a long rest.

Moon's Mercy: You can use a simple touch and prayer to relieve someone of all current mental conditions (Such as confusion or insanity) for one minute per character level. If the effect that caused them are still active, the conditions return. You can use this ability once before having to finish a long rest.



The first and greatest of the pony gods, the Sun Queen does not lord her position over the pantheon. Kind by nature and forgiving by habit, she is a gentle and genuinely caring leader. She is everything ponies want, and what they see in themselves in their best of days. Doting, attentive, and quick to correct great wrongs, she is a powerful being with the full splendor of the benevolent sun at her back. They say that it is by the motion of her wings that the sun itself is bid to begin each day across Everglow, but belief in this wanes and waxes with time and region.

Unlike many divine guardians of the sun, the Sun Queen is no zealot, and urges her people to be good more than she nudges them to abide the laws of the land, or even nature itself. A pony that rises beyond the pattern and uses their cleverness to correct a great wrong is celebrated by her just the same as any pony who masters the great machine of society to improve the lot of others.

She is known to have a powerful sense of humor, and even the Unspoken's pranks may bring a smile to her face when performed well. She is not above the occasional trick to keep her priests from getting too serious

about her, and strongly favors those who remember life is too short to be held strictly.

Even the darker aspects of the pantheon fail to ruffle her feathers. She sees good in the Night Mare's domination, and Kara's scheming, even if their methods are not hers. Every god has their place. Every player has their part. This reflects to the mortal world as well. Even the tiniest and meekest of ponies may turn the tide of destiny, and everyone should be treated well and fairly, so they have their chance. The one you abuse today may do something amazing tomorrow, and it is folly to assume you know in advance.

WORSHIPPERS

Leaders and diplomats are first to call her mother, but she is the default goddess of any pony. Most individuals who don't know much about religion, know to praise the sun and likely a few common prayers to say for good fortune in the direction of the sun's warmth, to say nothing of a few choice curse words to hope someone or something is punished by the sun. Such curses are often heard by Blaze, if any, as the Sun Queen rarely wishes to hear words of ill-intent.

REVELATIONS

The Sun Queen is not known to visit often with visions of the truth. She is more likely to visit to play gentle jokes on her faithful, and to accept them in the good nature they are provided is to earn her favor. Those that prove clever and kind in receipt of these may be rewarded with little scraps of her words, tucked under their pillow to find on awakening.

VISITATION

The Sun Queen is fond of a grand entrance, appearing on a great white chariot drawn by immense pegasi in golden armor. She delivers her guidance or makes her demands directly before departing back to her summer realm. If her worshippers are aware of, or guess, when she will appear, they can attempt to entice her with criers, unfurled banners, and a cheering throng to earn her favor. A promise of a feast to follow may win a community a day with the Sun Queen with lingering blessings to follow. Though it takes serious issues to prompt her to visit the realm of mortals, she quietly hopes to be convinced to stay. She loves her children and every moment she can spend among them, but is loyal to the laws of the cosmos.



SUN QUEEN (NEUTRAL GOOD)

Favored Weapon: Shortspear

Domains: Community, Good, Nobility, Sun, Trickery

Subdomains: Aristocracy, Cooperation, Day, Exploration, Light, Redemption

Druidic Domains: none

Inquisitions: Conversion, Illumination, Redemption

Mysteries: Intrigue, Life, Solar

Paladin Oaths: Against Grotesquery, Charity, Loyalty

Witch Patron: Enchantment, Devotion, Healing, Light, Peace, Trickery

Variant Channeling: Luck, Rulership, Self-Perfection, Sun

Holy Symbol: A pegasus with wings unfurled, the curve of which encompasses a gold circle.

PF Obedience: Strip bare and allow the full warmth of the sun to color you for an hour's time, attempting to keep the coverage even. Those loyal to the Sun Queen are spared any burn during this process. Fulfilling this obedience grants a +4 divine bonus to saving throws versus fire effects. Upkeeping this effect for at least a month without pause also grants a deep but even tan and a +1 divine bonus to charisma-based checks.

5E Obedience: Strip bare and allow the full warmth of the sun to color you for an hour's time, attempting to keep the coverage even. Those loyal to the Sun Queen are spared any burn during this process. Fulfilling this obedience grants advantage to saving throws against fire effects. Upkeeping this effect for at least a month without pause also grants a deep but even tan and a +1 bonus to Charisma ability checks.

PATHFINDER BOONS



Inner Splendor: You can cause yourself or another to shine with the glory inside of them in subtle ways. Twice a day, you can give a target intimidate, bluff, or diplomacy check a +4 divine bonus.

Everyone Together: Once a day per charisma bonus, you can coordinate the effort of people towards a common task. If one of the helpers doesn't have the skill or otherwise couldn't normally assist, they still add a +1 to the roll, while those that could help add +3 each instead of +2. This also increases the number of feasible helpers by 1.

Safe Travel: Your travels are safer than most, protected under the wings of the sun. Roll twice when determining if there's a random encounter or not and take either result.

5E BOONS



Inner Splendor: You can cause yourself or another to shine with the glory inside of them in subtle ways. You can grant the target advantage on any Deception, Intimidation, or Persuasion check. You can do this twice before needing to finish a long rest.

Everyone Together: You can spend 10 minutes coordinating the effort of people towards a common task. After that, you can use this ability to improve the efficiency of the help that your allies provide. For one hour, you and your allies can use the Help action as a bonus action. If the affected action is an ability check, the helping character also grants a +5 bonus to the roll..

Safe Travel: Your travels are safer than most, protected under the wings of the sun. Roll twice when determining if there's a random encounter and choose the preferred result.





Of the gods, she has experienced the most growth and change and is most keenly aware of it. She began as the stark terror of the night, of that which could not be seen, but whose teeth could be felt quite sharply just before the end. Her holy symbol once was just that, wicked jaws coming down on a hapless hoof. She was an enemy of ponykind, and loathed it in all its weakness. Her priests did not praise her so much as desperately appeased her and the dread night she represented. Those that succeeded in winning her favor were given the blessing of becoming one of those dread monsters, to hunt and slay the meek of ponykind with great joy.

Once she lurked in the darkness of the night, and opposed the Moon Princess who shone in that darkness, but things have changed. The nature of their opposition has altered with it. No longer do they stand as diametric opposites. They both claim the moon as their mass. They both promise protection from the night and its horrors, but they offer very different ways to reach that goal. She urges ponykind to be strong, self-reliant, and uncompromising when it came to weakness. She also bade them not to destroy the horrors of the night, but to master them. A vicious beast is just a loyal ox that has not yet been shown the pleasure of the yoke. They will be brought to task, and be happier for it in the end.

tion. She is loyal and abides by her word, even when it becomes unfavorable to her. Those who make an oath to stand with her will find her standing at their side just as surely. Unless they fail. Failure, cowardice, and weakness are three things she does not tolerate. Likewise, offering mercy to a defeated foe is something that should be done with care. Until they are fully tamed, one must not forget, or forgive, their foes. To be betrayed by one you had once defeated is to have failed at reforming them, and you deserve what punishment they mete out.

WORSHIPPERS

Evil-aligned druids, and those that bemoan the course that ponies are taking overall turn to the dark mistress and beseech her for a better way. She claims to know how to steer ponykind towards greatness, but only if they are willing to forgo the softness that has made them weak so far. The world will tremble when ponykind rises in one united herd and treats every problem as a challenge to be bested.

REVELATIONS

She speaks to her worshippers in feverish dreams, intense and unfathomable. They leave her callers

shaken and inspired. Some say she stole the art of dream visitation from the Moon Princess, and there is perhaps truth in this. She can also spook her followers into action by sending beasts of the night to the right place at the right time.

VISITATION

The Night Mare only descends to the mortal realm when a worshipper, or someone she wishes to convert

to one, has accomplished a great deed through their own power. Fire erupts, cold as the night itself, and she will appear in the largest of them and speak congratulations, all the while urging them towards greater deeds and larger prizes. Should such a soul continue to best her challenges, she will reward them first with trinkets, but then little gifts both terrible and wonderful. A pony may become something more, or less, than a pony if they allow her to sculpt them in her vision of terror and strength, a little bit with every step towards perfection.



NIGHT MARE (LAWFUL EVIL)

Favored Weapon: Scythe (treat as a great axe for 5E)

Domains: Evil, Darkness, Law, Nobility, Strength

Subdomains: Fear, Loyalty, Night, Nightmare, Stars, Tyranny

Druidic Domains: none

Inquisitions: Conversion, Damnation, Heresy, Order

Mysteries: Heavens, Lunar, Shadow

Paladin Oaths: none

Witch Patron: Endurance, Moon, Nightmares, Shadow, Strength

Variant Channeling: Darkness, Dreams, Monsters, Nightmares, Pain, Slavery/Tyranny

Holy Symbol: A hoof wrapped with jagged iron wires.

PF Obedience: Take another being who is your subordinate, be they a pet or servant or otherwise in your command, and spend an hour running them through drills to ensure their obedience. Punishments for disobedience should be swift, but fair. At the end of the hour, reward your servant well and commend them for their service. After this obedience, those in your direct command gain a +2 profane bonus to all will saves.

5E Obedience: Take another being who is your subordinate, be they a pet or servant or otherwise in your command, and spend an hour running them through drills to ensure their obedience. Punishments for disobedience should be swift, but fair. At the end of the hour, reward your servant well and commend them for their service. After this obedience, those in your direct command gain advantage to Charisma saving throws for the rest of the day.

PATHFINDER BOONS



Dark Whisper: When using mind-affecting spells or effects to avoid conflict, the DC to resist your abilities is increased by 2.

Night Mare: Once per day you can summon a herd of nightmares to bear you and your companions. You can summon one nightmare per 3 character levels. They will not fight for you or your allies, but will loyally take you where you wish. If a combat ensues, they will avoid taking part. They remain loyal for 1 hr/level, after which time they depart, but can be dismissed early. If you insist they battle for you, their remaining duration in hours becomes rounds. At level 10+ The nightmares gain the fiendish template. At level 15+ They gain the advanced template.

Form of the Night: You can concoct a mutagen using the inspired visions of your goddess. You can only make one a day, and making a new one deactivates any previous you may have made with this ability. It otherwise functions as the alchemist ability, save that others may imbibe it without ill effect, save earning the attention of the Night Mare.

5€ BOONS



Dark Whisper: When using mind-affecting spells or effects to avoid conflict, the DC to resist your abilities is increased by 2.

Night Mare: You can summon a small herd of nightmares to bear you and your companions. You can summon one nightmare per 4 character levels. They will not fight for you or your allies, but will loyally take you where you wish. If a combat ensues, they will avoid taking part. They remain loyal for 1 hr/level, after which time they depart, but can be dismissed early. If you insist they battle for you, their remaining duration in hours becomes rounds. You can use this ability once, and regain the ability to do so after finishing a long rest.

Form of the Night: You can concoct a mutagen using the inspired visions of your goddess. You can only make after completing your daily obedience, and making a new one deactivates any previous you may have made with this ability. It otherwise functions as a potion that functions as a spell of up to 2nd level. The potion only functions for you. If someone else drinks it, they have no effect, though you may earn the attention of the Night Mare for such an oversight.



This is where I would insert a portrait, illustration, or other depiction of the figure to be discussed, but despite my best efforts, none were able to be located with any amount of certainty to the authenticity.
My Apologies, Princess Luminace



Sheila the Author

Neutral

While even the Unspoken has equine within him, Sheila is entirely human. Her followers credit her with arriving on a young and fertile Everglow and seeding the land with its various noble races: cats, goats, and finally ponykind. She is the great author of destiny, determining the brand each pony receives that will guide them to where they are most needed.

Sheila is a distant god. Through the brand, every ponykind feels her influence, but she does not make direct demands. She has few followers, who claim she is just as quiet in their ears. Some doubt Her validity as a goddess, thinking those who call on divine power from her are sponsored by another goddess, perhaps the Sun Queen. Surely, any human would have simply died when their time was up.

There are those who obey and follow her almost-invisible presence. Powerful adventurers, immortal divine servitors, and other creatures move in her name, but none hold proof of her, or at least none they wish to share with others. Her ways are too quiet, and too subtle to be easily tracked. When pressed, those loyal to her claim all is according to her plan. Even the downfall of the Pony Empire is as it must be, because the ponies were not ready to accept her plan and find their happiness. It is unknown if they'll get another chance, or if some other race will rise to take the pony's place in Sheila's favor.

Despite her given name, most who refer to her do so simply as 'The Author', saving her name for personal prayers and dire circumstances, however unlikely she would interfere. As an author, a creator, she has left artifacts that echo her desire to create. The need to draw, to write, to sculpt and fashion, these are the needs that define her, and which her worshippers celebrate in her

and in themselves. Even those lacking specific artistic talents will go out of their way to make their marks, be it through crude creations, or attempting to make their very life a story worth the telling.

WORSHIPPERS

Writers and artists find her an appealing god to call for, but others are drawn for deeper reasons. Druids and those who believe in the rhythm of the universe entire are compelled to her side, hoping to understand the nature of the story of the universe, and the part they can play in it. Some believe they should make the story more exciting, and others, more stable. Some seek personal satisfaction, striving to carve out a comfortable chapter for themselves, while others seek better words for everyone around themselves.

REVELATIONS

Devout of Sheila, master of ponykind destiny, find that right pony for the job appears by seeming happenstance. Rarely is her hand obvious to see, and others may argue it viciously that she played no role in what was just as easily luck as anything else. Her faithful simply nod and smile, for what is luck, but the touch of providence?

VISITATION

Sheila does not visit the mortal realm. Though stories speak that she once did, she hasn't since. The oldest of the dwarves claim to have seen her, but the ramblings of an ancient tunnel dweller are of little proof.

SHIELA THE AUTHOR (NEUTRAL)

Favored Weapon: Rapier

Domains: Knowledge, Luck, Magic, Rune, Travel

Subdomains: Arcane, Fate, Language, Legend, Memory, Thought

Druidic Domains: none

Inquisitions: Conversion, Fate, Secrets

Mysteries: Lore, Spellscar, Time

Paladin Oaths: none

Witch Patron: Elements, Portents, Time, Wisdom

Variant Channeling: Art/Music, Fate, Luck, Magic, Secrets

Holy Symbol: An opened tome with brands of destiny displayed

PF Obedience: Spend an hour seeking one who seems to have lost their purpose and investigating how they might better fulfill their role in the story of life. If no other people are around, then meditate for the hour on your own lot in life. At the end of this effort, share what you've learned with the target, and enjoy a +2 divine bonus to any saving throw that would result in immediate death for 24 hours. Your story may not end today.

5E Obedience: Spend an hour seeking one who seems to have lost their purpose and investigating how they might better fulfill their role in the story of life. If no other people are around, then meditate for the hour on your own lot in life. At the end of this effort, share what you've learned with the target, and enjoy a advantage to any saving throw that would result in immediate death, paralysis, or petrification for 24 hours. Your story may not end today.

PATHFINDER BOONS



Reading Ahead: You've glimpsed ahead on the tapestry of fate. This comes as a sudden chill premonition when you most need it, and gives you a divine bonus to initiative equal to 1 per 3 character levels. If you would normally not act in a surprise round, you may act anyway, though do so last in the surprise round.

False Ending: Once per week, you may declare someone's role in the great story unfulfilled, acting as a *breath of life* with a range of close (25' + 5'/2 levels).

Happy Ending: Once per month, when rolling on a d100 or d20 chart of largely random events, you may select a result. If the GM would rather you not see the chart, you can request something favorable to you and/or you rallies.

5E BOONS



Reading Ahead: You've glimpsed ahead on the tapestry of fate. This comes as a sudden chill premonition when you most need it, and gives you advantage to initiative. If you would normally not act in a surprise round, you may act anyway, though do so last in the surprise round.

False Ending: Once per week, you may declare someone's role in the great story unfulfilled, and can cast *revivify* with a range of 30'.

Happy Ending: When rolling on a d100 or d20 chart of largely random events, you may select a result. If the GM would rather you not see the chart, you can request something favorable to you and/or your allies. You can use this ability once after per month.



Known most famously for the creation of the purrsian desert, Apep was a scourge across the land of Everglow when he was unleashed by an unwitting adventurer and allowed to rampage unfettered and wholly material through the realm. He slaughtered countless and destroyed whatever his scales could touch. It was at his will alone that the Age of Cats came to an end. He would consider it a favor done for the universe that he allowed the next age to come into being, the Age of Ponies. Of course, all good things must come to an end...

Though he reached his height of infamy during his personal scouring of Everglow, he is a demon of great influence and power in the abyss, and controls many layers of demons under him, and countless more under those who work to subvert, watch, and corrupt the mortal world to his whims. He revels in chaos and pain. Though he delights in the act of wanton destruction, he doesn't directly seek the end of Everglow. If there was noone there, who would he look forward to destroying?

Though most mortals tremble at the mention of him, or curse his name with a spit to the ground, there are some that would whisper quietly that he, like all primordial forces, has a place. His is not a favored or enjoyable part, but without the great chaos, there would never arise new order, or so some say in the quiet dark

places they can find. Apep doesn't seem to mind terribly for the philosophies around him. He watches for the right opportunities to create pain worthy of witness, and seizes on them with great enthusiasm.

ORIGINAL WORSHIPPERS

Most people would agree that any mortal that would kneel to Apep is both mad and a traitor in equal measure. Despite this, there are those desperate or foolish enough to do so, and Apep does reward such behavior. Lunatics, those mad with power, or just plain mad, can find solace in his promises of pain for those around them. He is uncharacteristically kind to his followers, for a demon, but he sheds no tears when their reckless ways lead them to deaths often worth watching from the pits of the abyss.

REVELATIONS

In the crackling of flames, he may give hints and glimpses of the future, but to get true messages, one need only cook an enemy, still screaming, over a bonfire. Such will assure a vision, provided the sacrifice was worthy (hit dice at least half the sacrificer's level).

VISITATION

Since being banished at the end of his last rampage that saw the creation of the purrsian desert, accessing Everglow directly is quite a difficult task. As long as

guardians stand watch over the Scar of the Sun, he is barred from the plane. Of course, should someone clear the way for him, he would reward them greatly before pressing his will on the screaming masses of Everglow anew.

APEP (CHAOTIC EVIL)

Favored Weapon: Spiked Chain (treat as a morningstar with the Finesse property for 5E)

Domains: Chaos, Destruction, Evil, Fire

Subdomains: Arson, Demon, Torture, Venom

Druidic Domains: Badlands, Desert, Serpent

Inquisitions: Conversion, Execution, Sin, Torture

Mysteries: Apocalypse, Flame, Outer Rifts, Volcano

Paladin Oaths: none

Witch Patron: Decadence, Entropy, Revenge, Vengeance

Variant Channeling: Destruction, Fire, Pain, Poison, Revenge/Vengeance

Holy Symbol: A bonfire with three large bones serving as lumber.

PF Obedience: Coax a roaring fire from un-even logs, then thrust a limb inside for as long as you can. This process deals 1 damage per level, despite any resistances or immunity, but leaves no scars or marks for the painful experience. Doing so allows the target to see clearly through 10' of smoke, fog or mist. At greater distances, your miss chance is decreased by 10%.

5E Obedience: Coax a roaring fire from un-even logs, then thrust a limb inside for as long as you can. This process deals 1 damage per level, despite any resistances or immunity, but leaves no scars or marks for the painful experience. Doing so allows you to see clearly through 10' of smoke, fog or mist.

PATHFINDER BOONS



Fire Tested: You gain energy resistance 5 against fire. This increases by 5 at level 8 and every 4 levels beyond.

Through the Ashes: You gain complete immunity to ash, be it inhalation or as an impediment to sight. Once per day, you may produce a cloud of ash, as per *fog cloud*.

With Great Pain: When you land a blow with a melee weapon, manufactured or natural, you may treat it as if it had the merciful enchantment, causing all the damage it does to instead be terrible pain that wracks your foe.

5E BOONS



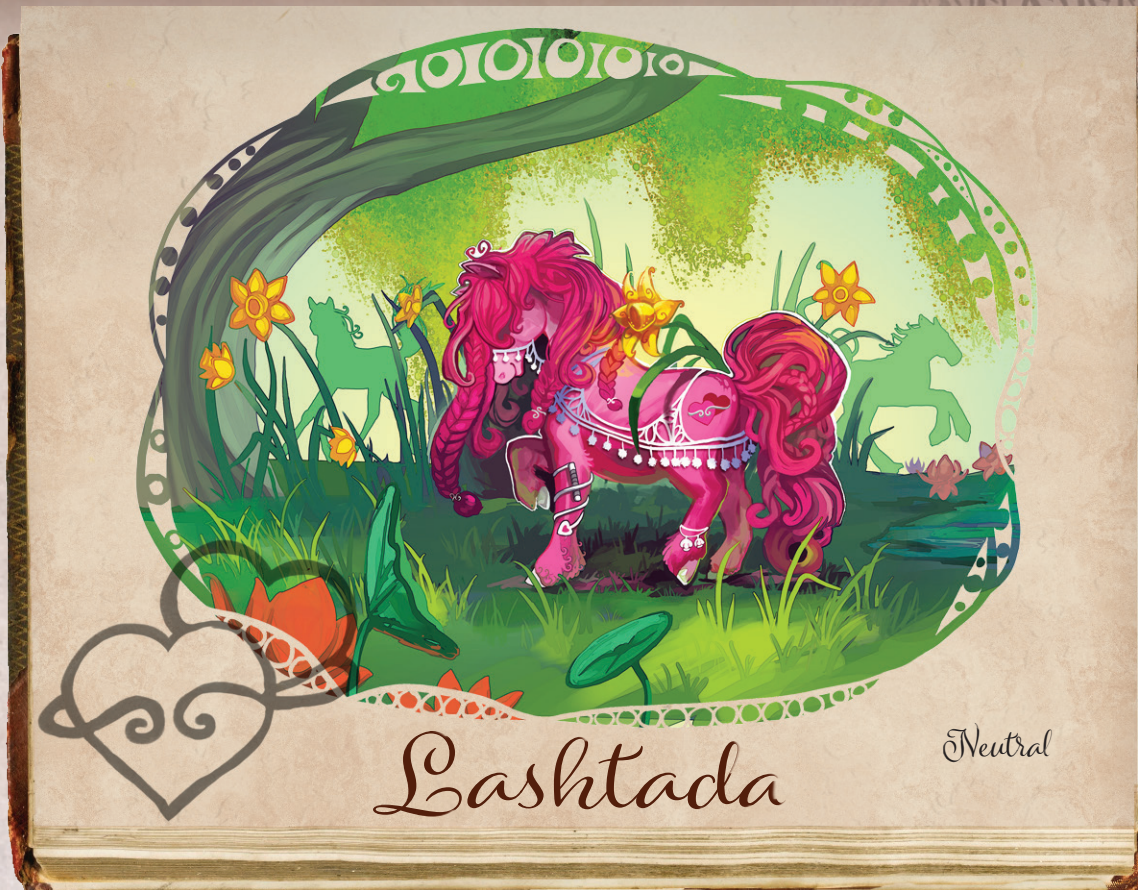
Fire Tested: You gain damage resistance against fire.

Through the Ashes: You gain complete immunity to ash, be it inhalation or as an impediment to sight. Once per day, you may produce a cloud of ash, as per *fog cloud*.

With Great Pain: When you land a blow with a melee weapon, manufactured or natural, you can choose to deal an additional 1d8 poison damage. If you do so, an enemy reduced to 0 hit points by this attack is not killed, but paralyzed for 1 hour.

REDISCOVERY

To call him 'lost' is a discredit to the word. He is well known, and feared. Sun's Scar keeps him from stepping back into the world and ending the very age he began, and that time may come eventually. Those who stand guard over the site are drawn as if by the will of the cosmos, ready to keep that from happening. For now.



She once led a kindly pony tribe as a harbinger of love in its many forms. She brought communities together, bound families tightly, and was the spark behind lovers when they gaze into one another's eyes. Like her tribe, she is a short legged miniature pony with a bright smile and an eager vibrance around her. In her height, she would appear during the springtime when love was thick in the air, nudging ponies and others together to consummate with the coming of summer, to create new families or strengthen old bonds.

She had little interest in the struggle of good versus evil, or law versus chaos. Love was all that mattered, and love has blind eyes for such things. A tyrant that allows his or her people to find love is tolerable, while a kind ruler that insists on planned marriages is against Lashtada's way. Love can be encouraged, not forced. Lashtada is also a healing soul, embodying the philosophy that love heals all hurts, and she supports doctors, midwives, and others that would tend to the ill of a community and make them better.

ORIGINAL WORSHIPPERS

When Iliana came and offered the Imperial ways to her tribe, they quietly declined, wanting to bind with their neighbors through kindness and love, not coercion. Queen Iliana withdrew from them only for them to be destroyed by other, less forgiving, forces. Some blame the Imperials for not protecting the tribe of short

legs. These miniature ponies were small and divided from the rest of ponykind as it was swept up in the spreading empire. Seeing an opportunity to strike, her people were destroyed by eager gnolls. Most of her children were slain, others dragged away to serve as brute labor they were ill suited for. They served poorly until the end of them.

REVELATIONS

Lashtada visits inspiration with warmth and pink. She will guide her faithful towards those that would make them happy and fulfilled. In matters of war and conflict, she is a little helpless, and only offers hints on how to avoid the conflict. More passively, she strives to encourage connections between ponies that will strengthen both parties to face the challenges ahead.

VISITATION

Lashtada may visit freely during the spring time. During her height, she was scarcely visible amongst her children, just another miniature pony. If her faith were to regrow to the point that would allow visits again, she would be a strange sight, but one with a smile. She prefers to visit the young seeking love, or the old and faithful who are already bound to another. It is said that to have Lashtada preside over a wedding is to have a marriage full of love and foals that will last forever.

LASHTADA (NEUTRAL)

Favored Weapon: Whip

Domains: Charm, Community, Glory, Healing, Protection

Subdomains: Connections, Cooperation, Family, Home, Love, Restoration

Druidic Domains: none

Inquisitions: Conversion, Redemption, Restoration

Mysteries: Life, Succor

Paladin Oaths: none

Witch Patron: Devotion, Enchantment, Healing, Peace

Variant Channeling: Beauty/Love/Lust, Protection

Holy Symbol: Two heart shapes with fine silver wires that run around the two, binding them together.

PF Obedience: Spend an hour volunteering for the local community. If away from communities, spend the time considering the nature of love while gazing at the sky. Gain a +4 bonus to will saves that would turn you against your allies.

5E Obedience: Spend an hour volunteering for the local community. If away from communities, spend the time considering the nature of love while gazing at the sky. Gain advantage against charm effects that would turn you against your allies.

Lashtada does not approve of edition bickering and provides her boons equally to dedicants of either game.

Boons: You gain spells at the appropriate boon levels, and you can cast one time each. Charisma is your spellcasting ability for these spells. You regain all uses of these spells after finishing a long rest.

1. *charm fey* (as per *charm person*, but targets fey type)
2. *calm emotion*
3. *heal*



REDISCOVERY

Lashtada has few secrets that she wishes to hold from the world, making her a willing goddess to bring back, if she can only be found. Some books in the Viljatown castle may hint at her existence, but the most direct way of awakening her is to visit her resting place.

The Dungeon of Love is just north of Dragon's Peak. To navigate it is to be tested on many aspects of love, from sacrifice, to guidance, to faith and more. The dungeon is guarded at the end by a fearsome beast. This iron golem of love represents Lashtada's fury at her lost children and the world that let her die. If it can be defeated, by force or by showing it that love is still a powerful force, then the book of Lashtada can be found and with it, the god's attention. If the golem was defeated by force, Lashtada will keep an eye on the one or ones that did it, but will not approach. If the golem was swayed, she will offer them a chance to worship her, converting a member of the victorious party into an oracle or cleric, depending on their inclination, of her.

If Lashtada is discovered in books but her dungeon is not yet secured, she could be worshipped directly. Becoming a cleric the old fashioned way will draw her attention over time. Such a divine spellcaster suffers from a -2 caster level from the goddess' absence from the world, though this penalty will not prevent the casting of spells, just make them far less effective. If such a follower persists and reaches ninth level, the goddess will awaken and approach the faithful, giving them the location of the dungeon and a mission to free her from it. At that point, the penalty for that follower vanishes. If the goddess is freed, the penalty is banished for all faithful to her.

Kara does not favor Lashtada, and will act against those who free her. Their first avenue of attack is to confuse and disorient those who are trying to traverse the dungeon. Any who make it through will find her agents eagerly dogging them for the book, which they will attempt to steal and hide. They will not directly attack, and will flee if a direct conflict should begin.

Princess Luminace's Guide to the Pony Pantheon

Knowledge (Religion) Skill Check

(+5 if studied at the Viltatown castle archives, +10 if the book of Lashtada is consulted)

Roll	Information
14	There was a goddess of love that was not Kara. She was lost during the forming of the empire, along with some minor tribe of pony.
18	The short leg tribe were lost during the early years of the empire. Though diminutive, they were an eager and kind tribe. They were, perhaps, too kind for the hostile world around them. They were offered a place in the empire, and later were destroyed by forces outside of it when they stood alone. Their goddess of love promoted community togetherness, love, and healing, but that did little to turn back the invaders.
22	Lashtada is the name of this love god. Her holy symbol is that of two hearts, bound by a circlet of silver. Though her tribe is shattered, she may yet be revived and brought back to a world that could use her love.
26	Lashtada's fading energy created a great dungeon of her misery. It is filled with tests of love, but if someone could brave them, they would bring the goddess back and earn her favor. It is theorized that until the dungeon is penetrated, her faith cannot be completely revived and she will remain the pale shadow of the goddess she once was.
30	Her favored weapon is the whip, which she used to bind the hearts of those who were smitten at first sight. She can be summoned easily in the spring time, where she brings fertility and seeks to find pairs of ponies that will bring one another joy. A marriage that has her conduct will be strong against temptation and open to the worries of each other, almost assuring a long and happy union.
34	Hybrids and half breeds carry special favor with Lashtada. Love that can bridge the gap between species is powerful and earns her favor. She is more likely to select such beings to be her oracles and carry the message of love out across the world. Such a being may also call her outside of spring, though the doing so requires a significant sacrifice of grains in her name and the presence of at least one newly united pair of lovers.
38	Lashtada is the daughter of the Moon Princess, though no father is known. Neither speaks of this relationship. Lashtada's return will grant the Family subdomain to the Moon Princess. The Moon Princess will be grateful for her return, but she is a very proper lady and will not grant direct favor for this act. Gods friendly to the Moon Princess, like the Sun Queen and Princess Luminace, will look kindly on Lashtada and her followers, though Princess Luminace is unaware of Lashtada until her return. Kara is the only pony god to hold outright dislike for this goddess and her followers, viewing her as threat to her grasp over the forces of love, and a nauseatingly weak one at that.





Soft Whisper

Neutral

Soft Whisper was the wizened goddess of the afterlife. She oversaw the passing of all ponies, ushering their souls to the proper place, or watching over them personally if they had nowhere else to go. Those who had failed entirely to pursue their destiny would be turned back and returned to the world as unfulfilled, to serve both as punishment and to finish the work they did not see to in life. Unlike many other non-evil gods of death, Soft Whisper is agreeable with undead, provided their souls gave consent to serve on after death.

Necromancers who raised indiscriminately are anathema to Soft Whisper. To disturb the rest of the rightfully laid to rest without consent was the worst kind of violation, and should be met with extreme violence. When the proper consent is given and rituals observed, Soft Whisper allowed for the creation of non-evil undead, filled with the original intent and spirit of the departed. Such undead are self-motivated and can choose to return to the world of death at any time.

ORIGINAL WORSHIPPERS

She was worshiped primarily by the tribe of bones, who saw her as the highest of gods. They were an insular tribe that tended to its own affairs and the divine tasks set forth by their god. They worked diligently to ensure all of ponykind would have a place to go to after death, and punished those who abused the notion. The tribe of bones did not make many friends when its inquisitors sought out necromancers of neighboring tribes and dealt bloody revenge on them in the name of the dead.

When Queen Iliana sent a messenger, they turned her away. The Queen had spilled too much blood without reverence, and they demanded she come in person to cleanse her spirit before Soft Whisper. What they got back was a sizable army. Soft Whisper gave permission to raise many of the warriors of the tribe in a last ditch defense, and though they fought desperately, defeat came to them. The tribe of bones was scattered, most slain, and the Queen placed her capital city on the grave of the tribe of bones in a final insult.

REVELATIONS

Soft Whisper has many willing agents to deliver a message. Unleashing a willing dead spirit to speak a brief message to the living is both memorable and startling in equal measure. If the target has no dead they would recognize, she communicates through short sentences drawn on mirrors that appear when the pony's back is turned.

VISITATION

Soft Whisper has very little interest in descending to the mortal realm. Hers is the realm of the dead, and it suits her just fine. Only the dead have any hope of reaching out to her, and a significant offering of precious metal is required to move her. If she is drawn, she will provide a favor, provided it can be completed by the next sunrise. Living in the area are ignored, save to inform them that they will enter her kingdom soon enough.

SOFT WHISPER (NEUTRAL)

Favored Weapon: War Pick

Domains: Artifice, Darkness, Death, Knowledge, Repose

Subdomains: Ancestors, Construct, Psychopomp, Souls (Death domain), Souls (Repose domain), Undead

Druidic Domains: none

Inquisitions: Clandestine, Conversion, Final Rest, Heresy, True Death

Mysteries: Ancestor, Bones, Juju, Occult

Paladin Oaths: none

Witch Patron: Ancestors, Death, Ethereal, Occult

Variant Channeling: Darkness, Death, Undeath

Holy Symbol: A house constructed of horse femurs

PF Obedience: Tend to the graves of the departed for an hour. If no grave is available, sing songs of the deeds of the fallen for the time. Gain Energy Resistance 5 against negative energy.

5E Obedience: Tend to the graves of the departed for an hour. If no grave is available, sing songs of the deeds of the fallen for the time. Gain necrotic damage resistance.

Death comes to all without prejudice; this includes role-playing system. The boons work for either.

Boons: You gain spells at the appropriate boon levels, and you can cast one time each. Charisma is your spellcasting ability for these spells. You regain all uses of these spells after finishing a long rest.

1. *false life*
2. *speak with dead*
3. *blight*



REDISCOVERY

Soft Whisper is not entirely removed from Everglow. She has few who call to her, but they are there, lurking in the shadows. She still sees to the dead of ponykind, but lacks the power to hold any that she cannot direct to their proper place, allowing far too many to fall between the realms and become lost. Divine casters that would call her mistress do so at a -1 caster level (PF) that cannot prevent the casting of a spell, assuming they have heard of her before. Those of the tribe of bones do not suffer this penalty.

Soft Whisper regards ponykind as a whole as foolish and lost. Without proper honoring of the dead, the present is set adrift. More and more ponies are ignorant of their destiny and its importance, no matter how large or small. It is because of this that Soft Whisper sends more ponies back as unfulfilled than ever before. This could change.

The first step in restoring the pony god of death is to retrieve the last chieftainess' rod of bones from beneath

Viljatown. The darklands beneath Viljatown are especially dangerous, filled with opportunistic gem gnolls, underdark dwelling monstrosities, and mind warping aberrations eager for a taste of pony. If a group was brave enough to explore, they would find the city of the tribe of bones underneath Viljatown, largely intact despite time. Deep within this buried metropolis lies the rod. Having possession of the rod allows a non-tribe of bones cleric to avoid the penalty, and grants a singular audience with Soft Whisper. This is a unique boon, since Soft Whisper has not, and will never again appear at behest of one that still draws breath.

The tasks to restore Soft Whisper's powers will be many, starting with dispatching angry undead that yearn for the taste of oblivion and have been denied it, and continuing forward to bringing the mercies of Soft Whisper to communities. The ultimate act will be the unveiling of the truth of the tribe of bones, so that her children can live freely, scattered as they are, and a restoration of Soft Whisper among the other gods of Everglow.

A Knowledge (history) check could reveal information for the players about the tribe of bones.

Roll	Information
10	The tribe of bones is one of the tribes lost during the forming of the pony empire.
15	Worshipping a death goddess, the tribe of bones did not agree to join the pony empire and was eventually crushed by it.
20	Gaunt and skeletal in appearance, the tribe of bones was always insular to the other tribes. They retaliated violently to Queen Iliana's attempts at diplomacy.
25	The city of Viljatown was founded where the tribe's destroyed city once stood. It is rumored that the Queen employed powerful earth magics to bury the old before placing what would become the capital of the empire. It is also written that the tribe of bones were not slain to a pony, and that the line lingers on in the empire, though fragmented.

If the PCs ask about the death goddess, a Knowledge (religion) may be attempted.

Roll	Information
15	Known as Soft Whisper, the goddess of death was the ruler of all ponykind that died, not only that of her tribe, at least when she was in power.
20	Though her power waned greatly with the majority passing of her tribe, she remains present in the edges of the cosmos. Ponies still die, and each passing gives her a tiny shred of power, though much smaller than what she received when the proper rituals of passing and mourning were performed.
25	Despite the scariness of death, Soft Whisper was very neutral, much like the griffon goddess of White Talon. Death was an inevitable force, and she was its steward, no more or less. Unlike White Talon, she found little wrong with necromancy.
30	Their death goddess still answers the prayers of her few worshippers, though her new goals and ambitions are a secret to any save the few faithful she still holds sway over. Your advanced knowledge also reveals that the supposed raising of the messengers as undead could not have been performed by the tribe of bones, who do not raise unwilling dead as it is blasphemous to their high god, Soft Whisper.





Before there were ponies and before even the ancient dwarves, there were bugs. They claimed the land as their own long before any mammals could argue the right. They watched the first lizard climb from the sea and mocked them with stinging bites and terrible diseases. They fought against the invasion, and lost. They never had the singular intelligence to form piety, but that didn't stop the ether from responding. From the eternal life of insects, from before any other animal life, and continuing past, there came the Hive Queen, mistress of the smallest, but most powerful collectively, of all living kind.

Formed from nothing, with none to see or control her, the Hive Queen flew among her people, but found them lacking. They were loyal to her, but she wanted a peer, even if beneath her. Despite being formed to obey and serve the insect kind, she turned against it. She wanted more, and she found it. When the first pony dragged itself from the sea, gasping and weeping with fresh pain of its lost home, she was drawn to them, these sad creatures of a broken past.

She whispered sweet lullabies to these ponies, and some listened to her. Fewer even sang them back to her. They would become her first priests, calling forth the power of swarms and insects, but more than that. She offered them salvation from their clumsy bodies. She offered them the ability to choose from the many adaptations of insect-kind. Those who accepted her extended offer become insects themselves, and the land became no more a stranger. They could fly, and more.

They were insects, with thought, and what more could be asked for?

ORIGINAL WORSHIPPERS

Those who bowed their heads towards the Hive Queen became physically changed for their loyalty. They lost the weakness of the sea tribe on land, and gained other strong adaptations. When violence befell her faithful by mistrusting others, she gave them a greater gift, that of disguise. These bugs would walk among their brothers and sisters, appearing as any other pony despite their god-given grace, and they sang her glories for it.

REVELATIONS

She could be most easily reached through swarms of mundane insects. Watching them scuttle and swarm would provide insights to the faithful if stared into long enough. Some even claim her whispers could be heard coming from their skittering claws.

VISITATION

The Hive Queen didn't often visit her people directly. Her droning songs were usually enough. It was said that one offering to molt into a body of her would give her a mortal body to occupy for a time, at the price of the faithful's life. She didn't often request this, and sang sweet songs to her people instead.

THE HIVE QUEEN (NEUTRAL EVIL)

Favored Weapon: Dagger

Domains: Charm, Darkness, Evil, Trickery, Vermin

Subdomains: Captivation, Deception, Innuendo, Insect, Lust, Thought

Druidic Domains: Cave, Swamp

Inquisitions: Clandestine, Conversion, Crime, Imprisonment, Possession, Secrets, Seduction

Mysteries: Intrigue, Nature

Paladin Oaths: none

Witch Patron: Conspiracies, Decadence, Deception, Enchantment, Plague, Transformation, Trickery

Variant Channeling: Beauty/Love/Lust, Disease, Envy, Nature, Poison, Secrets, Trickery

Holy Symbol: Brilliantly-colored dragonfly wings

Obedience: Spread one's arms out and call out to her for an hour. During this time, local insects will be drawn to crawl over and around the supplicant. If the summoner remains still and continues the song unimpeded, the insects will not bite or sting. For the next 24 hours, they become unappealing to vermin swarms, who will not move into their squares.

PATHFINDER BOONS



Protective Carapace: You gain a +1 natural armor bonus that stacks with other natural armor bonuses. This increases by 1 at level 10 and 20.

Cricket Lullaby: Once per day, you may cause a *sleep* like effect that can affect up to your level in hit dice of creatures within 30'. So long as you continue singing as a standard action, they cannot be roused forcefully. The song is prone to concentration checks like a spell with a casting stat of charisma and casting level of your level. This is a sonic mind-affecting ability.

One of Theirs: Once per day, a supplicant of the Hive Queen can call on her blessings to emulate a given intelligent (int 3+) species as per *beast shape III*. This form remains for up 1 hour per 2 levels, and cannot be changed, though it can be dismissed.

5E BOONS



Protective Carapace: You gain a +1 bonus to your armor class. This increases by 1 at level 12 and 1 at level 20.

Cricket Lullaby: You can cause a number of creatures to fall unconscious as per the *sleep* spell affecting up to 50 hp worth of creatures, adding 5 hit points per level over 8. So long as you continue using your action to sing, creatures that were put to sleep by your song cannot be roused forcefully. The song is prone to concentration checks like a spell. This is a sound based ability, and creatures immune to the charmed condition are immune to this ability. You can use this song once, and can use it again when you finish a long rest.

One of Theirs: Once per day, a supplicant of the Hive Queen can call on her blessings to emulate a given intelligent (int 3+) species as per *polymorph*, except that the form can be of any creature type. This form remains for up 1 hour, and cannot be changed, though it can be dismissed.

REDISCOVERY

Is she truly gone to begin with? Like the vermin she was drawn to serve, she is capable of amazing feats of adaptability as time demands. Her worship may have fallen, as the Hive Queen, but so many call to her by her new name, that she rarely misses her original title. She has learned the power of love, lust, and connectivity between intelligent creatures, and it favors her well.

No, she is no lost god. No forgotten god... She never died, she simply grew and adapted. Lord of the doppelgangers she helped found, she became Kara, mistress of shapeshifters, but can she ever truly escape her origins? There are those in the cosmos that would call her back to her original purpose.



The Sea Mother once watched over the her children as they swam in their cities and lived their lives. They would pray to her for protection from the more vicious creatures of the deep, and she would help when she could, keeping her watchful eyes especially on the adventurous ponies as they discovered caves and riches, both natural and hidden by creatures and generations before.

She enjoyed near universal acceptance by the ponies of the time, who knew her as the one true goddess of them all, a status she sorely misses with every passing year, watching her fractured people from beneath the waves, unable to reach them, let alone comprehend the myriad forms they have taken during the exodus.

ORIGINAL WORSHIPPERS

The sea horses of old, ancestors to all ponykind, called the Sea Mother their matron, and her undersea temples were brightly decorated even in the darkest depths of the sea, like shining beacons, able to be seen by lost ponies even when they were so far out even their keen vision in the dark could not guide them home. They also offered free refuge to travelers, though they would ask

politely for donations.

The greatest of these Temples was built in the great city of Ry'Neigh, capital of the underwater empire. It was said to hold a large statue of her likeness and also the first tablet of her faith ever created, (equivalent of a Holy Book, paper books not doing so well underwater.)

REVELATIONS

he Sea Mother inspires grace, swimming ability and courtesy towards travelers as well as encouragement to do some traveling oneself, often to find a lost or sunken treasure of wealth or knowledge, sometimes placed by the Goddess herself as a gift.

VISITATION

The Sea Mother often visited her followers in their dreams, a realm once shared with the Moon Princess but due to past events she is rarely capable of visiting. But when she does, she will sing to the little pony to either influence their current life or to point them in the direction of some great treasure or artifact.

GENTLE RIPPLE (LAWFUL GOOD)

Favored Weapon: Trident

Domains: Glory, Good, Law, Travel, Water

Subdomains: Exploration, Flowing, Honor, Loyalty, Oceans, Storms

Druidic Domains: Aquatic, Plane of Water

Inquisitions: Banishment, Conversion, Order, Persistence, Zeal

Mysteries: Waves

Paladin Oaths: Against Chaos, Against Corruption, Against Fiends, Crusade

Witch Patron: Boundaries, Storms, Water

Variant Channeling: Justice/Law, Ocean/Sea/Water

Holy Symbol: Two Waves, one larger than the other.

Obedience: Commune with The Sea Mother in the dreamscape by meditating into a trance like state for 1 hour. You are considered helpless while doing this. Gain a swim speed equal to your walking speed, or +10 if you already have a swim speed.

PATHFINDER BOONS



Blessing of the Ocean: Invisibility works normally despite being underwater, in addition, a worshipper of the Sea Mother can attempt to baffle underwater blindsense while remaining still with a stealth roll vs. perception.

Guardian of the Deep: Spells or effects that you use have their DC increased by 2 when targeting nonlawful creatures with a swim speed. Melee attacks deal an additional 1d6 damage of whatever type they normally inflict.

Power of the Moon: As the moon pulls and pushes on the water, you too feel its great force, and have become a vessel for it. When the moon is visible, even when deep beneath the waves, you are filled with its raw power. During the night, you enjoy +4 Strength and +2 Constitution. If you are reduced to negative hit points during the night, you immediately stabilize.

5€ BOONS



Blessing of the Ocean: Invisibility works normally despite being underwater, in addition, a worshipper of the Sea Mother can attempt to baffle underwater blindsense while remaining still with a Dexterity (Stealth) check contested by a Wisdom (Perception) check.

Guardian of the Deep: Spells or effects that you use have their DC increased by 2 when targeting fiends or aberration type creatures with a swim speed. Additionally, melee attacks deal an additional 1d6 damage of whatever type they normally inflict against such creatures.

Power of the Moon: As the moon pulls and pushes on the water, you too feel its great force, and have become a vessel for it. When the moon is visible, even when deep beneath the waves, you are filled with its raw power. During the night, you enjoy +2 strength and +2 constitution, both of which can increase those ability scores to 22 temporarily. If you are reduced to 0 hit points during the night, you immediately stabilize.

REDISCOVERY

After her defeat by the One who now sleeps in Ry'Neigh, The Sea Mother was either sealed from the world or just too weak to influence it any longer. Her nemesis had invaded her sea and chased off or twisted her children into frightening creatures of the deep. Despite her power over the sea, she was unable to do much aside from stall the invader, buying time for her followers to flee to land, though by the time they were able to stop running, they had realized they could no longer hear her songs.

The Sea Mother now sings to any of her children who can still hear her, though many bloodlines have faded from that course, growing used to their new home on land, and the few remaining Sea Horses lose touch with their ancestral homeland by the day. She continues to sing in their dreams, hoping to find at least one who will listen, one who can hear her, and will be daring enough to try and recover at least a shred of what is lost in Ry'Neigh.

Being a Goddess who was forgotten long before history was recorded, it would be rare to even hear of The Sea Mother outside of the Gods who scarcely knew about her themselves. It is unlikely that any Divine Spell caster would exist until her Tablet is retrieved from Ry'Neigh as she can only tell of herself through the dreams of individuals, perhaps making an Oracle, but one who is severely hampered. Until her Holy Tablet is recovered, any Divine Spell caster suffers a -3 penalty (minimum 1) to their caster level (PF) or -1 effective spell level (5e) for the sake of spell effects.

RY'NEIGH

The Sea Goddess would greatly wish to oust The One Who Sleeps in Ry'Neigh, such a feat is impossible at her current strength. But a daring group of adventurers could recover something to make it possible one day. Ry'Neigh is a sprawling undersea city with many homes carved out of coral and rock, much of which remains functional even after all this time. Two buildings that will quickly gain notice are the Grand Temple to The Sea Mother and the Great Palace, once home to the Princes and Princesses of Ry'Neigh.

Upon coming within sight of the city, the party must make a DC 12 Will save or become shaken. Upon entering the city they must pass a DC 15 Will save or become shaken, or if they are already shaken, they become frightened. If they attempt to go near the Palace, they must pass a DC 20 Will save or become Frightened, or if they are already frightened, they begin to cower for 1d4 rounds before becoming panicked and fleeing the city, their panic stops once they are out of the city. If the party enters the Palace, they must pass a DC 30 Will save or become immediately panicked until they flee the

city. If the party manages to reach the doors leading to the Grand Hall and Throne Room and touch the door, they must pass a DC 40 Will save to not become panicked until they flee the city for The One Who Sleeps lies dreaming behind those doors. Lower these DCs by 10 if you are playing 5e, ignore shaken, and replace panicked with frightened.

If the party manages to press far enough, they find the door to be magically sealed, and only a wish, a Divine intervention or the being inside can open it.

GRAND TEMPLE

The City appears to be eerily empty, not even fish coming to swim here. Inside the Grand Temple is a crumbling statue of The Sea Mother, holding a Trident. A Perception check (DC 20) will reveal that the Trident is not stone like the statue, and is in fact a powerful weapon, possibly Divinely Blessed. Also at the base of Statue is a Tablet, the carvings being the Aquan Language, if no one in the party can read Aquan, it will need to be translated later. A Holy Book can be printed and The Sea Mother's influence can begin to grow once more.

MONSTERS

There may be some monsters lurking in the city, the temple or the Palace, though the Palace most likely attracts the strongest of them, while some Deep Tide Horses patrol the streets.

THE ONE WHO SLEEPS

The Great Old One who stole the Kingdom from The Sea Mother and her children has made the Palace Hall it's bed, and it slumbers deeply, ignorant of the goings on in the city around it, but touching the door to it's bedroom will cause it to take notice, though to what extent it reacts is something even the gods cannot guess at.





This god of chaos is far more benign than many that would wear that thorned crown. Revelry and good humor as much his tools as watching something delicately put together fall apart. His origins are shrouded in mystery, right along with his name at birth, and he was born. Once, he was a pony, like any other. He was one that found meaning in the artifacts around him, and doggedly pursued the remnants of other gods.

While he was studying the arcane and religious, his attention began to slide. Something else was going on, something dire. While his people were still spreading and adapting, he witnessed new tribes coming as if from nowhere. Two new tribes within his lifetime. That seemed impossible without direct interference, but he saw no such interference around to be the cause. He became obsessed with this phenomenon, and its true implications.

He found it. The pony race was fracturing and splitting at a dangerous rate, seemingly of its own volition and will. Left to its own devices, every pony would become its own radically different species, and then there would be no ponykind, just a land full of creatures that don't know their mother from their brother. It would be worse than extinction. He dedicated himself, reinvigorated and full of will, to combatting that chaos and restoring order to the splintering bloodlines of ponykind.

He found it. The specifics are lost to the past, even this much would be debated and argued, but ponykind

did stop fracturing, and the chaos was brought to a stop. Whatever subtle force was behind it took its revenge, of a sort. Where one chaos was stopped, another had to take its place. In order to be able to control it, perhaps, he took it. The pony he once was, dead. He became what he feared, a creature that didn't know what it was anymore. The Unspoken was created.

Despite the trauma of his start, he retains a cheerful, even playful attitude with other ponies. He is prone to destruction, as befits one of chaos, but he much prefer it come from the folly and hubris of others, rather than any malign action on his part. He simply tips the scales to bring the prideful their downfall a little faster, and enjoys the fireworks that result.

ORIGINAL WORSHIPPERS

Jesters, comedians, anarchists, and even artists and poets that appreciate the unpredictable nature of the world will find a ready patron in the Unspoken. There are some that think the chaos of the world is reason enough to take what they want, but while such tyrants find no special favor with him, he does like watching them topple, succumbing to their own pride.

REVELATIONS

Those who pay homage to the Unspoken will find his attention drawn on them without warning or reason. Things will go wrong in inconvenient but usually

harmless ways that will direct them towards what needs attention, or at least, what He believes needs attention.

VISITATION

No right-minded being would desire a direct visitation of the chaos god, but when it visits, it leaves its mark across the landscape in a great twisting. Trees

bend, the sky is colored as if mad painters had splattered their inks across it for miles around, and even time softens like putty, distorted by his mere presence. If one does not mind all that, he is an affable host, and will impart some wisdom if asked, though usually in the form of riddles and puzzles. Fortunately, the worst marks of his visits fade the fastest, but some lingering traces may persist for centuries.

HELLO luminACE! interesting
LITTLE BOOK YOU HAVE HERE.

are YOU sure YOU'RE
TELLING YOUR READERS THE
~~WHOLE~~ TRUTH?

UNSPOKEN (CHAOTIC NEUTRAL)

Favored Weapon: Rapier

Domains: Chaos, Liberation, Luck, Madness, Trickery

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

Druidic Domains: none

Inquisitions: Conversion, Sedition, Spellkiller, Zeal

Mysteries: Intrigue, Dark Tapestry

Paladin Oaths: none

Witch Patron: Deception, Entropy, Insanity, Transformation

Variant Channeling: Freedom, Luck, Madness, Trickery

Holy Symbol: A sphere with various limbs splayed at odd angles.

PF Obedience: Wielding ink, paint, chalk, blood, or any other marking instrument or substance, create art. The quality of the art matters not, only that the maker of it invest themselves fully in its creation for an hour. It's said that the Unspoken is especially delighted when placed in places such art would normally not be allowed. Doing this obedience earns the user resistance to insanity and confusion in the form of a +4 divine bonus to related saving throws for 24 hours.

5E Obedience: Wielding ink, paint, chalk, blood, or any other marking instrument or substance, create art. The quality of the art matters not, only that the maker of it invest themselves fully in its creation for an hour. It's said that the Unspoken is especially delighted when placed in places such art would normally not be allowed. Doing this obedience earns the user resistance to insanity and confusion. You gain advantage to resist frightened conditions, as well as any effect that would cause you to be confused, or inflict some kind of mental insanity for 24 hours.

PF BOONS



Fortune's Fool: Whenever you roll a d100 or d20 to determine a largely random event, you may increase or decrease the die by 1 per 4 character levels if d100, or just 1 if d20.

The Urge to Change: Once per day, you may cast *break enchantment* on yourself despite otherwise being unable to act, to end a curse or polymorph that prevents all actions, such as being petrified.

The Gift of Chaos: Whenever you score a critical hit or your enemy rolls 1 on a saving throw against your effect, they become confused for one round. This is a mind-affecting effect.

5E BOONS



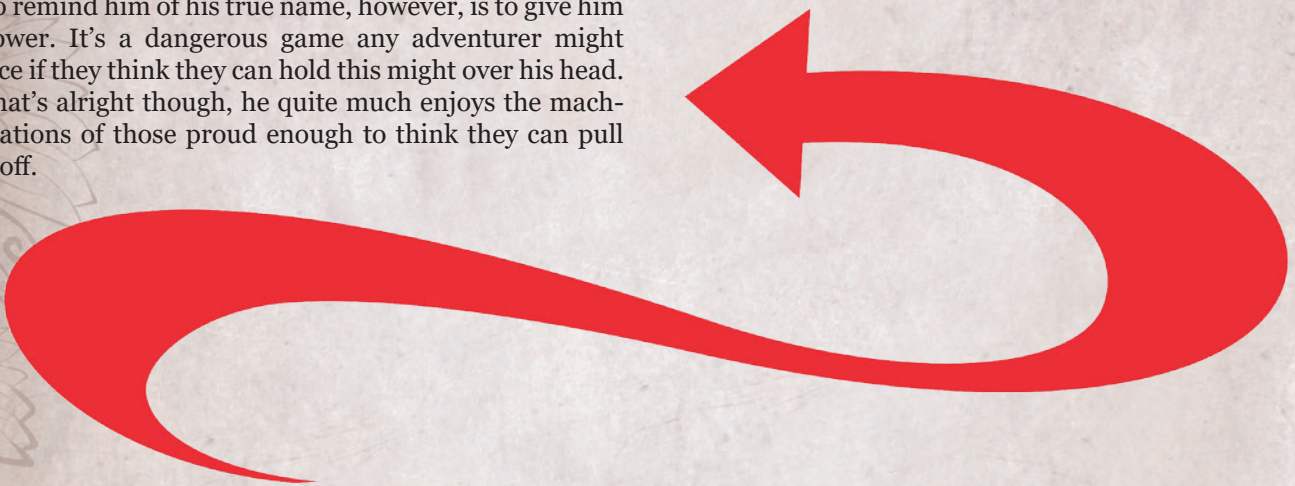
Fortune's Fool: Whenever you roll a d100 or d20 to determine a largely random event, you may roll three times and choose the result according to your whim (not necessarily the most advantageous result).

The Urge to Change: You may cast *greater restoration* on yourself despite otherwise being unable to act, to end a curse or polymorph that prevents all actions, such as being petrified. You can do this once, and regain the ability to do so after completing your next obedience.

The Gift of Chaos: Whenever you score a critical hit or your enemy rolls 1 on a saving throw against your effect, they become confused until the end of their next turn. This is a charmed condition.

REDISCOVERY

To discover his true name is to gain power over him. To remind him of his true name, however, is to give him power. It's a dangerous game any adventurer might face if they think they can hold this might over his head. That's alright though, he quite much enjoys the machinations of those proud enough to think they can pull it off.



you know you WANT TO TRY!



Once a unicorn pony like any other, with the help of her closest allies she earned her way into the pantheon through trials against evil and chaos. As a mortal, she was obsessed with the pursuit of knowledge. Though tempered with the friendship she has come to value as highly, her love of books and the study of magic in all its forms still shines through. She watches benevolently, with eyes towards the protection of her pony kin, but welcomes worshippers of other races with the kindness that earned her the power she wields. Her clerics usually share her insatiable curiosity, and venture forth into the world to discover the unknown wherever it can be found.

In the mortal world, she was born to the rulers of Yisheng. A happy child, she greeted the world with a happy coo, but her snout soon found its way into a book. She learned how to read early in life and never learned how to stop, at least until her friends arrived. It was no singular event, but one by one they came into her life, and shook her free of her beloved tomes and manuals.

Her first friend was a stallion. Some say her 'friendship' with him went beyond the limits of friendship, but no proof of this exists, and it would be contrary to

Princess Luminace's tendency to be very proper when it came to things, and she never declared courtship or engagement, let alone further. He came to her when they were both young, and he wouldn't leave her to her study. Whenever she thought she was safe, he would pounce on her, or grab her book and run off, leaving her squealing and chasing after him. Though she cursed his name, she came to enjoy his presence, and even his interruptions.

Her second friend wasn't a pony at all, but a dragon. She was brought to Yisheng as simply an egg. Her mother requested a safe place, and was granted it. She emerged in a healthy clutch, and while most went on to wander the world, she was befriended by Princess Luminace. The princess was consumed with curiosity about dragonkind and their place in the world, and her rapid-fire questions and unrelenting curiosity endeared her to the dragon even as her siblings were turned away and avoided her. Soon she was the only dragon left, and she never left Princess Luminace's side.

The details of her other friends are fuzzy, but most agree she had no less than four and no greater than seven friends at the time she ascended into divinity. She

promised them to bring them in time, and she did. Some she brought swiftly. Her dragon protects her still in the timeless planes of gods, having grown to immense size and power. Other friends she had to wait for, and only claimed them when their spirits came free of their mortal shells, but all were eventually returned to her side, together again.

ORIGINAL WORSHIPPERS

Bureaucrats, scholars, researchers, teachers, students, and spellcasters of all stripes can see the wisdom of calling to Princess Luminace, but joining them are bards and any that know the true value of friendship in an uncertain world. She is a very popular goddess, and even where humanity or other force overwhelmed the ponies, she has little issue finding those of sympathetic heart to hear her call.

REVELATIONS

She speaks to her worshippers through fortuitous locations of books that contain hints or direction.

VISITATION

Though friendly, Luminace retains a shy streak, and will usually only display herself when those that call her their god are alone, preferably in a place of knowledge. She will emerge from the closest book or writing that the worshipper finds dear and speak gently what she wishes to say. If pressed, she can be convinced to stay for a short time, but if allowed, she will flee as quickly as she came. She appreciates homemade gifts and especially rare books. Some temples make it a yearly festival to coax their hesitant goddess forward. They lavish her in praise - and copies of their yearly writings - and encourage her to stay for a night of revelry.



LUMINACE (LAWFUL GOOD)

Favored Weapon: Quarterstaff

Domains: Good, Knowledge, Law, Magic, Protection

Subdomains: Education, Friendship, Leadership, Memory, Purity, Redemption

Druidic Domains: none

Inquisitions: Conversion, Fervor, Justice, Politics, Redemption, Revelation, Truth, Valor

Mysteries: Dragon, Lore, Time

Paladin Oaths: Charity, Chastity, Loyalty, People's Council

Witch Patron: Devotion, Peace, Time, Wisdom

Variant Channeling: Justice/Law, Knowledge, Magic, Rulership, Self-Perfection, Strategy

Holy Symbol: An opened book held up by the flat end of a hoof.

PF Obedience: Spend an hour either reading or attempting to make a new friend. Either pursuit must be sought after wholeheartedly. If the friend is made, the obedience is considered complete, even if an hour hasn't elapsed. Completing the obedience earns the supplicant a +4 divine bonus for twenty-four hours on any untrained knowledge check. If the DC is above 10, or the knowledge is trained, it decreases to a +2 bonus, and can be made even if untrained.

5E Obedience: Spend an hour either reading or attempting to make a new friend. Either pursuit must be sought after wholeheartedly. If the friend is made, the obedience is considered complete, even if an hour hasn't elapsed. Completing the obedience earns you advantage on any Intelligence ability check in which you are not proficient. This effect lasts for twenty-four hours. For skills in which you are proficient, you instead gain a +2 on checks related to those skills.

PF BOONS



Flash of Insight: If you outright fail a knowledge check by less than 5, you are considered to have succeeded minimally.

Mastery of Magic: Once per day, as an immediate action, you can use *greater dispel magic* as a spell-like ability to counter a spell you identify as it's being cast with a caster level equal to your level.

Knowledge is Power: You gain a +2 divine bonus to bluff, diplomacy, sense motive, perception, and caster level checks against creatures you successfully identify. If you spend a standard action studying a creature and make a DC 30 knowledge check, you also gain a +2 insight bonus to attack rolls against the creature. These bonuses persist for one minute.

5€ BOONS



Flash of Insight: If you outright fail an Intelligence check by less than 5, you are considered to have succeeded minimally.

Mastery of Magic: As a reaction, you can use *dispel magic* as a spell-like ability to counter a spell you identify as it's being cast with a slot level equal to your highest known spell level. You can use this ability once, and can do so again after finishing a long rest.

Knowledge is Power: You gain an advantage on Deception, Insight, Persuasion, and Intelligence checks, against creatures you successfully identify. If you spend an action studying a creature and make a DC 30 knowledge check, you also gain a +1d4 bonus on attack rolls against the creature. These bonuses persist for one minute.

REDISCOVERY

Princess Luminace is about as far from forgotten as can be, but the details of her friends, aside from the first two, have become shrouded in time. She refuses to answer questions about them, claiming to respect their privacy, but there is a lot of scholarly curiosity about the true natures of those who accompanied a mortal destined for divinity.

THE MAZE



Mentioned in Races of Everglow, The Maze was not given proper obedience benefits for 5th edition play.

Obedience

Assemble and repair machines for an hour. The faithful must count prime numbers while doing so and are granted advantage on any craft checks and thieves' tool checks for 24 hours.

Boons

You gain use of the *mending* cantrip with intelligence as the spellcasting ability.

You gain use of *cure wounds* with intelligence as the spellcasting ability, cast at a spell slot equal to half your own level (maximum 9). This effect can only target constructs and inanimate objects (which it normally could not target). Once an object or construct has been affected by this, it can not be so again until you finish a long rest.

You may cast *divination* with intelligence as the spellcasting ability and without material components. Once you use this ability, you may not do so again until after a long rest.

Luminous Dragons



Luminous dragons were Princess Luminace's god-children, in a more literal sense than most. When her friend had a clutch of her own, Luminace extended her care towards them, and treated them as family. It was the Unspoken's mismatched hands that brought their presence to the mortal world. Some say he did it just to see what would happen, but others insist he did it out of a whimsical sense of niceness.

In either event, ponykind was blessed with the luminous dragons. Laced with some essence of ponykind interwoven with their dormant draconic ancestry, these smaller dragons rarely get much larger than a pony, and are usually more likely to be friendly to ponies, but to underestimate them is a mistake few ponies get to make twice. Like ponies, and like dragons, they are wildly variable in temperament, and making assumptions is ill-advised.

PHYSICAL DESCRIPTION

They appear as wyrmlings, though their color can be almost any shade one can imagine. As often as not, their flank is adorned with a symbol much like a brand of destiny, but it has no power over them, and scholars surmise it is a holdover from their pony ancestry. Rather than a pre-selected destiny, they display razor sharp armaments on cleverly fingered claws. Among prey, they are predators.

SOCIETY

Luminous dragons are too few to have a true 'society' of their own. They tend to blend in well with whatever pony settlement they find themselves in. Most luminous dragons find themselves bonding with firm ties of friendship to a pony or group of ponies, and such loyalties are hard to shake. Considered blessed by Princess Luminace, their presence is often welcomed, or at least not shunned, in most pony settlements.

RELATIONS

They get along quite well with ponykind, but many dragons find them weak, small, and impure, making social calls to them strained. Wildly varied, their relationships with other species depends on the individual. Some embrace the wild fauna of Everglow, and others avoid it entirely.

ALIGNMENT

Unlike ponies, they are not instinctively drawn to law and order. Destiny has no hold on them. Perhaps it had tried, at one time, and the Unspoken broke them free of it, but their brands have no sway over them, and they are free to be as they please, resulting in a wide variety of alignments among them, from devoutly good to the most wickedly evil.

LUMINOUS DRAGON PATHFINDER ATTRIBUTES



Fey (Ponykind, dragon)

+2 to any two ability scores

-2 to any one ability score

Small size

40 ft (30 ft when bipedal) movement

30 ft (clumsy) flight

Low-light vision

Linguists: Like their parents, they can learn any language save secret tongues as bonus languages due to high intelligence.

Scaled: Their tough scales impart them with a +1 natural armor bonus to their armor class.

Armed: They emerge from their eggs with two claw (1d3) attacks and a bite (1d4) attack.

Ponykind: Qualifies as ponykind for all effects, feats, and archetypes, to be used by or against the luminous dragon.

Subdued Ancestry: Despite having dragon as a subtype, they gain no advantages from it, save qualifying for effects that specifically target dragons or interacting with items that react to dragons.

LUMINOUS DRAGON 5TH EDITION ATTRIBUTES



Ability Score Increase. Your ability scores each increase by 1.

Size. You are small sized, ranging from two to three feet in height when bipedal.

Speed. You have a movement speed of 40 feet.

Ponykind. You are considered a ponykind for all purposes.

Fey. You are considered fey for all purposes.

Subdued Ancestry. You are a dragon and qualify as one for things used against you or for sake of activating magic items, but gain little else.

Height and Weight

Base Height	Base Weight	Modifier	Weight Modifier
2 ft. 3 in.	80 lbs.	2d6	x1 lbs.

Random Starting Ages

Adulthood	Intuitive	Self-Taught	Trained
6 years	+1d10	+4d6	+6d6

Age Categories

Middle Age	Old	Venerable	Maximum Age
60 years	90 years	120 years	120 years + 2d100

Second only to steelhearts for their longevity, most blame it on their draconic heritage, and some wonder if they couldn't reclaim the true immortality of 'proper' dragons with enough work. Also like dragons, they practically spring from their eggs, ready to face the world. Some eggs seem to disgorge luminous dragons taught by Princess Luminace's gentle hooves directly, startling their parents or caretakers with keen observations.

ADVENTURERS

Luminous dragons will follow their friends almost anywhere, and most adventurers are drawn into the field by following their friend into the maw of danger. Some resent it, but most learn to love the thrill and the chance to get things most others wouldn't have a chance to obtain, see and experience. Only a minority get into adventuring purely for a profit.

LUMINOUS DRAGON RACIAL OPTIONS



LAND DRAKE

You were either born without wings, or they never developed enough to allow flight. Either way, you are fine on the ground, and feel an affinity for stones and metals.

- Gain the earth-bound racial ability, as per ponykind.
- Lose flight

HORNED

Your claws are fine for digging or climbing, and maybe even some craftsdragonship, but for battle? Not for you. Fortunately, you have an impressive horn or horns to make up the difference.

- Lose claw attacks.
- Gain primary gore attack (1d4)
- If you have an intelligence of 11+, 1/day *unseen servant* as a spell-like ability.

LIBRARIAN

Mocked by 'true' dragons, scholars and the like hail you with the kindest of terms. While you are no grand beast of war, your skill with books and knowledge is second to none.

- Lose flight.
- Lose claws.
- Gain 2 languages instead of 1 for every rank of linguistics and enjoy a +4 racial bonus to linguistics.
- Gain skill focus feat in your choice of skill.
- **Assistant:** When assisting another with a knowledge or craft skill you have trained, you give +3 instead of +2.

LUMINOUS DRAGON RACIAL OPTIONS



LAND DRAKE

You were either born without wings, or they never developed enough to allow flight. Either way, you are fine on the ground, and feel an affinity for stones and metals.

- Gain the earth-bound racial ability, as per ponykind.
- **Armed:** You emerged from the egg with two claws and sharp teeth. These natural weapons are considered light and finesse weapons that deal 1d3 damage. The claws deal slashing damage and the bite inflicts piercing damage.

HORNED

Your claws are fine for digging or climbing, and maybe even some craftsdragonship, but for battle? Not for you. Fortunately, you have an impressive horn or horns to make up the difference.

- **Flight:** You have 30 feet of fly speed. You suffer disadvantage on strength checks when dealing with objects on the ground when flying. You cannot fly in armor you are not proficient in or isn't modified to accommodate your wings.
- **Armed:** You emerged from the egg with a gore and one bite attack. These natural weapons are considered light and finesse weapons that deal 1d3 damage. They both inflict piercing damage.
- **Kinetic Magic:** You know the *light* and *mage hand* cantrips. Intelligence is your spellcasting ability for these spells.

LIBRARIAN

Mocked by 'true' dragons, scholars and the like hail you with the kindest of terms. While you are no grand beast of war, your skill with books and knowledge is second to none.

- **Armed:** You emerged from the egg with a bite attack. This natural weapon is considered a light and finesse weapon that deals 1d3 damage. It inflicts piercing damage.
- **Specialist:** Gain advantage with one skill.
- **Linguist:** It takes half the time and money to learn a new language. Begin play with one additional language.
- **Assistant:** When assisting another in a matter you are proficient in, you give a +2 bonus in addition to the other benefits of assisting.



Where ponies and humans live side by side, love sometimes finds a way across the race divide. The result of such unions are pony satyrs, with the upper body of humans and the hips, tail, and legs of a pony, brand of destiny included. Such spawn belong neither fully in their mother's or their father's world, and have to find their own place in Everglow. Unlike other satyrs, pony satyrs are quite civilized and do well in both large cities and elsewhere.

Like the humans they share blood with, pony satyrs are extremely adaptable, and can become good at any profession they set their mind to, which does not always agree with the destiny that the author decides for them on their flanks.

In the early time of pony existence, such half-breeds are the thing of myth, but with the forming of bustling border cities like Kadiston, the chance of it increases to uncommon. After the empire starts to decay and humans push into pony lands, humans come more into contact with ponies, but also view them less as equals, resulting in fewer such pairs.

Pony satyrs make other pony satyrs. The chance of a pure human or pony looking child when a pony satyr is involved is vanishingly tiny (5% chance of a non-satyr result), but these odds can improve after generations if exclusively bred with one or the other. Such 'pure bred' satyrs may take on more physical traits of the race they are dominant in, resulting in furless or tail-less satyrs on one side, or pony eared or slightly snouted satyrs on the other. This has no effect on their abilities.

PONY SATYR RACIAL OPTIONS



UNIQUE DESTINY FLEXIBILITY

A special note on species that have the Unique Destiny racial trait, like pony satyrs and hippogriffs. This racial ability may be traded away at character creation to take on the traits of pony tribes that can normally be traded for Unique Destiny, such as doppelganger, gem, and similar tribes. This is not to say, for example, there couldn't be a zebra satyr pony, they just wouldn't gain the tribal benefits.

Pony Satyrs may only take one of the following racial options.

PONY SATYR PATHFINDER ATTRIBUTES



Fey (Ponykind, Human)

+2 to any two ability scores

Medium size

30 ft movement

Low-light vision

Linguists: Like their parents, they can learn any language save secret tongues as bonus languages due to high intelligence.

Blend of Views: Pony Satyrs are naturally creatures of diverse viewpoints. Once per day, they may roll twice on a diplomacy or bluff check and take the highest result.

Unique Destiny: Like most ponykind, pony satyrs are born with a brand of destiny, and gain a bonus feat at first level.

Ponykind: Qualifies as ponykind for all effects, feats, and archetypes, to be used by or against the pony satyr.

Human: Qualifies as human for all effects, feats, and archetypes, to be used by or against the pony satyr.



PONY SATYR 5TH EDITION ATTRIBUTES



Ability Score Increase: You may increase any one attribute by one.

Size: You are medium sized, ranging from four to six feet in height.

Speed: You have a movement speed of 30 feet.

Ponykind: You are considered a ponykind for all purposes.

Fey: You are considered fey for all purposes.

Human: You are considered human for all purposes.

Spiritual Tribe: Like real ponies, you must select a spiritual tribe and gain the benefit of it.

Physical Heritage: You must select a pony satyr physical heritage to reflect what physical adaptations you inherited.

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WINGED

You were born to winged parents, be they pegasus or leather wing.

- **Gliding Wings:** Their wings allow them to fall at a very slow and safe pace. A pony satyr with wings can use them to glide. It can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, it may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet it falls.
- -2 Strength

HORNED

Your unicorn ancestry manifests most obviously by the horn sprouting from your brow.

- **Satyr Horn:** You may cast *light* 2/day and *unseen servant* 1/day as a spell like ability with a caster level that is equal to your hit dice.
- -2 Strength

AQUATIC

Just like the stories, a human found a mermaid, or in this case, a mer-pony, and you are the result.

- Gain a 30 foot swim speed and a +8 bonus to swim checks.
- -2 Dexterity

PONY SATYR PHYSICAL HERITAGES



SOCIABLE

Your pony origins are not so obvious. Some guess it to be of the earth-bound.

- **Blend of Views:** You may reroll a failed charisma ability check. You may use this ability again after finishing a long rest.
- Charisma increases by 1.

WINGED

You were born to winged parents, be they pegasus or leather wing.

- **Gliding Wings:** Their wings allow them to fall at a very slow and safe pace. A pony satyr with wings can use them to glide. It can make a DC 15 Strength (Athletics) check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, it may make an

additional DC 15 Strength (Athletics) check to glide, moving 5 feet laterally for every 20 feet it falls.

- Dexterity increases by 1.

HORNED

Your unicorn ancestry manifests most obviously by the horn sprouting from your brow.

- **Kinetic Magic:** You know the *light* and *mage hand* cantrips. Intelligence is your spellcasting ability for these spells.
- Intelligence increases by 1.

AQUATIC

- Just like the stories, a human found a mermaid, or in this case, a mer-pony, and you are the result.
- Gain a 30 foot swim speed.
- Constitution increases by 1.



FAMOUS DEDICANTS

ANCIENT TOME

His scales are red, shimmering orange, the spikes on his back are a reddish orange, as are his two draconic horns. His claws are black. His belly has a slightly more orange tint than his spikes. His eyes have vertical slits and are a vivid yellow. His brand is that of a hoof holding an open book. Ancient Tome was born in a village somewhere between Shimmer Peak and Dragons Peak.

He grew up in a society of mostly ponies and is well adapted to their behaviour and customs. From even before he hatched, his parents told him stories about Princess Luminace and the magic that she could wield. Due to a misunderstanding of pony culture, no one is entirely sure how that could happen, his parents gave him the first name 'Ancient Tome' and no last name. Gladly, nobody will normally notice.

Tome (He prefers that short form to the alternative) grew up revering his goddess and studying the very subjects that she is so fond of. He became an able caster and has never neglected his studies. When he grew old enough he decided to go out into the world to look for the hidden and forgotten magic scattered throughout Everglow and to make a bunch of friends on the way. Although his lifelong studies have not entirely kept him from making friends in his village, he is eager to make new ones wherever he goes.

He is well liked - although he has few close friends - and was reluctant to part, but the prospect of adventure does not appeal to many. So he set off alone, in the hope to find others that share his motivation and venture forth into the unknown, as Luminace herself once probably had. His first road trip led him to Cerulean Tides, where he quickly found the adventurers he was looking for and he became rather well known quickly. His aptitude with magic and his extensive knowledge were a boon to any party.

GM Note: He is an arcane caster and researcher, searching for knowledge and friendship. If he encounters a party of adventurers, he may offer a variety of quests related to anything magical. If the party is high enough level or provided with a good enough reason, he may work for the party or provide assistance on some

work of theirs. If he is an adventurer himself, he will generally be friendly, although he can be highly competitive, if magic is involved.

Like many researchers he can seem extremely focused or distracted and if he focuses on a topic his dedication can seem manic. This applies to adventuring as well. If he is on the road, he sports extremely light, exotic armor and two crossbows (one light, one heavy) as well as two bandoliers with all sorts of useful items.





MIDNIGHT CHARMER

Some doppelgangers speak of one of their number, a witch mare by the name of Midnight Charmer. An example of their kind, she is a fearsome and powerful witch that took the disguise of a unicorn. A glance from her could cause a creature to wince or even flee in terror! She was intensely devout in her love for her Goddess, the Hive Queen, and she had offered herself as a vessel for her deity to inhabit so that she might walk amongst the faithful for a time, though no evidence for this was ever clear.

Far from being some ugly wart covered hag, Midnight Charmer has been described as dark grey in colour, with a long flowing light blue mane and keen reddish-purple eyes. These vague characteristics are tales from ancient tomes, but certain passages in apocryphal and even heretical texts tell rumours of her very lithe, elegant build and of height above the average doppelganger. In nearly all of these stories, she was invariably at the side of her partner, a large white unicorn mare by the name of Phalanx, whom never left her side.

From a young age Midnight heard the voice of her Goddess in her head. The Hive Queen guided the young doppelganger through her early years and brought her into a life where every creature around her was a pawn, a string to be pulled in a dance that would span her entire life. Her life continued, without deviation, as the lithe mare sought out eldritch magics to corrupt minds and turn thoughts with naught but a glance. As she travelled, the mare tackled various problems experienced by locals (for a price, of course) though some were left for others to attend to, seemingly at a whim

but perhaps to her own (or her deity's) plan.

In those same forbidden tomes there are mentions of a mare fitting her description, curiously at lengthy gaps in years. Most dismiss these claims as erroneous, simple errors in fact. The truth? Only Midnight and her beloved deity know.

So devout in her love for her Goddess, the Hive Queen, Midnight offered herself as a vessel for her deity to inhabit, so that she might walk amongst the faithful for a time. Used up in the process, she was reborn amongst the faithful, memories fresh of her time at her deity's side and a renewed purpose in her mind.

GM Note: Though Midnight Charmer is often encountered with Phalanx, she very often has her own agenda, and is likely to act in some capacity apart from her partner, with varying degrees of subtlety and secrecy. Those who recognize her from legend may accuse her of being an imposter, to which she may even admit, given the irony of such claims.

PHALANX

Phalanx is a Unicorn guard pony turned adventurer. She's sturdy, looking much more an earth pony than the unicorn she is with her sturdy, stocky looking frame. She's generally larger than every pony else, by no means an antean.

She was formally trained as a member of the royal guard in the city of her birth. The city was one with an earthbound majority population. As such she trained much like the earthbound did, placing much less

emphasis on her natural magical abilities and more on her natural, physical form. Her peers would whisper about her ancestry with stories claiming she had antean blood in her lineage given her size or that her parents were all earthbound and it just skipped a generation.

That wasn't to say there was no merit to the rumors. The mare, when clad in her full plate armor, was considerably imposing. Accented further by her choice in wielding two great shields to bash, smash and crush those that threaten her. She was surprisingly unhindered by her armor and armament. She was no rogue, but she was by no means the immobile wall her name and look implied.

Guard life was a boring profession during stable times. Phalanx turned toward books to busy herself between training and drills. Her magic, while not as impressive as a natural wizard or sorcerer, still existed. She had begun research on how to augment her armor and shields with spells to further increase her offensively defensive capabilities. Her research caused her to stumble, conveniently, across an old tome that detailed quite similarly to what she was attempting to achieve. It was in the same archives where she had found the book that she ran into a particular dark unicorn mare in a black cloak simply 'passing through'.

The mare, one Midnight Charmer, managed to capture the guard mare's heart. For some time now the guard mare had been growing restless with the stable life within her city. Her ruler recognized this and released her from their rule and command with her armor to follow her pursuits. She used this to its fullest, taking her leave to follow Midnight Charmer on her travels wherever they might lead them. Together with the dark mare, she can often be found plumbing ruins for knowledge or lending strength in defense of others. She prefers a proactive approach to her defense and looks down on those that would disrupt order to suit their end goals. A bit of irony considering the often chaotic nature of her dearest companion, Midnight Charmer.

GM Note: One doesn't run into Phalanx without Midnight Charmer and vice versa, save unless one is in trouble, which would make the other's purpose quite clear. Outside of that event, they stand together and would either join or oppose the PCs' efforts as a solid team. They aren't looking to join another team long term, but if treated well and the adventure keeps being supplied, they aren't opposed to hanging around for as long as it continues. Good friends, good loot, and good times makes for happy ponies.

QUANTUM FLASH

This unicorn sorcerer was born with magic in his blood. He has a dark grey mane with sparkling silver

strands. That was not unusual for a unicorn, to have magic, but the level and power of it was notable, elevating him to a rank of a proper sorcerer. Wielding the might of the universe, he devoted himself to protecting the ponies around him. He became a dedicant of Blaze, bringing painful justice to those that would dare to move against ponykind.

Unlike some of his peers, he never lost his good spirit or cheer. When not exacting violent revenge against those that would try to be aggressors against ponies, he is easy to approach, always smiling, and enjoys a good time with his friends, new and old.

GM Note: Typically found in Viljatown, Quantum Flash is an eager protector of its people, and a terrible agent of vengeance against those that act against them. He proudly serves as a guard for the city, though will ride from the metropolis to ensure a 'problem' never returns. He is not above hiring out adventures to teach brutal lessons to outlaws, beasts, and invaders if doing so is expedient. He may also be found in the middle of a mission of revenge. Should the players not be at odds with the task and willing to help ensure the safety of ponykind, he may join them for a time.

GM Note: Always thirsty for knowledge, he especially loves ventures that lead into forgotten places or anywhere filled with lore that he may not already have. While he can be hired on or enlist others for a given site, it's unlikely he'll stay for long, having his own scholarly directions that draw him away from any long term arrangement with others. Friends forever, but not always party mates.

XYLIZIAN

A somewhat middle aged purple luminous dragon with a black onyx in his forehead, named Xylizian. Long before the pony empire united, he was the kingdom of Crysilla's favorite magician and alchemist in his youth, until one of his dazzling displays of skill went awry. He now wanders the lands regaling anyone who will listen of his wondrous skills.

His very existence is something of a scholarly interest. There should not be any luminous dragons so early in ponykind's history and before Princess Luminace herself ascended to divinity, and yet, the records seem clear, assuming they were not falsified. No evidence of tampering has yet to make itself clear.

GM Note: Always thirsty for knowledge, he especially loves ventures that lead into forgotten places or anywhere filled with lore that he may not already have. While he can be hired on or enlist others for a given site, it's unlikely he'll stay for long, having his own scholarly directions that draw him away from any long term arrangement with others. Friends forever, but not always party mates.

HAZARDS OF CHAOS

TOXIC HUMOR



CR 1 (XP 400)

Type magical; **Perception** See Text;
Disable Device See Text

EFFECTS

Trigger touch; **Reset** automatic (immediate)

Effect Anyone entering a patch of toxic humor gets a knowledge (nature), DC 20 to notice it before they finish entering. Luckless fools running or charging through a square infested with toxic humor may still make the roll, but it will be too late for them to avoid coming into contact with it. The plant only works while alive, making it useless as a weapon. Contact forces a fortitude save, DC 15. On a failed save, the next time the user rests, or after twelve hours, whichever comes first, roll on the mutation effect as a curse. This curse remains until a *break enchantment* or other curse destroying effect is used. If the victim already has this curse, the curse redoubles. Any bonus it provided becomes a penalty.

Moving toxic humor is an extremely delicate process, requiring knowledge (nature) DC 25 and ten minutes for the attempt. Failing causing exposure. Failing by 5 or more causes the patch to wither and die in addition.

TOXIC HUMOR, RIOT OF



CR 5 (XP 1,600)

Type magical; **Perception** See Text;
Disable Device See Text

EFFECTS

Trigger touch; **Reset** automatic(immediate)

Effect As per *toxic humor* with the additional hazard of often covering a much larger area, up to twenty feet in diameter. Such plants support one another, and while they remain in such dense concentrations, the save increases to 30. Failing by 5 or more immediately causes the victim to produce an enhanced curse, rolling on the mutation table and inverting any bonus it might give, even if they're already so-cursed. Each individual mutation must be cured separately.

TOXIC HUMOR



Challenge 1

Type magical; **Perception** See Text;
Disable Device See Text

EFFECTS

Trigger touch; **Reset** automatic(immediate)

Effect Anyone entering a patch of toxic humor gets an Wisdom (Survival), DC 15 to notice it before they finish entering. Luckless fools running or charging through a square infested with toxic humor may still make the roll, but it will be too late for them to avoid coming into contact with it. The plant only works while alive, making it useless as a weapon. Contact forces a DC 12 Constitution saving throw. On a failed save, the next time the user rests, or after twelve hours, whichever comes first, roll on the mutation effect as a curse. This curse remains until a *remove curse* or other curse destroying effect is used. If the victim already has this curse, the curse redoubles. Any advantage it imparts becomes disadvantage. Any resistance it imparted becomes a vulnerability. If it provide neither, it fades away, lucky them.

Moving toxic humor is an extremely delicate process, requiring a DC 20 Intelligence (Nature) check and ten minutes for the attempt. Failure causes exposure. Failing by 5 or more also causes the patch to wither and die.

TOXIC HUMOR, RIOT OF



Challenge 5

Type magical; **Perception** See Text;
Disable Device See Text

EFFECTS

Trigger touch; **Reset** automatic(immediate)

Effect As per *toxic humor* with the additional hazard of often covering a much larger area, up to twenty feet in diameter. Such plants support one another, and while they remain in such dense concentrations, the save increases to 20. Failing by 5 or more immediately causes the victim to produce an enhanced curse, rolling on the mutation table and inverting any bonus it might give, even if they're already so-cursed. Each individual mutation must be cured separately.

MUTATIONS



Under the effect of the Unspoken's chaotic touch, creatures can become mutated in wildly unexpected ways, becoming strangers to their own species as they hybridize out of control. Thankfully, most sources of such mutations are fleeting, as whimsical as the god responsible for them.

D100	Result
1-5	Grow a horn like a rhinoceros, with a gore attack to go with it.
6-10	Grow a thick reptilian tail. If a tail was already present, it changes shape. Increase swimming speed by 10 ft.
11-15	Feline ears and whiskers adorn the victim, along with a +4 racial bonus to acrobatics.
16-20	Gorilla arms are all the rage, for at least one creature. Increase climbing speed by 10 ft.
21-25	Mismatched wings sprout, or existing wings become mismatched. If no wings were had before, can now glide as if using <i>feather fall</i> . Otherwise, fly speed increases by 10 ft, but fly checks gain a -4 penalty.
26-30	Gain large equine ears. If such ears were already present, they double in size. Gain +2 to hearing perception checks but -2 to sonic-based saving throws.
31-35	Fur, hair, or scales come out in clumps, leaving bald skin behind. No bonus there, unfortunately.
36-40	Torso becomes sleek and snake-like, oddly long and flexible, and giving +4 to escape artist checks.
41-45	Tongue becomes long and lolling along with gaining the scent ability.
46-50	Gain the hard beak of a bird, with a bite attack to go with it. Unfortunately speaking is difficult, giving spells with verbal components a 10% fail chance.
51-55	Gain mismatched horns. If a single horn was already present, it is pushed to the side as another mismatched partner appears. If two, one of the horns changes. Gain a gore attack if not already possessed.
56-60	Skin/fur, hair, and eyes change to vibrant new colors.
61-65	You lose a previous mutation, at random. If you had none, roll three more times on this table.
66-70	You sprout two new human arms.
71-75	Your gender is reversed. If you had no gender, flip a coin to choose one.
76-80	Grow huge, sharp fangs. You gain a bite attack and now require a regular meat intake. if you already had fangs, they are gone, you are now herbivorous. Failure to meet your new dietary needs will result in gaining the sickened condition.
81-85	Your legs are gone but you grow a huge snake-like tail. Movement speed is halved but you gain constrict(1d4).
86-90	Roll on the Everglow Reincarnation table for a whole new species and then roll again on this table.
91-95	Gain wings and a horn. If either was already present, you must roll again (twice if both were present). The wings let you glide and your new horn gives you a single gore attack.
96-99	Roll twice more on this table.
100	GM's choice. Make sure it is something fun. If they fail to come up with anything, roll d6 more times on this table.



Mutations



Under the effect of the Unspoken's chaotic touch, creatures can become mutated in wildly unexpected ways, becoming strangers to their own species as they hybridize out of control. Thankfully, most sources of such mutations are fleeting, as whimsical as the god responsible for them. All attacks given come with proficiency with them.

D100	Result
1-5	Grow a horn like a rhinoceros, with a gore attack to go with it (1d6 piercing damage).
6-10	Grow a thick reptilian tail. If a tail was already present, it changes shape. Increase swimming speed by 10 ft.
11-15	Feline ears and whiskers adorn the victim, along with advantage on Dexterity (Acrobatics).
16-20	Gorilla arms are all the rage, for at least one creature. Increase climbing speed by 10 ft.
21-25	Mismatched wings sprout, or existing wings become mismatched. If no wings were had before, can now glide as if using <i>feather fall</i> . Otherwise, fly speed increases by 10 ft, but gain disadvantage on Strength (Athletics) checks involving flying.
26-30	Gain large equine ears. If such ears were already present, they double in size. Gain advantage on Wisdom (Perception) checks to hear things, and disadvantage to saving throws against sonic effects.
31-35	Fur, hair, or scales come out in clumps, leaving bald skin behind. No bonus there, unfortunately.
36-40	Torso becomes sleek and snake-like, oddly long and flexible, and giving advantage to rolls to escape bonds or grapples.
41-45	Tongue becomes long and lolling..
46-50	Gain the hard beak of a bird, with a bite attack to go with it (1d6 piercing damage). Unfortunately speaking is difficult, giving spells with verbal components a 10% fail chance.
51-55	Gain mismatched horns. If a single horn was already present, it is pushed to the side as another mismatched partner appears. If two, one of the horns changes. Gain a gore attack if not already possessed. (1d6 piercing damage)
56-60	Skin/fur, hair, and eyes change to vibrant new colors.
61-65	You lose a previous mutation, at random. If you had none, roll three more times on this table.
66-70	You sprout two new human arms.
71-75	Your gender is reversed. If you had no gender, flip a coin to choose one.
76-80	Grow huge, sharp fangs. You gain a bite attack (1d6 slashing damage) and now require a regular meat intake. if you already had fangs, they are gone, you are now herbivorous. Failure to meet your new dietary needs will result in gaining levels of exhaustion through starvation.
81-85	Your legs are gone but you grow a huge snake-like tail. Movement speed is halved but you whenever a creature is suffering grappled condition from you and is within 5 feet, you can inflict 1d4 damage plus your strength modifier during your turn as a free action once a turn.
86-90	Roll on the Everglow Reincarnation table for a whole new species and then roll again on this table.
91-95	Gain wings and a horn. If either was already present, you must roll again (twice if both were present). The wings let you glide and your new horn gives you a single gore attack (1d6 piercing).
96-99	Roll twice more on this table.
100	GM's choice. Make sure it is something fun. If they fail to come up with anything, roll 1d6 more times on this table.

some of my Finest Work!

SUBDOMAINS



CONNECTIONS

You can detect the fine threads that tie people together in any community.

Associated Domain: Community.

Replacement Power: The following granted power replaces the calming touch ability of the Community domain.

EXPERT MANAGER (Sp)

You may roll a sense motive check against a living target in range. The target gets a reflexive bluff check. If you score equal to or better than the bluff check, you know their relation to one other person that you are aware of. For every 5 you beat the roll by, you can discern another connection. Succeeding at using this power gives you a +2 circumstance bonus to diplomacy, bluff, and sense motive checks against the target for the next hour. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*borrow skill*, 2nd—*share language*, 3rd—*coordinated effort*.

SOULS

Most undead are created without the proper rituals, and painfully await the moment when they will be set free. You are one charged with making this happen.

Associated Domain: Death

Replacement Power: The following granted power replaces the bleeding touch ability of the Death domain.

MERCY GIVER (Su)

As an immediate action when you are struck by an undead, or as a standard action and a touch attack, you can discern the origin of an undead. The undead gets a will save vs $10 + \frac{1}{2}$ your caster level + your Wisdom modifier. If it fails, you learn any way to dismiss it that there may be. Haunts can be targeted by this effect within short (25 ft + 5 ft/2 levels) range, provided you are aware of them. Because haunts have no will save, instead roll $1d20 + \text{Wisdom Modifier} + \text{caster level}$ against the haunt's perception DC. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 3rd—*speak with dead*, 6th—*antilife shell*, 8th—*symbol of death*.



TRAITS



LUMINOUS DRAGON RACIAL TRAITS

Egg Risen: You emerged with knowledge beyond your time. Once per day, you may add +4 to a knowledge skill check with a flash of distant memories from your time in your egg.

Extra Stable: You gain a +1 trait bonus to all CMB checks when not walking bipedal.

Library Raised: You gain a +1 trait bonus to two knowledge skills of your choice. One of them becomes a class skill

Student of the Arcane: Your spellcraft and knowledge(arcana) gain a +1 trait bonus and one of them (your choice) becomes a class skill.

FAITH TRAITS

Born Trickster: A little joke here and there never hurt anyone, too badly... As one of the loyal of the Unspoken, you've refined your tricks with gleeful trial and error, often the latter, but not always yours. You gain +1 to sleight of hand and bluff and one of them becomes a class skill for you.

Chaos of Battle: When you're surrounded, that just means there are more people to lead astray. Opportunity, instead of dismay, is what you see, led by the teachings of the Unspoken. Once per day, when flanked and attacked, you may, as an immediate action, make a bluff check against one of those flanking you, resisted with perception or sense motive, whichever has a higher modifier. On a success, you swap places with the failed party, and they become the target of the attack. The unfortunate victim is considered flanked between you and the other flanker until the attack is resolved.

Call of Clarity: A single clear tone sung out brings the clear headedness of the Moon Princess. Once per day, you can, as a supernatural standard action, give an ally within 30' a second saving throw against any single ongoing mind-affecting effect that had a saving throw to begin with. A successful save functions as if the original save had succeeded. No specific application of an effect can be affected by this ability more than once.

Conservative Inker: Why be wasteful when writing? While working at a local Princess Luminace library, you've learned to convey your thoughts in a crisp and logical fashion while using the least amount of ink along the way. The cost of scribing spells is reduced by 25%.

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Destined for Greatness: You are inspired by your worship of Sheila and seek to make yourself a star of a story worth remembering. When you and your allies are subjected to the same effect at once, every failed saving throw is a stacking +1 bonus to your own.

Diligent Caster: Even with momentary lapses of concentration, your focus remains undeterred. Luminace would be proud... Whenever your caster level would be less than your character level, increase it by 1.

Distant Whisper: Your connections and prayers to Soft Whisper allow you to occasionally hear the gentle urgings of those long past. Once per day, you may make a knowledge check, even if untrained.

Dominant Display: The Night Mare's blessing on your prowess leaves you able to dazzle foes without resorting to true intimidation. You may select a perform skill to use in place of intimidate to demoralize targets.

Eternal Student: Your worship of Princess Luminace has brought you to an understanding of the pleasure of reading and learning for the joy of the act. Every time you gain a level, you gain one skill point which must be placed in the skill you have the least amount of ranks in, including none. If there is a tie, you may choose which to place the point in. Professions, Performances, and Knowledges do not have to count unless you wish to for that level.

Friend of Swarms: Your devotion to the Swarm Queen, or her more modern form of Kara has left you with an appreciation for what others would call the 'lowest' form of life. This respect is returned, causing swarms and insects to attack you last if other options are available.

Friendship Before Justice: You may make a diplomacy check as a standard action to offer surrender to an enemy that is clearly losing a battle. If the GM feels the battle isn't decided yet, the offer is refused. On a success (DC 25 + target's charisma modifier), the NPC ceases hostilities, but you are obligated to treat them well, and to protect them from any reprisals desired by their allies. Failure to protect them shakens you for one week. They must be able to understand your gentle words of Lashtadan mercy.

Just What We Needed: The Author watches over you. Whenever you search for a particular service or item for availability in a given settlement, you may roll twice.

Love is Power: When using an ability that stores a random amount of hit point damage, such as *cure*

light wounds, you heal one additional point if you are familiar with and care about the target.

Majesty of the Sun: Calling on the Sun Queen's command to glow with her intensity, you enjoy a +2 trait bonus to diplomacy rolls during the day, and a +2 trait bonus to intimidation during the night.

Moon's Fury: Calling on the Moon Princess' mandate to protect ponies from that which lurks in the night, you can, once a day, sheath your weapon in silvery moonlight. This is an immediate action and lasts until the start of your next turn. While active, your weapon counts as silver, and gains bane (lycanthrope).

Negative Enhancement: Soft Whisper is not one to encourage the creation of undead, but if it must be done she would support it where she can. When you cast animate dead or use the Command Undead feat, you are considered to be two levels higher for determining the number of Hit Dice you animate.

Reborn of Flames: Blaze and the Sun Goddess watch over their children and protect them against the ravages of heat. Gain a +2 trait bonus to saves against spells and spell-like abilities with the Fire subtype.

Savor the Heat: Where others would wither in the heat, you thrive with the assurance of Blaze herself. Lower heat hazard by one step for inflicting lethal or nonlethal damage and how frequently you have to make a saving throw.

Sheltered Mind: Your thoughts are protected under the guarding winds of the Moon Princess herself, giving you a +1 trait bonus to your will saves.

Spell Barter: Princess Luminace bids you to learn and to teach, and you've learned to barter wherever you are. The cost of getting an NPC spellcaster to allow you to copy a spell from their spellbook, but not the scribe cost, is reduced in half.

Storybook Tough: Just like the stories you read and hope to emulate one day, this Sheila faith trait gives you enhanced durability, giving you three hit points. At 5th level and every two levels past it, you gain one additional hit point.

Thoughtful Gift: The teachings of Lasthada have led you to give gifts with real emotion and thought behind them, not simply the largest or most spectacular. The cost of bribing anyone is reduced by 40%.

Touch of the Pit: Apep's fire channels through your very blood, enhancing any attack against a foe that is least able to defend themselves. Your melee attacks deal 1 extra fire damage against prone targets and targets without weapons (manufactured or natural).

FEATS



Making proper oblations and showing your obedience is another way to strengthen the forgotten gods, who are eager for power to restore their place in the cosmology. Deific Obedience appears in the *Pathfinder Roleplaying Game* book, *Inner Sea Guide* but is reprinted for your convenience.

ADAPTED FOR AMBUSH

Your body adapts further in pursuit of the perfect form to carry out your goddess' gentle requests.

Prerequisite(s): Kara Kissed, must worship Kara

Benefit(s): You may select one favored enemy (as per a ranger). You gain a +2 bonus to bluff, knowledge, perception, sense motive, and survival checks against creatures of his selected type.

ADAPTIVE POLYMORPH RESISTANCE

The Unspoken's tricks have given you a curious resistance to the tricks of your enemies, even if it leaves you changed in strange ways.

Prerequisite(s): must worship the Unspoken, Knowledge (religion) 6 ranks

Benefit(s): Gain a +2 insight bonus to your saving throws against effects, spells, and spell-like abilities of the polymorph subtype or causing bodily alterations. If you pass such a saving throw by 2 or less, you gain a mutation for 1d4 minutes, for good or ill.

BLAZE'S REVENGE

When you are struck hard, it inspires you to strike back all the harder.

Prerequisite(s): Worship a god with the war domain, Knowledge (religion) 3+ ranks, BaB 11+

Benefit(s): When struck for at least 20% of your hit points, you get a morale bonus to damage equal to half the damage inflicted in that blow. This bonus fades at the end of your next turn, or on successfully scoring a hit.

BLESSING OF THE NIGHT

Your body has been touched by the graces of the night mistress. You are less than a pony, and yet more.

Prerequisite(s): Must worship the Night Mare, Level 10+, Night Wing or Night Stomper

Benefit(s): You gain one of the abilities given by *Beast Shape II*. Once you have made this selection, it cannot be changed.

BRAND OF DESTRUCTION

Your worship of Apep has caught the demon's eye and he has not only marked you as his own, but has stolen your destiny and replaced it with his own.

Prerequisite(s): must worship Apep, Ponykind

Benefit(s): Your brand of destiny is replaced by that of burning bones, the symbol of Apep. You gain burning hands as a spell-like ability, usable 3/day. When you perform the spell, your brand flares and any flammable clothing covering it catches fire immediately. At 7th level and beyond, 3 uses of this ability can be expended at once to instead launch a *fireball* as per the spell.

BRILLIANCE OF THE DAY

Light is seen as a requirement of many creatures, but there is such a thing as too much of a good thing.

Prerequisite(s): Level 8+, Day Wing or Day Stomper

Benefit(s): You have a constant *daylight* effect centered on yourself with a caster level equal to your character level. Once per day, you may *sunburst* as a spell-like ability with a caster level equal to your character level. If your daylight is dispelled, you can reactivate, or deactivate it as a standard action.

CHAOTIC POLYMORPH (METAMAGIC)

The teachings of the Unspoken flow through your magic, touching others with a little gift, or curse, of change.

Prerequisite(s): Must worship the Unspoken, caster level 3+

Benefit(s): A spell so modified causes the target(s) to roll on the mutation table and gain the effect for the duration of the spell. The spell must be of the polymorph subtype.

Level Increase: +1

CHITTER SONG

Your time with the Swarm Queen's first chosen has brought understanding and knowledge of insects.

Prerequisite(s): Knowledge (nature) 5 ranks, must worship the Swarm Queen

Benefit(s): You gain the ability to speak and under-

stand the response of any insect as if using *Speak with Animals* but you can only use it with insects. You must be able to hear and smell them and they you in order to communicate.

CLASH OF DUSK AND DAWN

You have mastered bringing light and darkness in a riotous clash against those that displease you.

Prerequisite(s): Day and Night, Ability to cast 3rd level divine spells.

Benefit(s): Once per day, you may spontaneously convert one of your 3rd level divine slots to create a *fireball* effect that deals light and darkness damage (which ever is more disadvantageous to the targets within). Those failing their saves are also blinded for 1d4 rounds. Creatures that do not have vision are immune to this effect and take half damage. At 12th level, you gain this spell fully, allowing you to apply metamagic to it, memorize it, and anything else a divine caster can do with a spell they know. This only functions for divine classes.



CURSE OF CHANGE

Others would see it as a curse, but your devotion to the Unspoken is a joyous thing and you wear his mark with pride.

Prerequisite(s): must worship Unspoken, Pony-kind

Benefit(s): Your brand of destiny is replaced by that of a circle with many odd limbs splaying out from it. You gain *Disguise Self* as a spell-like ability, usable 3/day, but when you cast it you may not choose the species, instead roll on the ponyfinder reincarnation table. When you perform the spell your brand is manifest on whatever disguise you take up and it animates, the limbs looking like they are fighting with each other to grab at anything that comes near it, this effect lasts until the disguise is exhausted.

CURSED HUNTER

After taking on the mantle of one of Kara's followers, you found it wasn't for you. As a parting gift you were cursed by the Hive Queen.

Prerequisite(s): Kara Kissed, no longer worshipping Kara

Benefit(s): Your pony limbs are twisted and replaced, doubled. Along with these already horrific changes, your body has lost it's sleek insectile lines and reshaped you into a vision of terror. Your form becomes decidedly spider-like and you gain a bite attack appropriate to your size.

DARKNESS RESISTANCE (COMBAT)

You have learned to rely on instinct instead of your more obvious senses when things are hard to see.

Prerequisite(s): Wis 13+

Benefit(s): Your miss chance due to concealment is reduced by 10%. At level 10+ this becomes a 15% reduction.

DARKNESS SUPREMACY (COMBAT)

You have learned to exploit the advantage that darkness can represent over your enemies.

Prerequisite(s): BaB 4+

Benefit(s): When attacking an enemy suffering from darkness penalties, you gain a +1 circumstance bonus to hit and damage per 20% miss chance they have against you. The bonus to hit is doubled to confirm critical hits.

DAY AND NIGHT

You balance your piety between that of the day and night goddesses, trying to keep them all happy.

Prerequisite(s): Knowledge (religion) 5+ ranks, must worship a day or night god or pantheon that includes both.

Benefit(s): You qualify for worshipping any particular day or night god or goddess, but no others. Once per day you may cast *darkness* and *light* with a caster level equal to your character level. The *light* is considered a 1st level spell. At level 12+, you gain 5 energy resistance to effects caused by light or darkness.

DEATH TOUCHED

Your exposure to the forces of death have concealed the brightness of your spirit, hiding you from some of them.

Prerequisite(s): Knowledge (religion) 3 ranks, must worship Soft Whisper or White Talon

Benefit(s): Unintelligent undead must make a will save against $10 + \frac{1}{2}$ your hit dice + your charisma modifier or be unable to perceive you. Attacking an undead breaks this effect for all undead in the area. A successful save does not need to be repeated for one hour. Intelligent undead are aware of your dulled presence, but are not forced to behave any differently because of it.

DEIFIC OBEDIENCE

Your reverence for a deity is so great that daily prayer and minor sacrifices grant you special boons.

Prerequisite(s): Knowledge (religion) 3 ranks, must worship a deity.

Benefit(s): Each deity requires a different daily obedience, but all obediences take no more than 1 hour per day to perform. Once you've performed the obedience, you gain the benefit of a special ability or resistance as indicated in the "Obedience" entry for the god to whom you performed the obedience.

If you have at least 12 Hit Dice, you also gain the first boon granted by your deity upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the deity's second boon. If you have 20 Hit Dice or more, you also gain the deity's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.

Certain prestige classes gain access to these boons at lower levels as a benefit of their prestige class. If you have no levels in one of these prestige classes, you gain the boons marked as exalted boons. If you later take levels in sentinel or evangelist, you lose access to the

exalted boons and gain access to the new boons appropriate to your class. If you ever fail to perform a daily obedience, you lose all access to the benefits and boons granted by this feat until you next perform the obedience.

DESTINED FOR PERFECTION (STORY)

You have been chosen, Kara's chittering in your dreams promises that you are so perfect that, one day, you will be needed to give your body for your goddess to inhabit.

Prerequisite(s): Knowledge (religion) 5 ranks, Kara Kissed, Worship Kara, able to cast divine spells of 4th level or greater, must have used divination to find out you have been chosen by Kara to be her eventual avatar

Benefit(s): You gain a +4 profane bonus to diplomacy and bluff whenever dealing with other worshipers of Kara. If you have 10 or more ranks in diplomacy the bonus increases to +6 for that skill.

Goal: To be finally needed by Kara, to have her holy essence fill your form and make use of it while, in the process, killing you.

Benefit: So long as you remain faithful, *reincarnate* is free to cast on you, and those who know it who share your faith will perform it as an honor and pleasure.



DOUBLY CURSED

You embraced your arachnid side, revelling in the power and strength it gives. Your fangs start to drip with venom.

Prerequisite(s): Kara Kissed, Cursed Hunter, no longer worshipping Kara

Benefit(s): Your bite attack gains the poison quality listed below:

Bite—injury; save Fort DC 10 + con modifier + 1/2 HD; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

DRACONIC EYES

They say nothing escapes the keen eyes of dragons, but this is less true of luminous dragons. Well, except maybe you? You've begun to reclaim your birthright of sight.

Prerequisite(s): Luminous dragon

Benefit(s): You gain darkvision 60'.

ELEMENTAL BELLY

To exhale with the force of the elements is a birthright of all dragons, and you have reclaimed it.

Prerequisite(s): Luminous dragon, con 13+

Benefit(s): Choose an element (fire, acid, electricity, cold), which can never change, even with retraining. You can exhale this element in a 30' cone, dealing 1d6 damage. This damage increases by 1d6 at level 4 and every 3 levels beyond it. You can use this ability once per day per constitution bonus. Those caught in the blast may reflex for half. DC 10 + 1/2 your level + constitution bonus.

ELEMENTAL EMBRACE

You have become one with your chosen element, wallowing in it with joy.

Prerequisite(s): Luminous dragon, Elemental belly, level 5+

Benefit(s): You gain resist 10 in your chosen element. This increases to 20 at level 10, 30 at level 15, and outright immunity at level 20.

EMPTY BOOK (STORY)

You were born without the mark of destiny typical to your kind. Seeking an answer to the riddle this has left your future, you found only that the Author herself had given you a quill and the offer to help her write your chapter.

Prerequisite(s): Unique Destiny racial ability, Level 1, must worship the Author

Benefits): You get a +2 bonus on Perception and Sense Motive skill checks.

Goal: Defeat a creature of a CR of at least CR 8 and three above your own, save a community of noncombatants at great personal risk, find and give away an artifact worth half your wealth by level or greater, or confront a god or goddess directly to demand your destiny be unveiled.

Completion Benefit: Once per day, when rolling a D20, you may reroll the dice as an immediate action. You must keep the result of the second roll, even if it is lower. You will also gain your brand of destiny.

FALSE FIGURE

Kara welcomes initiates from all walks of pony life. With not the will to dominate of the Night Mare nor the openness of the Sun Goddess, she prefers to let her ponies hedge their bets.

Prerequisite(s): must worship Kara, Ponykind

Benefit(s): Your brand of destiny is replaced by two dragonfly wings on your flank. You may cast Memory Lapse 3/day as a spell-like ability. When you cast this, the wings on your flank gently start to crumble, soon appearing broken as fine dust sheds from your flank, by the time your spell ends they are once more whole.

FULL WINGED

You have spent much time practicing with your wings and developing them to the point they can lift you free from the ground on their own.

Prerequisite(s): Fly 5 ranks, pony satyr, winged

Benefit(s): You gain a racial fly speed of 30' (clumsy)

GIFT OF KNOWLEDGE

Your adherence to Princess Luminace's ways has been rewarded by the goddess herself. You now bear her mark on your flank of an opened book.

Prerequisite(s): must worship Princess Luminace, Ponykind

Benefit(s): Your brand of destiny is replaced by that of a hoof holding an open book. You gain Comprehend Languages as a spell-like ability, usable 3/day. When you perform the spell your brand's pages flick and turn and any who reads from them will find great knowledge within and they count as having access to a library for purposes of making untrained knowledge checks.

Ponyfinder

ICON OF THE SEA

The Sea Mother welcomed you so well when you pledged your soul to her that she drew you as close as any pony could come to a divinity.

Prerequisite(s): worship the Sea Mother, Ponykind

Benefit(s): Your brand of destiny is replaced by two rolling waves on your flank. You may cast Air Bubble 3/day as a spell-like ability. When you cast this, the waves on your flank animate and leak small amounts of water.

INSPIRING GLOW

Like the sun above, your shine inspires those around you to excel.

Prerequisite(s): Knowledge (religion) 5+ ranks, must worship the Sun Queen or Sun King

Benefit(s): Whenever you score a hit, pass a skill check, or deal damage with a spell-like or supernatural effect, all allies within 30' of you that can see you enjoy a +1 divine bonus to caster level check and to hit bonuses until the end of their next turn. If you inspire someone while already inspired, the duration extends. The ally may, at any time, end the effect and gain a +1 bonus per 2 rounds sacrificed, on top of the +1 bonus for that round.

MASTERED DRACONIC VISION

You can see everything! Well, at least compared to pathetic ponies and humans.

Prerequisite(s): Luminous dragon, Draconic Eyes, Level 7+

Benefit(s): Your darkvision expands to 120' and gain blindsense of 60'.

MERCY OF THE MOON

The mere presence of the Moon Princess is enough to banish maladies of the mind. You are but a shard of that power, but power it certainly is, and your relief is very real while it lasts.

Prerequisite(s): Night Stomper or Night Wing

Benefit(s): As a standard action, you can touch an ally and suppress effects that cause confusion, charm, domination, addiction, or insanity. This lasts for 1d4 rounds, after which any remaining effects return. This time counts against the duration of such effects.

METAMAGIC COMPREHENSION

Sometimes just knowing how to see what's going on

around you is just as good as preparing ahead of time.

Prerequisite(s): Must worship Princess Luminace, Caster level 10+

Benefit(s): Three times a day, when you witness someone other than yourself casting a spell with a metamagic (not through use of this same feat), you may cast a spell with the same metamagic during your next turn and receive the benefit of the same metamagic, provided the combination would not increase its spell level higher than you could normally cast, but it does not increase the spell level of the spell. The casting time of the spell becomes a full-round action if it was lower than a full-round action.

MISTRESS OF MONSTERS

The darkness is to be controlled, not feared. All beasts are simply servants that have not yet learned their place.

Prerequisite(s): Animal Handling 8+ ranks, Must worship the Night Mare, Leadership

Benefit(s): Your cohort is more fluid than most, taking what pleases you from the battlefield. When inflicting a blow that would normally kill a non-good creature that has intelligence between 1 and 5, you may enslave them to your cause and reduce them to -1 hit points. The highest CR you can control is your level - 4. If the creature has significant spell-like abilities, increase its effective CR by 1. If the monster you've claimed is



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over this, it gains a permanent negative level per CR it exceeds this, which will fade as you gain in power. If you take a new cohort, your old cohort is freed. Most will depart, though some may attempt revenge. The GM may increase its effective 'level' depending on special abilities it has. A cohort does not gain experience until such time as you can control it without negative levels.

MOON'S ARTIFACTS

Many cultures agree that under the full moon is the best time to enchant things, and this is for good reason. Calling gently to the power of the Moon Princess, you easily weave magic into cold metal and gems.

Prerequisite(s): Knowledge (religion) 5+ ranks, must worship the Moon Princess, caster level 5+

Benefit(s): When enchanting, you are 20% faster. If it happens to be a full moon that day, you make 50% extra progress instead while it remains.

NATURAL GROWTH

With time and practice comes the chance to mature. Being the size and stature of a wyrmling does not sit right with all luminous dragons.

Prerequisite(s): Luminous dragon, level 6+

Benefit(s): Your natural size increases one step (typically to medium), Your strength or dexterity (your choice) increases by 2 at this time.

NUMBER ONE ASSISTANT

While many luminous dragons take their tasks with pride, you bring it to the next level and celebrate it.

Prerequisite(s): Assistant racial ability

Benefit(s): You can assist someone engaged in research or item creation, counting as a fully qualified assistant with the same feats and skills for purposes of making it faster. You cannot add any skills, spells, or feats that they do not have that you do not already have to the project. Your character level must be high enough to qualify for any feats you emulate having.

RISE OF THE HEAVENS

You have mastered the forces of night and day, and bring them together in a titanic explosion. sun and moon clash and tear apart everything in the area.

Prerequisite(s): Clash of Dusk and Dawn, ability to cast 8th level divine spells

Benefit(s): Once per day, as a full-round action, you can bring down the raw fury of the heavens, as

per *meteor swarm*. 50% of the damage dealt is divine and profane in nature and cannot be resisted by energy resistances. In addition, items you create have a caster level 1 higher than normal without additional cost.

RISE WITH THE SUN

Like the sun above, you cannot be kept down forever. You will rise again.

Prerequisite(s): Day stomper or Day wing

Benefit(s): Ability drain heals like ability damage, though 1 point per day is the maximum for this, despite any full rest or heal checks.

SHARING THE SPOTLIGHT

With extra focus you can keep the way clear for your guide to remain at your side.

Prerequisite(s): Summon Assistance class ability

Benefit(s): By you spending a standard action, your guide does not expend a round of duration from summon assistance this round.

SUPERIOR EVOLUTION

Like a praying mantis you are as close to being the perfect predator as evolution is likely to ever make you.

Prerequisite(s): Kara Kissed, Adapted for Ambush, must worship Kara, base attack bonus 6+

Benefit(s): As a swift action you can make one wielded weapon gain the Bane quality against your favored enemies until the beginning of your next turn. You can use this a number of rounds per day equal to your level.

UNIVERSAL MAGIC PRINCIPLE

It's all magic, in the end. They are all equal at Princess Luminace's hooves.

Prerequisite(s): Must worship Princess Luminace, Spellcaster level 6+

Benefit(s): You may add one spell to your spells known. If you are a wizard, alchemist, witch or other spellcaster that has a formal place to store your spells, you may add it to one such place as part of taking this feat. The spell can, at most, be a level one lower than the highest level spell you can cast, but can come from any spell list. The spell is thenceforth cast as your normal class, but at one higher level, as if it were always part of your class' offerings.

Special: This feat may be taken multiple times, gaining one spell each time.

WE COME IN PEACE

You are dedicated to bringing peace and love to Everglow, no matter the cost.

Prerequisite(s): Knowledge (religion) 3 ranks, must worship Lashtada

Benefit(s): Every time you take damage, you gain a +1 dodge bonus to your AC and reflex saves for ten minutes, to a maximum of +5. This can stack. Inflicting any damage removes all bonuses given by this feat and prevents gaining new bonuses for a minute. Damage you inflict on yourself (such as through protective spells or oracle abilities) does not activate this.

FEATS



DEIFIC OBEDIENCE

Prerequisite: Must worship a specific god or goddess.

Your reverence for a deity is so great that daily prayer and minor sacrifices grant you special boons. You gain the following benefits:

- Each deity requires a different daily obedience, but all obediences take no more than 1 hour per day to perform. Once you've performed the obedience, you gain the benefit of a special ability or resistance as indicated in the "Obedience" entry for the god to whom you performed the obedience.
- If you are at least 8th level, you also gain the first boon granted by your deity upon undertaking your obedience. If you are at least 12th level, you also gain the deity's second boon. If you are at least 16th level, you also gain the deity's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.
- If you ever fail to perform a daily obedience, you lose all access to the benefits and boons granted by this feat until you next perform the obedience.

ADAPTED FOR AMBUSH

Prerequisite(s): must worship Kara

Your body adapts further in pursuit of the perfect form to carry out your goddess' gentle requests. You gain the following benefits:

- You may select one favored enemy (as per a ranger). You gain a advantage on Deception, History, Insight, Investigation, and Perception checks against creatures of the selected type. This selection can be the same as any current favored

enemy bonus you might have, but it does not have to be.

- If you are caught by surprise in a combat involving a creature that you have as a favored enemy (either from this feat or from a class ability), you are not considered surprised and can act normally.
- At level 10, you can use a bonus action to impart your weapon with hatred. Until the end of your next turn after activating this ability, you deal an additional 1d8 damage to any favored enemies. You can use this ability once, and can do so again after finishing a short rest.

ADAPTIVE POLYMORPH RESISTANCE

Prerequisite(s): must worship the Unspoken, proficient in the Religion skill

The Unspoken's tricks have given you a curios resistance to the tricks of your enemies, even if it leaves you changed in strange ways. You gain the following benefits:

- Gain a advantage to your saving throws against effects, spells, and spell-like abilities of the polymorph subtype or causing bodily alterations. If you pass such a saving throw by 2 or less, you gain a mutation for 1d4 minutes, for good or ill.
- You can spend a bonus action to attempt to gain a mutation for 1d4 round. The mutation can be good or bad.
- At 10th level, any time you roll on the mutation table, you can roll twice and choose the preferable result.

BLAZE'S REVENGE

Prerequisite(s): Worship a god with the war domain, must possess the Extra Attack class ability

When you are struck hard, it inspires you to strike back all the harder.

- Your Constitution score is increased by 1, to a maximum of 20.
- Whenever you are struck with a critical hit, you can use your reaction to attack the creature that scored the critical hit.
- If you are struck with a spell that deals damage, you can attack the spellcaster and deal an additional 1d8 damage of the type that the offending spell dealt. The spellcaster also has disadvantage to maintain any concentration spells. Once you deal this extra damage, you cannot use this ability again until you are struck with a damaging spell.

Blessing of the Night

Prerequisite(s): Must worship the Night Mare, Character Level 10+

Your body has been touched by the graces of the night mistress. You are less than a pony, and yet more. You gain the following benefits:

- Choose Strength, Dexterity, or Constitution. That ability score is increased by 1, to a maximum of 20.
- Select two of the following abilities: Burrow 60 feet, climb 60 feet, darkvision 60 feet, swim 40 feet, a prehensile tail (or your current tail becomes prehensile), water breathing gills, or a horn that grants a gore attack that deals 1d6 damage. The choice is permanent.
- You can apply the above ability even if you change shapes.

Brand of Destruction

Prerequisite(s): must worship Apep, Ponykind

Your worship of Apep has caught the demon's eye and he has not only marked you as his own, but has stolen your destiny and replaced it with his own. Your brand of destiny is replaced by that of burning bones, the symbol of Apep. You gain the following abilities:

- You gain the flame bolt cantrip.
- You gain burning hands as an innate spell, usable 3 times per long rest. When you perform the spell, your brand flares and any flammable clothing covering it catches fire immediately.
- At 7th level and beyond, 3 uses of this ability can be expended at once to instead launch a *fireball* as per the spell.
- Wisdom is the spellcasting ability score for these spells, and you do not need to provide material components to cast them.

Brilliance of the Day

Prerequisite(s): Level 9+, Worship a Deity of Light or Fire

Light is seen as a requirement of many creatures, but there is such a thing as too much of a good thing. You gain the following benefits:

- You have a constant *daylight* effect centered on yourself with a caster level equal to your character level. You can activate or deactivate the *daylight* effect with an action, even if it is dispelled.
- You may cast *flame strike* as an innate spell once per long rest. You don't have to provide material

components for this spell. At level 16, you can cast this spell once per short or long rest.

Chaotic Polymorph

Prerequisite(s): Must worship the Unspoken, Ability to cast 2nd level spells

The teachings of the Unspoken flow through your magic, touching others with a little gift, or curse, of change. You gain the following benefits.

- When you cast a transmutation spell, you can expend your bonus action to cause the recipient to also roll on the mutation table. This mutation lasts for the duration of the spell itself. You can do this once, and regain the ability to do so after finishing a short or long rest.
- At level 10, you add the spell *bestow curse* to your list of known spells, even if you could not normally do so. The spell can be used to bestow a negative mutation (of your choice) as the curse.

Chitter Song

Prerequisite(s): Proficient in Nature skill, must worship the Swarm Queen

Your time with the Swarm Queen's first chosen has brought understanding and knowledge of insects. You gain the following benefits:

- You gain the ability to speak and understand the response of any insect as if using *speak with animals* but you can only use it with insects. You must be able to hear and smell them and they you in order to communicate.
- You can use your action to charm a swarm of insects as though you were using *charm animal*. Once you use this ability, you must finish a long rest to use it again.
- At level 10, you can summon a swarm of insects by using your action to call them to you. They appear initially in your square at the end of your action, but do not cause you harm or hinder you in any way. After that, the swarm lasts for 1 minute unless defeated. You can use this ability once, and regain the ability to do so after finishing a long rest.

Curse of Change

Prerequisite(s): must worship Unspoken, Ponykind

Others would see it as a curse, but your devotion to the Unspoken is a joyous thing and you wear his mark

with pride. You gain the following benefits:

- Increase your Charisma or Intelligence score by 1, to a maximum of 20.
- When you take this feat, your brand of destiny is replaced by that of a circle with many odd limbs splaying out from it. You gain *disguise self* as an innate spell but you can't choose the species. Instead, you must roll on the Ponyfinder reincarnation table. Also, while you are disguised by this spell, your brand is manifest on whatever disguise you take up, and it animates the limbs to look like they are fighting with each other to grab at anything that comes near it. You can use this spell three times, and regain expended uses after finishing a long rest.

Cursed Hunter

Prerequisite(s): Kara Kissed, no longer worshipping Kara

After taking on the mantle of one of Kara's followers, you found it wasn't for you. As a parting gift you were cursed by the Hive Queen. Your pony limbs are twisted and replaced, doubled. Along with these already horrific changes, your body has lost its sleek insectile lines and reshaped you into a vision of terror. You resemble arachnid more than insect.

- You gain advantage against attempts to shove you or make you prone.
- You gain a climb speed equal to your walking speed.
- You gain a bite attack appropriate to your size, usually 1d6 for medium sized creatures.
- At level 6, your bite attack deals an additional 1d6 poison damage.
- At level 10, creatures you bite must make a Constitution saving throw (Dc = 8 + your proficiency bonus + your Constitution modifier).

Day and Night

Prerequisite(s): Proficient in Religion skill, ability to cast 3rd level spells, must worship a day or night god or pantheon that includes both.

You balance your piety between that of the day and night goddesses, trying to keep them all happy. You gain the following benefits:

- You qualify for worshipping any particular day or night god or goddess, but no others.
- You can cast *darkness and daylight*. You can cast each spell once, and must finish a long rest to be able to do so again. These spells are also consid-

ered known and prepared without taking up your allotment of prepared spells, if any.

- You can use an action to expend a spell slot of 3rd level or higher to cast a spell similar to *fireball*, except that it deals either radiant or necrotic damage, and not fire damage (you choose with each casting). Those that fail their saves are also blinded for 1d4 rounds. Creatures without vision have advantage against the spell's saving throw, and are of course immune to the blinding effect. Wisdom is your spellcasting ability for this spell.
- At level 12+, you gain damage resistance to either necrotic or radiant damage. This choice is permanent.

Death Touched

Prerequisite(s): Proficient in Religion skill, must worship Soft Whisper or White Talon

Your exposure to the forces of death have concealed the brightness of your spirit, hiding you from some of them. You gain the following benefits.

- If you are using Dexterity (Stealth), unintelligent undead must make a Charisma saving throw (DC = 8 + proficiency bonus + your charisma modifier) or be unable to perceive you. Attacking an undead breaks this effect for all undead in the area. Intelligent undead make this roll with advantage.
- At level 10, unintelligent undead now make their saving throw with disadvantage, and intelligent undead no longer gain advantage to this roll.
- At level 15, you gain these benefits even when not using Dexterity (Stealth).

Destined for Perfection

Prerequisite(s): Proficient in the Religion skill, must worship Kara, able to cast cleric, druid, paladin, or other similar divine spells of 4th level or greater

You have been chosen, Kara's chattering in your dreams promises that you are so perfect that, one day, you will be needed to give your body for your goddess to inhabit. You gain the following benefits:

- You gain advantage on Deception and Persuasion whenever dealing with other worshipers of Kara.
- When you cast a spell, you can use a bonus action to make that spell function as if you had used the highest slot that is available to you, though it still expends whatever slot you initially chose. You can do this once, and regain the ability to do so after finishing a long rest.

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- At some point in your future, Kara will decide to use you as a vessel, killing you. When that happens, you will automatically be subject to a *reincarnate* spell. From that point on, when others use the reincarnate spell on you, they do not need to provide a material component.

DRACONIC EYES

Prerequisite(s): Luminous dragon

They say nothing escapes the keen eyes of dragons, but this is less true of luminous dragons. Well, except maybe you? You've begun to reclaim your birthright of sight. You gain the following benefits.

- Your Wisdom increases by 1, to a maximum of 20.
- You gain darkvision 60 feet.
- You can make a Wisdom (Perception) check as a bonus action.
- At 10th level, your darkvision expands to 120 feet and gain blindsense of 30 feet.

DRAGON GROWTH

Prerequisite(s): Luminous dragon, level 6+

With time and practice comes the chance to mature. Being the size and stature of a wyrmling does not sit right with all luminous dragons. You gain the following benefits:

- Your strength or dexterity (your choice) increases by 2 at this time.
- Your natural size increases one step (typically to medium).
- If you have natural attacks, their damage increases to 1d4. If you do not, you gain a bite attack that has the finesse property, and deals 1d4 damage.

ELEMENTAL EMBRACE

Prerequisite(s): Luminous dragon, Constitution 13+, character level 5+

You have become one with your chosen element, wallowing in it with joy. You gain the following benefits:

- Choose an element (fire, acid, electricity, cold), which can never change, even with retraining. You can exhale this element in a 30' cone, dealing 1d6 damage per point of proficiency bonus, increasing as your bonus increases. You can use this ability a number of times equal to your Constitution modifier, and you regain spent uses when you finish a long rest. Those caught in the blast must make a Dexterity saving throw, taking

half as much damage on a success. DC 8 + your proficiency bonus + Constitution modifier.

- You gain damage resistance to your chosen element. This increases to damage immunity at level 15.

EMPTY BOOK (STORY)

Prerequisite(s): Unique Destiny racial ability, Level 1, do not already have a brand of destiny, must worship the Author

You were born without the mark of destiny typical to your kind. Seeking an answer to the riddle this has left your future, you found only that the Author herself had given you a quill and the offer to help her write your chapter. You gain the following benefits:

- You gain advantage on either Wisdom (Perception) or Wisdom (Insight) checks. This choice is permanent.
- Something special happens when you fulfill one of the following conditions: defeat a creature of a CR of at least CR 8 and three above your own, save a community of noncombatants at great personal risk, find and give away an artifact worth half your wealth by level or greater, or confront a god or goddess directly to demand your destiny be unveiled.
- You can gain advantage on any d20 roll. You can do this once, though you have a separate pool of 3 uses if the action is related to your brand of destiny. You recharge both pools after finishing a long rest. You will also gain your brand of destiny.



FALSE FIGURE

Prerequisite(s): Must worship Kara, Ponykind, Character level 9+

Kara welcomes initiates from all walks of pony life. With not the will to dominate of the Night Mare nor the openness of the Sun Goddess, she prefers to let her ponies hedge their bets.

Your brand of destiny is replaced by two dragonfly wings on your flank. You may cast *modify memory* three times as an innate spell. Charisma is your spellcasting ability for this spell. When you cast this, the wings on your flank gently start to crumble, soon appearing broken as fine dust sheds from your flank, by the time your spell ends they are once more whole. You regain any spent uses of this ability after finishing a long rest.

FULL WINGED

Prerequisite(s): Character level 5+, pony satyr, winged

You have spent much time practicing with your wings and developing them to the point they can lift you free from the ground on their own. You gain the following benefits:

- Your Dexterity or Constitution increases by 1, to a maximum of 20.
- You gain a racial fly speed of 30 feet.

ICON OF THE SEA

Prerequisite(s): Must worship the Sea Mother, Ponykind

The Sea Mother welcomed you so well when you pledged your soul to her that she drew you as close as any pony could come to a divinity.

Your brand of destiny is replaced by two rolling waves on your flank. You can cast *alter self* (but only the aquatic adaptation version) on up to 4 allies and yourself, up to three times. While you are concentrating on this spell, the waves on your rump animate and leak small amounts of water. You regain any spent uses of this ability after finishing a long rest. When you reach level 10, you can concentrate on this spell indefinitely, instead of being limited to a 1 hour duration.

INSPIRING GLOW

Prerequisite(s): Proficient in the Religion skill, must worship the Sun Queen or Sun King

Like the sun above, your shine inspires those around you to excel. You gain the following benefits:

- Whenever you score a hit, succeed on a skill check, or deal damage with a spell or class ability, you can use your bonus action to grant up to 3 allies the effects of the *heroism* spell for 1 round. From that point on, in any round that you do not meet one of the conditions above, the effect ends, and you must attempt to reactivate the ability. You can initiate this ability twice, and regain spent uses after finishing a long rest.
- At level 10, you regain spent uses after a short or long rest.
- At level 15, you can choose to have the effects of the *daylight* spell centered on you while this ability is in effect.

MERCY OF THE MOON

Prerequisite(s): Must worship the Moon Princess

The mere presence of the Moon Princess is enough to banish maladies of the mind. You are but a shard of that power, but power it certainly is, and your relief is very real while it lasts.

- As a standard action, you can touch an ally and suppress effects that cause confusion, the charmed condition, addiction, or insanity. This lasts for 1d4 rounds, after which the victim can make another saving throw against the effect (if one was initially allowed), ending it on a success. On a failure, any remaining effects return, but elapsed time counts against the duration of the effects.
- You gain an aura that helps creatures avoid bad mental influences. Any creature within 10 feet of you trying to avoid becoming insane, confused, or addicted has advantage on relevant saving throws. At level 18, this aura extends to 30 feet.
- At level 8, you gain the ability to cast *calm emotion* once. You regain the ability to do so after finishing a short rest.

MAGICAL COMPREHENSION

Prerequisite(s): Must worship Princess Luminance, level 10+, ability to cast spells

Sometimes just knowing how to see what's going on around you is just as good as preparing ahead of time. You gain the following benefits:

- When you witness someone other than yourself casting a spell, you can cast that spell on your next turn by using both your action and bonus action. Doing so does not expend a spell slot, although you can expend a spell slot to increase the spell's effectiveness. You can use this ability once, and

can do so again after finishing a short rest.

- You can use an action to gain the effects of *comprehend languages* for one hour without having to cast a spell.
- You can use any illusion spells that you cast to impart knowledge to others, even allowing them to read illusionary books on matters in which you are an expert. By doing so, you can teach and instruct up to 3 people at once with your illusionary books and diagrams. While the effect is active, your brand of destiny is replaced by that of a hoof holding an open book.

NUMBER ONE ASSISTANT

Prerequisite(s): Assistant racial ability

While many luminous dragons take their tasks with pride, you bring it to the next level and celebrate it.

- You can assist someone engaged in research or item creation, counting as a fully qualified assistant with the same feats and skills for purposes of making it faster. Whenever the creature you assist is involved in a downtime activity, they can achieve twice the progress that they normally would. In the case of crafting, gold expenditures are not reduced by half.
- You can use a bonus action to use the help action.
- You gain inspiration at the start of each day after spending downtime assisting someone.

RISE WITH THE SUN

Prerequisite(s): Must worship the Sun King or Sun Queen

Like the sun above, you cannot be kept down forever. You will rise again.

- Whenever you finish a long rest, you recover all expended hit dice, and remove up to two exhaustion levels.
- If you are suffering from an ill effect that requires you to make a saving throw after a long rest, you gain advantage on that saving throw.
- You can gain the benefits of a long rest if you have been denied the chance to do so. To gain the benefits, you must the sun rise without obstruction. You can use this ability once, and regain it by completing 7 days of obedience to your deity.

SHARING THE SPOTLIGHT

Prerequisite(s): Summon Assistance class ability

With extra focus you can keep the way clear for your guide to remain at your side.

- You can spend an action to extend the duration of your summon assistant ability by one round.
- At level 10, you can use a bonus action to extend the duration by 1 round. You can only extend the duration once per round.
- At level 15, you can spend an action to double the duration of your summon assistant ability. This extension stacks with any other abilities that extend the duration of your summon assistant ability. You can use this ability once, and regain its use after finishing a long rest.

UNIVERSAL MAGIC PRINCIPLE

Prerequisite(s): Must worship Princess Luminace, Spellcaster level 6+

It's all magic, in the end. They are all equal at Princess Luminace's hooves.

You may add two spells to your spells known. They must be spells for a level that you are able to cast. If you are a wizard or other spellcaster that has a formal place to store your spells, you can (or in some cases must) add it to one such place as part of taking this feat. These spells do count towards how many spells you can have prepared/ready in a day, so may require the sacrifice of other spells to make room. The spell counts as being on your class list for all intents and purposes after you take this feat. This feat may be taken multiple times, gaining two new spells each time.

WE COME IN PEACE

Prerequisite(s): must worship Lashtada, proficient in Religion

You are dedicated to bringing peace and love to Everglow, no matter the cost. You gain the following benefits:

- Increase your Dexterity or Constitution by 1, to a maximum of 20.
- Every time you take damage, you gain the benefits of the dodge action for 1 turn. These turns can stack. Inflicting any damage on another creature removes accumulated rounds and prevents gaining new bonuses for a minute.
- Whenever you are subject to a non cantrip spell that causes damage, you gain temporary hit points equal to the slot level used to cast the spell. You gain these hit points after the spell takes effect, and they last a minute, or until they are lost.

NEW EIDOLON SUBTYPES



AVATAR

Drawn from the raw desire to learn the inner workings of the universe, such beings would be powerfully pragmatic if not for Princess Luminace's interference, keeping their thoughts inclined towards the positive effects of what they may learn. Despite this, the urge to learn is their most powerful desire, and doing good with it is second. In appearance, they are shaped much like ponies, with pure white eyes that reflect almost metallically what they are looking at. Their mane and tail often change in color and texture as they specialize in a flavor of magic.

Alignment: Neutral good.

Base Form: Quadruped (limbs [legs, 2], bite).

Base Evolutions: Starting at 1st level, avatar eidolons begin play with the skilled (spellcraft) evolution. They also begin with knowledge of two cantrips from any arcane or occult class, which they may use at will, using their hit dice as their caster level and charisma as their casting stat. Dexterity bonuses accrued due to hit dice increases are instead gained as charisma.

At 4th level, avatar eidolons can deliver touch spells that their summoners are holding, provided they are within 30'. They gain two first level spells from any occult or arcane class, and may cast one first level spell a day of any combination of these spells. They are considered a spontaneous caster and can take feats that modify such spellcasting.

At 8th level, avatar eidolons gain the spell list of a single occult or arcane class and must take all future spells from the chosen spell. They gain 2 level 2 spells from the chosen class and can cast 1 level 2 spell a day. They also gain 1 more spell/day at first level and one more cantrip from the chosen class.

At 12th level, avatar eidolons gain 2 3rd level spells and can cast 1 3rd level spell a day. They gain one additional spell and per/day for level 1 and level 2.

At 16th level, avatar eidolons gain 2 4th level spells from the chosen class and can cast level 4 spells once a day. They gain one additional spell and casting at 3rd, 2nd, and 1st level.

At 20th level, avatar eidolons gain 2 5th level spells from the chosen class and can cast level 5 spells once a day. They gain one additional spell and casting at 4th, 3rd, 2nd, and 1st level.

FUN

The Unspoken grants those he favors, who's calling is to attract planar support, with his own twisted little

joke everything that is stable and normal. He calls them Fun, most would have other things to say about these outsiders that giggle and laugh their way into an enemy's heart... literally. Resembling a pony writhing with tentacles and constantly changing, they ignore their impotent bite in favor of clawed tentacles.

Alignment: Chaotic Neutral.

Base Form: Quadruped (limbs [legs, 2], claw).

Base Evolutions: Starting at 1st level, a fun eidolon is already a constant squirming mass of change. At the beginning of each day, roll on the Mutations table. These mutations last for 24hrs.

At 4th level, fun eidolons are heavily resistant to outside mutations. Transmutation effects, such as polymorphing or petrification, force a Fun eidolon into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

At 8th level, fun eidolons gain SR equal to 11 + their summoner's level. Spells cast by their summoner do not have to penetrate this SR.

At 12th level, avatar eidolons gain Claw—contact (curse); *save* Fort DC 10 + 1/2 the eidolon's HD. *effect* amorphous body and 1 Wisdom drain per round (see below); *cure* 2 consecutive saves.

At 16th level, avatar fun gains can't be tripped, is immune to critical hits and precision damage, and a climb speed of 10'

At 20th level, avatar eidolons Claw—contact (curse); *save* Fort DC 10 + 1/2 the eidolon's HD. *effect* a failed Fort save results in the target being forced to roll on the Mutations table. This effect lasts for 24 hours. For each mutation the target has, their attack bonuses are reduced by 1 to a minimum of 0, and they gain 2% spell failure chance to a maximum of 20% for any spells that have vocal, somatic, focus, divine focus or material components, these penalties stack due to the difficulty performing actions with wildly different limbs.

AMORPHOUS BODY

Amorphous Body appears in the Pathfinder Role-playing Game book, Bestiary 2 but is reprinted for your convenience.

A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous

quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (−4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as *alter self*, *beast shape*, *elemental body*, and *polymorph*) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom drain for the duration of the spell; *shapechange* and *stoneskin* have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

WITCH ARCHETYPE ARCANE LEECH



Witches that call to hedonistic forces can be educated in how to turn their power to their own benefit even as they baffle and sap the strength of their foes. Transmuters and enchanters by trade, though other arts can lend a helping hoof to bend the force of battle in one's favor.

Bent Favor (Su): At 1st level, you gain the ability to draw power from the discomfort of your enemy. Every time you cast a spell of 1st level or higher that causes a condition or penalty on an enemy, you gain 1 leech point as long as the condition or penalty applies on any target of the spell within sight and long spell range. This can stack with multiple spells but not from the same spell. This point renews at the start of your turn, regardless of how many you had saved. This replaces the hex gained at 1st level.

Fondest Wish (Su): At first level, you learn to make use of your borrowed power. Unless specifically stated otherwise, all of these endowments expire at the start of your next turn. These uses are part of other actions unless otherwise stated.

You may spend a leech point when making a saving throw, gaining a +1 bonus per point spent.

You may spend a leech point while moving to increase your movement rate (any that you possess) by 5' per leech point spent.

You may spend a point when attacking to gain a +1 bonus to attack or weapon damage per point spent.

When damaged, you may as an immediate action spend points to turn away the injury, gaining 3 temporary hit points per leech point spent. These points remain until the start of your next turn. They come into being before damage is applied, potentially preventing unconsciousness or death.

Wish Fulfillment (Su): At sixth level, you become a source of boons, as if challenging the world to accept your presence. Your magic gains a cloying but undeniable potency when turned to the aid of those that trust you. When you cast a spell of 1st level or higher that provides a bonus and does not harm, you may modify it in one of the following ways. This replaces the hex gained at sixth level.

Make the target(s) sickened for the duration of the spell (minimum 1 round per spell level) to empower or extend the effect as per the metamagic feat. If the target cannot become sickened, you may not use this effect.

Use the spell to counter an existing negative spell. Make a caster level check against 10 + the caster level of the target spell. On a success, the spell is removed from the target(s). The positive spell is lost in either event, expended in the attempt. If your spell's level is lower than the target spell's level, you gain a −2 penalty per difference. If higher, you gain a +1 per difference.

Lingering Wants (Su): At sixth level, you begin each day with leech points equal to your charisma modifier. These points are spent last, and do not restore automatically until you rest and regain your spells.

Dark Desires (Su): At twelfth level, you gain a knack for accepting the gifts of dangerous beings, such as succubi. So long as the creature grants you their gift, you gain a +4 bonus to saving throws against the creature's spells and abilities. If the removal of the gift would cause harm, your bonus persists long enough to help resist it. If the removal or persisting negative effect normally has no save, it gains a will save at DC 10 + 1/2 the giver's hit die + the giver's charisma modifier to negate the negative effects. The gift is still removed on a successful save if the giver could normally remove it. This replaces the hex gained at 12th level.

Questionable Allies (Sp): At twelfth level, you may summon a being with which you have entered a pact. This operates in all ways as per *summon monster* but takes a standard action. This can be done once per day, and persists for four rounds. As a standard action, a leech point can be spent to extend the duration of the summon by one round.



INQUISITOR ARCHETYPE HARBINGER OF A FALL



While other inquisitors seek out those disloyal to their religion, those faithful to the Unspoken seek instead those too self-assured. The prideful and the conceited are playthings for them, and making their intricate plans crumble around them brings an-almost malicious smile to the face of such inquisitors. Whether they are an agent of good or evil matters little. A pompous paladin is just as good a target as a purse-lining mayor. They both need a lesson in humility, and the harbingers are ready to deliver.

Distracting Speech (Ex): At 1st level, Harbingers of a Fall can more easily convince others that an action is correct, particularly when the course of action would result in punishment or help you when it is not otherwise in their best interest. The inquisitor adds half their level to bluff and diplomacy to make a request. This ability replaces Stern Gaze.

Flow of People (Ex): At 2nd level, Harbingers of a Fall add half their level as a bonus to diplomacy (information gathering) attempts. This replaces the Track ability.

PALADIN ARCHETYPE SEA DEFENDER



Stand the Line (Su): At 3rd level, Sea Defenders are frighteningly difficult to move from where they want to be, and cannot be bull rushed, repositioned, or otherwise moved against their will. Against spells that cause such, they have an effective SR of their level + 10. They put out an aura for 10 feet that increases the CMD and saving throws of allies against such effects by 4. This ability replaces Aura of Courage.

A Sea Defender may take prone as a mercy, causing those they lay on hands to be able to stand up when healed without provoking or expending an action as they are touched.

Blast of Water (Su): At 6th level, A Sea Defender may propel a vicious blast of water as per *hydraulic push* using their level as the caster level and charisma as their casting stat. This may be done as many times a day as their charisma bonus. This replaces the mercy gained at level 6.

ARCANIST EXPLOITS



Arcane Circuitry Overload (Su): As part of a melee touch attack or a melee weapon attack, an arcanist can overload a construct's systems. Spend one point of arcane reservoir point before making the attack, which is spent, hit or miss. On a hit, the construct takes 1d6 damage that is not reduced by damage reduction or energy resistance. For every 2 arcanist levels beyond the first, the arcanist may add another 1d6 damage.

Friends Before Power (Su): Some arcanists care for their familiars more than fleeting arcane power. Wounds can be healed as a standard action at a touch at a cost of 1 arcane reservoir point per 10 + your charisma modifier hit points restored. This can only affect a familiar or animal companion.

Power Preservation (Su): The arcanist can use their personal power to reduce the amount of power used by an item. As part of activating an item in a way that would normally draw more than one charge, they may spend 2 arcane reservoir points to decrease that amount by 1. The cost can only be so reduced once per activation.

Reckless Recharge (Su): As a full-round action, an arcanist can expend 4 points of arcane reservoir points to restore 1 charge to a held item. The item loses 2 from its maximum capacity, so a wand would go from 50 to 48 maximum the first time this was used. If the item is an artifact, this exploit does not function on it. An item reduced to 0 maximum charges becomes permanently non-magic.

Redirected Power (Su): When an arcanist correctly identifies a spell or spell-like ability with an area of effect that doesn't emanate from the caster and includes the arcanist in its area of effect, you can spend one point of arcane reservoir points per level of the effect to turn the area of effect directly onto the caster as an immediate action. This is a greater exploit, and can only be taken with the greater exploit class ability.

Sonic Burst (Su): The arcanist can unleash a cacophonous projectile by expending 1 point from her arcane reservoir and making a ranged touch attack against any one target within 30 feet. If the attack hits, it deals 1d4 points of sonic damage + the arcanist's Charisma modifier, plus an additional 1d4 points of sonic damage for every 2 levels beyond 1st (to a maximum of 10d4 at 19th level). In addition, the target is deafened for 1 round. It can attempt a Fortitude saving throw to negate being deafened.

Spell Echo (Sp): The arcanist can imitate spells that occur within 30' of themselves. As a standard action they can imitate a spell or spell-like ability they wit-

nessed and identified within one round. The imitated spell has the same casting time as normal and uses the copying spellcaster's spellcasting level and attributes, even if lower than the minimum. This requires as many arcane reservoir points as the level of the spell being imitated. If the spell isn't on the their spell list, one additional point must be spent.

PALADIN ARCHETYPE OATH OF IMPOSED HUMILITY



While other paladins seek out those disloyal to their religion, those faithful to the Unspoken seek instead those too self-assured. The prideful and the conceited are playthings for them, and making their intricate plans crumble around them brings an-almost malicious smile to the face of such inquisitors. Whether they are an agent of good or evil matters little. A pompous authority figure is just as good a target as a greedy criminal. They both need a lesson in humility, and the harbingers are ready to deliver.

TENETS OF HUMILITY

Those who adhere to the tenets of humility forsake prideful behavior, and are likely to follow a code, as follows:

Modesty. You will never boast, and will attempt to educate those who boast to help them see the light, but never in a prideful manner.

Acts of Righteousness. You must lead by example, and your example must be one of humble righteousness, for no other example is worthy.

Empathy. The feelings of others must be of utmost importance. You must guard others feelings, either by acting modest, or helping others to feel empathy.

Action. You must not be modest in the face of danger or evil. When you can act to save lives, it is the time to shine.

OATH SPELLS

You gain the oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>comprehend languages, cure wounds</i>
5th	<i>arcanist's magic aura, calm emotions</i>
9th	<i>beacon of hope, nondetection</i>
13th	<i>private sanctum, resilient sphere</i>
17th	<i>commune, telepathic bond</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Distracting Speech. As an action, you can gain the ability to speak with persuasive confidence. When trying to convince a creature of a given course of action that is in line with humility (such as surrendering to authorities), you have advantage on any Charisma checks, and always add your proficiency bonuses to such checks.

Fierce Mercy. When making an attack, you can expend your use of Channel Divinity to make your attack an automatic critical hit. You must still roll to attack, and if you miss, this ability is wasted. However, a living creature that you reduce to 0 hit points with this attack is automatically knocked out and stable. This attack can never kill a living creature with this attack.

RATIONAL DISCOURSE

Beginning at 7th level, you can force nearly any one creature to at least parlay with you and your allies. If the creature has an Intelligence score of 5 or greater, and speaks and understands a language that you speak, you can stall combat and have a discussion with the creature. This initially works on only one creature, but at level 12 you can affect up to 10 creatures at once. You can use this ability once, and can do so again after finishing a long rest.

VOICE OF HUMILITY

Also at level 7, you become trusted for your reputation of humility. Whenever you interact with common folk (peasants, laborers, and so on), you have advantage to any Wisdom (Insight) or Charisma (Persuasion) checks, and you are always welcome within those communities. There you can always enjoy a modest lifestyle. Finally, you are usually assumed to be telling the truth, and can even convince people of normally outlandish things, such the existence of an incoming giant monster, or that a respected member of society is a traitor. Misusing this trust is considered a violation of the Oath of Humility.

RIGHTEOUS REBUKE

Starting at 15th level, your attacks are bolstered by your resolve and humility. If you choose, any attack that you make that deals radiant damage is magnified, and the radiant damage you deal is 1d10 instead of 1d8. However, any living creature that you reduce to 0 hit points is knocked out and stabilized. In addition, you

can now knock out creatures with ranged attack even if you don't deal radiant damage with the attack.

IN DEFENSE OF OTHERS

At 20th level, as an action, you can create an aura of humility in a 30-foot radius for 1 minute. Within the aura, creatures you designate as allies have all non-spell attacks against them made with disadvantage. Only weapon attacks against you are not affected in this way. You also gain 20 temporary hit points at the start of each of your turns. The points renew but do not stack. The aura ends if you are unconscious at the start of your turn. Once you've used this ability, you can't use it again until you've finished a long rest.

PALADIN ARCHETYPE OATH OF THE SEA



The defenders of the sea must work twice as hard, for dangers lurk both above and below the water. However, not even these stalwart guardians of the ocean know the true extend of those dangers. An oath of the sea is a serious task handed down by generations by those who can fathom the terrors that reside in the deepest depths.



TENETS OF THE SEA

Those who adhere to the tenets of the sea are stalwart guardians that follow a strict code, as follows:

Defense. You must protect others from dangers that you can perceive. It may be protecting innocents from bandits, beasts, or even monsters.

Preserve. Nature must be preserved, especially the sea. Anyone that would defile it must answer to you.

Vigilance. Only by maintaining a vigilant guard can you foresee the dangers against which you must protect. You must expect danger at all times.

Kinship. Only by respecting your kin can you be a great guardian. Your kin are those that you protect, and that protect you.

OATH SPELLS

You gain the oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>fog cloud, protection from evil/good</i>
5th	<i>alter self, warding bond</i>
9th	<i>magic circle, water breathing</i>
13th	<i>control water, death ward</i>
17th	<i>commune with nature, hallow</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Crashing Waves. When you attack, you can do so with the fury of the ocean waves. Your attack has advantage, and you roll an additional 1d6 damage of the type that your weapon deals. If this attack hits, the target and any of its allies within 5 feet of it must make a Strength saving throw. Creatures that fail are knocked prone.

Back to the Depths. As an action, you can attempt to banish creatures back to the water if they normally reside there. You can select up to 3 creatures that can normally breathe underwater, and force them to make a Constitution saving throw. Those that fail can no longer breathe air and will seek out the nearest body of water, even if they are amphibious. Creatures that do not breathe at all are instead frightened for 1 minute and must flee from you until the duration lapses. Creatures that succeed on the saving throw instead have disadvantage on attack rolls against you for 1d4 rounds.

STAND THE LINE

At 3rd level, you are frighteningly difficult to move from where you want to be, and cannot be bull rushed, repositioned, or otherwise moved against your will. Against spells that cause such, you have advantage to any relevant saving throws. You also put out an aura for 10 feet that grants their allies advantage on saving throws against mundane movement effects, which becomes 30 feet at level 18.

SONG OF THE SEA

Beginning at 15th level, you can entrance listeners to listen to your song. If a creature is of good or neutral alignment, they must make a Charisma saving throw to avoid becoming charmed to stand still and listen. These creatures can make a new saving throw at the end of each turn to remove the condition. If the creature is evil, or an aberration, they must instead make a Constitution saving throw or gain the poisoned condition for as long as you sing. You can sing for a number of minutes per day equal to your Charisma modifier, and you can choose to sing in one minute intervals. Your minutes are renewed after you finish a long rest. You can exclude a number of allies from being affected by your song equal to your Charisma modifier. A creature who saves or has been affected by your song cannot be affected again for 24 hours.

WRATH OF THE SEA GODDESS

Starting at 20th level, you become incredibly adept at fighting evil wherever it may rise. You can spend an action to activate an aura that extends to 30 feet, and lasts for 1 minute. You and your allies within the aura gain advantage to attack aberration and fiend type creatures. Enemies that enter or start their turns within the aura must make a Wisdom saving throw or become blinded and poisoned until they leave the aura. Aberrations and fiends have disadvantage on the save to avoid these effects. Creatures afflicted by the aura can make another saving throw against the aura's effects, but only if they end their turn outside of the aura. Enemies that succeed are not affected, but must continue to make saving throws at the start of their turns or become affected.



ELEMENTALIST PACTS



HARMONY PLANAR PACT

Class Skills: An elementalalist with an harmony pact adds Perform (any) and Knowledge (local) to their skill list.

Planar Guide: The planar guide of a harmony elementalalist appears akin to an air elemental but the air itself isn't the guide, it is the gentle music it carries.

Harmony: A harmony elementalalist or guide can only maintain one harmony at a time. It is a move action to begin a harmony but a free action to maintain it. Harmonies all share the same usage counter and may be activated for a number of rounds equal to 4 + the elementalalist's Charisma. A harmony is a sonic, mind-affecting ability. A guide can harmonize without expanding the elementalalist's uses per day.

Guide Abilities: When gaining ability bonuses, the planar guide increases Dexterity and Charisma.

BASE STATISTICS

Medium Elemental; **Spd** Fly (perfect) 30 ft. (6 squares); **AC** 16 (+3 Dexterity, +3 natural), touch 14, flat-footed 13; **Base Atk** +1; **Atk** +1 melee (1d4, slam); **Full Atk** +1 melee (1d4, slam); **Space/Reach** 5 ft./5 ft.; **Alignment** Same as elementalalist; **Str** 11, **Dex** 17, **Con** 15, **Int** 4, **Wis** 11, **Cha** 17

SAVING THROW PROGRESSION

Good: Reflex/Will

Bad: Fortitude

PLANAR GIFTS

An elementalalist with the harmony pact can choose from any of the following gifts.

Courageous Harmony (Su): To be affected, an ally must be able to perceive the elementalalist's harmony. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six elementalalist levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level.

Staccato Beat (Su): As a free action you may *haste* yourself until the start of your next turn, as per the spell. You may do this for up your level rounds per day. At 7th level, your guide's use of this effect has no limit and doesn't reduce your uses per day.

Competent Harmony (Su): You can use this harmony to help an ally succeed at a task. The ally must be within 30 feet and able to hear the elemental. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the harmony. This bonus increases by +1 for every five levels you have attained beyond 3rd.

Small Step (Su): As a move action you can teleport as per dimension door. The distance you can teleport is limited to 15' per level per day, divided up as you please.

Perfect Unity (Su): Once per day, after an effect that includes you is saved against by multiple allies, you may spend an immediate action to instead take the best roll among those of your allies and each of your allies also affected may do the same. You may use this ability a second time 14th level and above. You must be 7th level to select this gift.

Great Harmony (Su): Your harmony can propel you or a willing ally within 30 feet, granting extra fighting capability. Affected creatures gain 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. You must be 11th level to select this gift.

Swift Voice (Ex): Harmonies require one step less time to begin, move becomes swift, swift becomes free. This gift can be taken a second time at 7th level or higher.

Voice of Reason (Su): As a free action, you can understand and speak any language. You can do this for 1 minute per elemental level per day and the duration must be spent in 1 minute increments. At 7th level you can grant this ability to others but the time must be divided up between targets.

Talk to the Hoof (Ex): Your focus on the harmony of your allies drowns out lesser rhythms, gaining a +2 bonus to saving throws against all sonic or language-dependent effects. This bonus increases to +4 at level 11 and +6 at level 16. At level 13 enemies within 30' who try to cast a spell with a vocal component must make a concentration check as if casting defensively, failure will lose them their spell. You must be at least 7th level to select this gift.

Sharp Retort (Ex): As a standard action, you focus your voice and project it with pinpoint accuracy, dealing 1d6 sonic damage +1 per 2 levels with a standard ranged attack. If you qualify for iteratives, you may make a full attack as normal with this ability. The range of this ability is medium (100' + 10'/level), and has no

range increments.

Bulwark of Harmony (Su): To be affected, an ally must be able to perceive the elemental's harmony. An affected ally receives a +1 morale bonus on reflex saving throws and a +1 competence bonus to AC. At 5th level, and every six elemental levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level.

Resonant Harmony (Su): To be affected, an ally must be able to perceive the elemental's harmony. An affected ally bypasses 5 hardness and damage reduction with their attacks. This increases to 10 at level 16 and to 15 at level 19. You must be 13th level to select this gift.

Deadly Duet (Su): As a swift action, a target is visited by menacing presences from seemingly everywhere at once, some more real than others. It is considered flanked for purpose of all attacks against it, ignoring any effects or abilities that would prevent flanking, until the start of your next turn. If the target is not threatened by an ally they receive a will save to ignore the effect. You must be 13th level to select this gift.

Planar Perfection: Upon reaching 20th level, you become harmony itself and although your beat might skip, you can regain it and let your song continue. Once per day, when killed, an ally may revive you as if casting *breath of life*, by spending a standard action to speak your name clearly.

MAGIC PLANAR PACT

Class Skills: An elemental with a magic pact adds Knowledge(religion) and Knowledge(arcana) to their skill list.

Planar Guide: Simply, a book. Of course the guide is an animated book and can fly around by flapping its cover. As a book your guide cannot hold items, nor can it equip any.

Guide Abilities: When gaining ability bonuses, the planar guide increases intelligence and charisma.

BASE STATISTICS

Tiny construct (outsider); **Spd** Fly(perfect) 10 ft. (2 squares); **AC** 14 (+2 dexterity, +2 size), touch 14, flat-footed 12; **Base Atk** +1; **Atk** -1 melee (1d2 - 4, slam); **Full Atk** -1 melee (1d2 - 4, slam); **Space/Reach** 2.5 ft./0 ft.; **Alignment** Same as elemental; **Str** 2, **Dex** 14, **Con** -, **Int** 14, **Wis** 8, **Cha** 14

SAVING THROW PROGRESSION

Good: Reflex/Will

Bad: Fort

PLANAR GIFTS

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

Depth of Knowledge (Sp): Once per day, you may cast any one spell you have scribed into your guide. Despite its standard casting time, it becomes 10 rounds if it was shorter than that. Having this gift allows you to scribe any level 1 spell you find written down in scroll or spellbook form of any class. If the spell exists at various spell levels, the highest is used. At level 4, you may begin to scribe level 2 spells. At level 7, you may scribe level 3 spells. At level 12, you may scribe level 4 spells. At level 15, you may scribe level 5 spells. The cost, time, and effort involved are identical to that of a wizard. If your guide is not present at the start of casting, expend one round of its duration for the day and it appears briefly, opened to the desired spell before vanishing. While scribing to your guide, their time remaining is extended until you finish, successful or not, at which point they vanish, depleted for the day. The casting stat of your magic is charisma, and your casting level is your character level.

Timeless Tricks (Sp): You have mastered the art of cantrips, orisons, and similar levels of magic chicanery. You may scribe level 0 spells into your guide from any class, just as the *depth of knowledge* gift. At the start of the day, after resting, you may select any one spell you have scribed, preparing it as a wizard might. You can cast the spell as often as you'd like during the day. The casting stat of your magic is charisma, and your casting level is your character level.

Studious Learner (Su): This gift enhances the depth of knowledge gift, and requires it, allowing you to cast a second time per day. This gift can be taken again at 13th level, allowing for a third cast per day. You must be 7th level to select this gift.

Arcane Grasp (Su): You gain an understanding of the magic that fuels constructs and can disrupt them. Your attacks gain the bane (construct) effect. If the weapon you're using already has this effect, nothing additional occurs.

Knowledge is Power (Su): You gain +1 to weapon damage rolls against targets for every 4 ranks of knowledge that matches the target's base type. Every time you land a blow with this bonus, it decreases by 1 for that type of creature until reaching 0. It resets daily.

Shield of Learning (Su): Once per day, you can replace a saving throw against a spell or supernatural ability with a spellcraft (for a spell) or knowledge check (if supernatural), using the result as your saving throw. For a minute, if you are subjected to the same effect, you may re-use this result. You must be 11th level to select

this gift.

Book Travel (Ex): They say a book can carry you away, and you bring it to its logical, if extreme, conclusion. Armed with a book that describes a location thoroughly, once per day, you may teleport to that location as per *teleport, greater*. You may bring others, as per the spell cast at your character level. You must be 7th level to select this gift. At 11th level and every 4 levels afterwards, you may teleport once more per day.

Voice of Reason (Su): As a free action, you can understand and speak any language. You can do this for 1 minute per elemental level per day and the duration must be spent in 1 minute increments. At 7th level you can grant this ability to others but the time must be divided up between targets.

Arcane Defense (Sp): As a standard action you can evoke an arcane shield as per the shield spell, except the bonus is only +1. At level 4 and every 4 levels thereafter, it raises by +1. You may use this gift a number of times per day equal to your charisma modifier. Your planar guide is considered to always have this effect active, and does not count against your usage.

Blinding Insight (Su): As a move action, when employing monster lore, you may roll twice and pick the better of the two. You must declare you are using this before you roll. Your guide must be present and within reach for the elemental to use this, however a guide is able to do this whenever present.

Reading Time (Su): Your guide is filled with knowledge and you simply cannot put them down. Summon Assistance now has a duration of minutes/level. At level 13 this deepens to becoming hours/level.

Greater Knowledge (Su): For Knowledge(arcana) and Knowledge(religion) your rank is always considered to be your elemental level. At level 11 and every 4 levels thereafter, you may pick one another knowledge skill this applies to. You must be 7th level to select this gift.

Arcane Barrage (Sp): As a standard action, you create a barrage of arcane missiles, as per magic missile, using your elemental level as the caster level. Your guide's caster level counts as half the elementals, for this gift. You must be 13th level to select this gift.

Planar Perfection: Upon reaching 20th level, your mastery of knowledge is not yet complete, but of magic it is close to it. You automatically identify all spells so long as you can hear a vocal component of their casting, see the caster or see the target. Your facility with sharing this knowledge has also grown, and every knowledge check you make can be shared instantly without an action to all allies that can hear you within 60 ft.

ELEMENTALIST PACTS



HARMONY PLANAR PACT

Class Skills: You gain proficiency in either the Performance or Insight skill.

Planar Guide: Your planar guide appears akin to an air elemental but the air itself isn't the guide, it is the gentle music it carries.

Harmony: A harmony elemental or guide can only maintain one harmony at a time. It is a bonus action to begin a harmony. Harmonies all share the same usage counter and may be activated for a number of rounds equal to 4 + your Charisma modifier + your elemental level. A guide can harmonize without expanding the elemental's uses per day.

PLANAR GIFTS

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

Bulwark of Harmony: To be affected, an ally must be able to perceive the elemental's harmony. An affected ally advantage to Dexterity saving throws and a +1 bonus to AC. At 11th level, the bonus to AC becomes +2.

Competent Harmony: You can use this harmony to help an ally succeed at a task. The ally must be within 30 feet and able to hear you. The ally gets advantage on skill checks with a particular skill as long as she continues to hear the harmony.

Courageous Harmony: As long as any ally is can hear your harmony, they gain advantage to resist charm and frightened effects. You can be included in this effect. The guide is also able to cast *bless* once per summoning, as a bonus action. When your guide's duration has elapsed, you can continue concentrating on the *bless* effect.

Great Harmony: Your harmony can propel you or a willing ally within 30 feet, granting extra fighting capability. Affected creatures gain 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. You must be 11th level to select this gift.

Perfect Unity: If you and your allies are all subject to a saving throw, you can use your reaction to take the highest roll, and apply it to every ally, including yourself. You can use this ability once, and regain the ability to do so after finishing a long rest. If you are level 14 elemental or above, you can use this ability twice per long rest. You must be 7th level to select this gift.

Resonant Harmony: To be affected, an ally must be able to perceive the elemental's harmony. An affected ally can ignore bludgeoning, piercing, and slashing damage resistance. At level 19, they can treat damage immunity to these damage types as damage resistance instead (but they may not ignore this damage resistance).

Sharp Retort: As a standard action, you focus your voice and project it with pinpoint accuracy, dealing (1d6 + your Wisdom modifier) thunder damage as a ranged attack. You can make this attack with your Extra Attack class ability. The range of this ability is 100 feet, and has no range increments.

Small Step: As a bonus action you can teleport as per the *misty step* spell. You can use this ability twice. You regain spent uses after finishing a short or long rest.

Staccato Beat: As a bonus action you can *haste* yourself until the start of your next turn, as per the spell. You may do this for a number of rounds equal to your Dexterity modifier. Expended rounds are regained after finishing a long rest. At 7th level, your guide's use of this effect has no limit and doesn't reduce your rounds expended.

Swift Voice: Harmonies no longer require a bonus action to initiate.

Talk to the Hoof: Your focus on the harmony of your allies drowns out lesser rhythms, gaining advantage to saving throws against all sonic or language-dependant effects, as well resistance to thunder damage. At level 13 enemies within 30 feet who try to cast a spell with a vocal component must make a Constitution saving throw against. On a success, the spell is cast as normal. On a failure, the caster loses their spell. You must be at least 7th level to select this gift.

Voice of Reason: If you concentrate for an action, you can understand and speak any language. You can do this for up to 10 minutes, and can expend this in 1 minute intervals. This effect requires concentration as a spell would. At 7th level you can grant this ability to creatures with an Intelligence score of 5 or higher, donating anywhere from 1 to 5 minutes of understanding, subtracting from the amount that you can use. You regain lost minutes after finishing a long rest. At 18th level, the duration you have available from this ability is 20 minutes.

Planar Perfection: Upon reaching 20th level, you become harmony itself and although your beat might skip, you can regain it and let your song continue. If you are killed, an ally may revive you as if casting *revivify* by spending an action to speak your name clearly. Once used, you cannot benefit from this ability again until you finish a long rest. Also, your Charisma increases by 4, to a maximum of 24.

MAGIC PLANAR PACT

Class Skills: You gain proficiency in either the Arcane or Religion skill.

Planar Guide: Simply, a book. Of course the guide is an animated book and can fly around by flapping its cover. As a book your guide cannot hold items, nor can it equip any.

PLANAR GIFTS

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

Arcane Barrage: You can use an action to create a barrage of arcane missiles, as per *magic missile*, creating a number of missiles equal to your proficiency bonus. Your guide can use this ability, but makes half as many missiles as your proficiency bonus. You must be 13th level to select this gift.

Arcane Defense: You can use your reaction to evoke an arcane shield as per the *shield* spell. You may use this gift a number of times equal to your Intelligence modifier before needing to recharge it with a long rest. Your planar guide can use this ability once per round while it is active.

Arcane Grasp: You gain an understanding of the magic that fuels constructs and can disrupt them. Your attacks gain advantage when you target a construct type creature, and your weapon attacks counts as adamantine for the purposes of bypassing damage resistance.

Blinding Insight: You have advantage on any rolls to remember or discern monster lore or monster history.

Book Travel: They say a book can carry you away, and you bring it to its logical, if extreme, conclusion. Armed with a book that describes a location thoroughly, you may teleport to that location as per *teleportation circle*. You may bring others as per the spell's effects. You must be 7th level to select this gift. You can use this ability once, and can do so again after finishing a long

rest. At level 11, you can teleport twice before needing to finish a long rest.

Depth of Knowledge: You can place spells into your guide as per the *ring of spell storing*. By increasing the casting time to 3 rounds, you may cast any one spell you have stored in your guide. Spells with a casting time longer than 1 round cannot be placed into your guide. Adding spells requires 1 hour of meditation, followed by summoning your guide, and having allies cast the new spells into your guide.

Otherwise, spells are cast using your Intelligence modifier and proficiency bonus, and use your actions, rather than those of the guide. Spells originate from the guide, when such a distinction is necessary. You must be 7th level to select this gift.

Greater Knowledge: You can pick a number of Intelligence skills equal to your proficiency bonus. You are proficient in those skills. When your proficiency bonus increases, you gain a new skill. If you are already proficient in every Intelligence skill when your proficiency bonus increases, you can instead choose to double the proficiency bonus for one skill when your proficiency bonus increases.

Knowledge is Power: When wielding weapons, you can choose to use your Intelligence modifier to increase the attack and damage of that weapon, instead of Strength or Dexterity.

Planar Touch. Your planar guide gains the ability to tap into its elemental nature with its strikes. When it makes a slam attack, it also deals an additional 1d6 force damage. It can suppress this ability with any given attack. You must be at least level 6 to select this gift.

Reading Time: Your guide is filled with knowledge and you simply cannot put them down. Summon Assistance now has a duration of minutes/level. At level 13 this deepens to becoming hours/level.

Shield of Learning: You can use an Intelligence (Arcana) check in place of a saving throw when resisting the effects of a spell. For one minute after using this ability, you can use the same result to resist the same magical effect without expending any uses of this ability. You can use this ability once, and can do so again after finishing a short or long rest. You must be 11th level to select this gift.

Studious Learner: This gift enhances the Depth of Knowledge gift, and your guide now can store up to 15 levels of spells, with a maximum spell level of 5. In addition, you or your guide can now cast spells at their normal casting time. You must be 11th level to select this gift.

Timeless Tricks: You have mastered the art of cantrips, orisons, and similar levels of magic chicanery. You learn two cantrips from any spell list. The casting ability score of your magic is Intelligence.

Voice of Reason: If you concentrate for an action, you can understand and speak any language. You can do this for up to 10 minutes, and can expend this in 1 minute intervals. This effect requires concentration as a spell would. At 7th level you can grant this ability to creatures with an Intelligence score of 5 or higher, donating anywhere from 1 to 5 minutes of understanding, subtracting from the amount that you can use. You regain lost minutes after finishing a long rest. At 18th level, the duration you have available from this ability is 20 minutes.

Planar Perfection: Upon reaching 20th level, your mastery of knowledge is not yet complete, but of magic it is close to it. You automatically identify all spells so long as you can hear a vocal component of their casting, see the caster or see the target. Your facility with sharing this knowledge has also grown, and every Intelligence check you make can be shared instantly without an action to all allies that can hear you within 60 ft. You can also now cast any cantrip as a bonus action. Finally your Intelligence score increases by 4, to a maximum of 24.



MANY ANIMAL WAY MONASTIC TRADITION



The many animal way is a practice of natural power, honing the spiritualistic energy that is inherent of the beasts that live in harmony with the land. By emulating these creatures, a harmony and peace is achieved. Through this harmony, a fighter finds the focus to feel through a fight rather than react to it. The beasts of nature can take the path of least resistance, and in doing so, flow through life in a way that most thinking creatures envy.

Turtle Stance. You gain this ability when you choose this tradition at level 3. This ki power can be taken by any quadruped and is activated as a bonus action and remains active for one minute. While active, their movement rate is lowered by half, but they gain damage resistance to bludgeoning, piercing, and slashing damage.

Like a Fish. At level 6, you gain the ability to emulate the humble fish. So long as you have at least 1 ki point available, you may add your monk bonus speed to your swim speed, even if it's 0 ft.

Bite of the Komodo. At level 11, you can expend a ki point as a bonus action to grant your natural attacks or monk-quality manufactured weapon the ability to deal an additional 1d6 poison damage for 1 minute. At level 17, your attacks automatically deal an additional 1d6 poison damage as long as you have 1 ki point. You can expend a ki point when you successfully make an attack and force the victim to make a Constitution saving throw or become paralyzed for 1 round. Creatures that are immune to poison or disease are immune to the paralyzed condition from this ability.

Dragon's Tail. At level 17, you can use your action to attack every creature within your reach as part of a wide swing. In addition, as long as you have at least 1 ki point, you deal an extra 1d8 fire damage to any creature that you hit with your wide swing. You can use this ability as often as you like, but you forfeit any extra actions when you use it. If you use this ability to attack a swarm, they do not benefit from any damage resistances.

MONK KI POWERS



Still Motion (Ex): This ki power can be taken by any quadruped and is activated as a move action and remains active for one minute. While active, their movement rate is lowered by half, but their bonus AC from their monk levels are increased by 50%.

Like a Fish (Ex): Followers of a god with the ocean domain may take this ki power. So long as you have at least 1 ki point available, you may add your monk bonus speed to your swim speed, even if it's 0 ft.

Fists of Hell (Su): Followers of a god with the fire domain may take this ki power. By expending a ki point as part of an attack, your natural attacks or monk-quality manufactured weapon deals fire damage until the start of your next turn.

Sweeping Strikes (Ex): By expending a ki point as a swift action, your attacks become so sweeping and broad as to inflict normal damage on swarms despite their size until the start of your next turn.

Explosive Sweeping Strikes (Ex): This ki power requires sweeping strikes, and enhances it, causing you to deal +50% damage against swarms while sweeping strikes is active. You can deal non-enhanced but full damage to swarms even while sweeping strikes isn't active, provided you have at least 1 ki point remaining.

ORACLE CURSES



TWISTED WING

A primary tendon in one of your wings just doesn't pull quite as it should. This limits your flight but allows you to find new ways to use your wings.

Prerequisite(s): Wing-based flight speed as a racial ability.

EFFECT

You cannot move less than half your fly speed when flying, but add +2 divine bonus to any fly checks.

At 5th level, Every 5 ft descended during a move is 5ft more additional horizontal movement that round.

At 10th level, gain the Flyby Attack feat

At 15th level, when using a fly check to fall safely, you can opt to hit a target below you instead, taking only half the normal fall damage yourself.

WEAK HORN

The focus of your energies is pulled away from your horn and leaves any magical actions performed with it at a serious disadvantage.

Prerequisite(s): Horn Magic racial ability

EFFECT

You can only use light or unseen servant, derived from your horn magic, once per day each and if you gain the ability to wield weapons with your horn magic you are considered non-proficient while using them.

At 5th level, gain a natural gore attack with your horn, if you already have a gore attack, increase the damage dice one step

At 10th level, your horn is treated as a lance in a mounted charge for purposes of damage while charging

At 15th level, you threaten an additional 5' around yourself with your horn

MAGIC



BALEFUL GIFT

School Transmutation[polymorph; chaotic]; **Level** druid 5, magus 5, shaman 5, sorcerer/wizard 5, summoner 4, unchained summoner 5, witch 5

Casting Time 1 standard action

Target single living target

Range Short (25 ft + 5 ft/2 levels)

Duration permanent

Save Fortitude negates, Will partial, see text; **Spell Resistance:** yes

Works as per Baleful Polymorph, but the target instead rolls on the Ponyfinder reincarnation table and applies the Young template.

BLAZE'S RETRIBUTIVE SHIELD

School abjuration [force]; **Level** cleric 3, shaman 3, inquisitor 3

Duration 10 min./level

As per *shield* but while it's active, any time the caster passes a saving throw or is missed by an attack, the caster receives +2 to attack, weapon damage rolls, and +1 to the DC of their spells against the source of the failed attack until the end of the caster's next turn.

DISCRETE DISPEL MAGIC

School abjuration; **Level** bard 4, cleric 4, magus 4, antipaladin 4, paladin 3, sorcerer/wizard 4, summoner 4, inquisitor 4, occultist 4, spiritualist 4, mesmerist 4, psychic 4

Save none; **Spell Resistance:** no

As per *dispel magic* with a twist from Princess Luminace. Every effect it would roll against may first be

spellcrafted to identify immediately. If identified, the caster may then choose to attempt to dispel it, or skip to the next effect and attempt to identify it. Any effect that is failed to be identified cannot be dispelled.

DISCRETE DISPEL MAGIC, GREATER

School abjuration; **Level** bard 6, cleric 7, magus 6, sorcerer/wizard 7, summoner 6, occultist 6, spiritualist 6, mesmerist 6, psychic 7

Save none; **Spell Resistance:** no

A more powerful version of *discrete dispel magic*, emulating *dispel magic, greater*.

DRAMATIC TURN

School Divination; **Level** bard 3, psychic 3, occultist 3, witch 3

Components V,S

Casting Time 1 immediate action

Target single target

Range Short (25 ft + 5 ft/2 levels)

Duration 1 minute or until expended

Save will partial; **Spell Resistance:** yes

You seize on the moment where life could take a climactic turn, for good or ill. Used on an ally, there is no saving throw. The next roll the target does that can critically succeed or fail (attack roll or saving throw) is rolled three times, and keep the highest. Used on an enemy, the next such roll is rolled three times and the lowest taken. A successful save reduces it to two rolls.

FAIR SHOT

School Evocation[chaotic]; **Level** cleric 1, wizard/sorcerer 1, psychic 1, magus 1

Components V,S,F (holy symbol of the Unspoken)

Casting Time 1 standard action

Target single target

Range Short (25 ft + 5 ft/2 levels)

Duration instantaneous

Save none; **Spell Resistance:** yes

You conjure a ball of writhing entropy and hurl it at the target with a ranged touch attack. If the attack misses, the spell is not lost from your memory nor the slot expended, as if you never cast the spell. On a successful hit, it deals 1d4 damage + an additional 1d4 untyped elemental damage per 3 caster levels to a max-

imum of 5d4 at level 12. There is a 25% chance the spell is retained even on a hit, keeping the spell in memory and/or the slot un-used. Creatures entirely immune to aging takes half damage from this effect.

MAGE ARMOR II

School Conjuration(creation) [force]; **Level** wizard/sorcerer 4, bloodrager 3, spiritualist 3, summoner 3, occultist 3, psychic 4, witch 4

As per *mage armor* save that it provides a +6 armor bonus.

MAGE ARMOR III

School Conjuration(creation) [force]; **Level** wizard/sorcerer 7, bloodrager 5, spiritualist 5, summoner 5, occultist 5, psychic 7, witch 7

As per *mage armor* save that it provides a +8 armor bonus.

MAGE ARMOR IV

School Conjuration(creation) [force]; **Level** wizard/sorcerer 9, psychic 9, witch 9

As per *mage armor* save that it provides a +10 armor bonus.



MUTATING GIFT

School Transmutation[chaotic]; **Level** cleric 1, wizard/sorcerer 1, psychic 1, magus 1, druid 1, alchemist 1, shaman 1

Components V,S,F (holy symbol of the Unspoken)

Casting Time 1 standard action

Target single target

Range Short (25 ft + 5 ft/2 levels)

Duration 1 minute/level

Save fort negates; **Spell Resistance:** yes

With a wash of colorful magic bolts, the target suffers a sudden mutation, as per the mutation table, until the end of the duration. If the target was unwilling, they may save to negate the spell, but if they fail the saving throw, they are also shaken for one minute.

SHIELD II

School abjuration [force]; **Level** wizard/sorcerer 4, bloodrager 3, spiritualist 3, summoner 3, occultist 3, psychic 4

Duration 1 hr/level

As per *shield* but its longer duration and can be deployed like a tower shield for cover.

SHIELD III

School abjuration [force]; **Level** wizard/sorcerer 7, bloodrager 5, spiritualist 5, summoner 5, occultist 5, psychic 7

Duration 1 hr/level

As per *shield II* and can be attuned to any single element, giving energy resist 20 against the element. The caster can change its element as a move action, though doing so reduces the duration by an hour. The shield bonus now applies to touch attacks.

SUMMON SPELL

School divination; **Level** cleric 4, wizard/sorcerer 4, Witch 4

Components V,S,M (Gold or jewelry worth at least the standard amount of borrowing access to a spellbook)

Casting Time 1 standard action

Target single living target

Range Short (25 ft + 5 ft/2 levels)

Duration instantaneous

Save none; **Spell Resistance:** no

After completing this spell, the caster opens a channel between the target and Princess Luminace's eternal library, allowing them to sneak a peek at her infinite collection of spells. These spells must be paid for, for propriety's sake, and to be used for good deeds by the goddess' caring hooves later. Only one spell can be studied per casting of this spell. The price for paying to see a spell from an NPC remains 50% the cost of scribing it, which must also be paid. The PC must scribe the spell immediately, or lose it. This knowledge cannot be used to cast or create items, such as scrolls, using the spell, until the spell is properly scribed into their own book or taught to a familiar or similar way of learning. Rare and forgotten spells may not be allowed to be viewed in such a simple fashion, at the GM's discretion.

MAGIC



BALEFUL GIFT

5th-level transmutation

Class: Bard, Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Target: one creature

Components: V, S

Duration: Permanent

As per *polymorph* save that the target creature the victim becomes must be a pony of any physical tribe. The victim must also make a second Wisdom saving throw if they fail the first. Failure causes them to forget what they once were for the duration of the spell. The victim can speak and otherwise function as a pony.

BLAZE'S RETRIBUTIVE SHIELD

3rd-level abjuration

Class: Cleric, Paladin

Casting Time: 1 action

Range: Personal

Target: Self

Components: V, S

Duration: concentration, up to an hour.

As per *shield of faith* but any time the caster passes a saving throw or is missed by an attack, the caster receives advantage to attack and imposes disadvantage (caster's choice) against the source of the attack until the end of the caster's next turn.

DISCRETE DISPEL MAGIC

4th-level abjuration

Class: Bard, Cleric, Druid, Paladin, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Target: one target

Components: V, S

Duration: Instantaneous

As per *dispel magic* with a twist from Princess Lumina. Every effect it would affect may first be identified with an Intelligence (Arcana) at a DC of 8 + spell level. If identified, the caster may then choose to attempt to dispel it, or leave the effect alone. Any effect that is failed to be identified cannot be dispelled.

At Higher Levels: This spell works identically to *dispel magic* as if cast at one lower level for purpose of what effects can be ended and how difficult it is to do so, though all effects must be identified to be removed.

DRAMATIC TURN

3rd-level divination

Class: Bard

Casting Time: 1 reaction

Range: 30 feet

Target: one target

Components: V, S

Duration: one minute or until expended

You seize on the moment where life could take a climactic turn, for good or ill. Used on an ally, there is no saving throw. The next roll the target does that can critically succeed or fail (attack roll or saving throw) is rolled three times. The highest roll is kept. Used on an enemy, the next such roll is rolled three times and the lowest taken. A successful save reduces it to simple disadvantage.

FAIR SHOT

1st-level divination

Class: Bard, Sorcerer, Wizard

Casting Time: 1 reaction

Range: 30 feet

Target: one target

Components: V, S, M (Holy symbol of the Unspoken)

Duration: instantaneous

You conjure a ball of writhing entropy and hurl it at the target with a ranged attack. If the attack misses, the slot isn't expended, as if you never cast the spell. On a successful hit, it deals 3d4 necrotic damage. There is a 25% chance the spell slot used is retained even on a hit, keeping the slot unused. Creatures entirely immune to aging takes half damage from this effect.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell deals another 1d4 damage each slot level above 3rd.

MAGE ARMOR, GREATER

4th-level abjuration

Class: Sorcerer, Wizard

Casting Time: 1 action

Range: Touch

Target: 1 target

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 15 + its Dexterity modifier (Max 2). The spell ends if the target dons armor or if you dismiss the spell as an action.

At Higher Levels. When you cast this spell using a spell slot of 7th or 8th level spell slot, The target's base AC becomes 18. When you cast this spell using a 9th level spell slot, the target's AC becomes 20.

MUTATING GIFT

1st-level transmutation

Class: Cleric, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Target: one target

Components: V, S, M (Holy symbol of the Unspoken)

Duration: 1 minute

With a wash of colorful magic bolts, the target suffers a sudden mutation, as per the mutation table, until the end of the duration. If the target was unwilling, they may make a Constitution saving throw to negate the spell. If they fail the saving throw, they have the mutation, and are also frightened for one minute.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell inverts the mutation, turning any bonus into a penalty and advantage into a disadvantage.

SHIELD, GREATER

4th-level abjuration

Class: Wizard

Casting Time: 1 reaction

Range: Personal

Target: Self

Components: V, S

Duration: 1 minute

While this spell is in effect, you may spend a reaction to increase your armor class by 5 against a specific attack. You take no damage from the *magic missile* spell for the duration of *shield ii*.

At Higher Levels. When you cast this spell using a spell slot of 7th level spell slot or higher, duration becomes 1 hour.

SUMMON SPELL

4th-level divination

Class: Cleric, Wizard

Casting Time: 1 action

Range: Touch

Target: One spellcaster with a spellbook

Components: V, S, M (Jewelry or money enough to see and scribe the target spell, which is consumed)

Duration: Instantaneous

After completing this spell, the caster opens a channel between the target and Princess Luminace's eternal library, allowing them to sneak a peek at her infinite collection of spells and to scribe a single spell. These spells must be paid for, for propriety's sake, and to be used for good deeds by the goddess' caring hooves later. Only one spell can be studied per casting of this spell. The price for paying to see a spell is 50% the cost of scribing it, which must also be paid. The PC must scribe the spell immediately, or lose it. This knowledge cannot be used to cast or create items using the spell, until the spell is properly scribed into their own book or similar way of learning. Rare and forgotten spells may not be allowed to be viewed in such a simple fashion, at the GM's discretion. This spell only functions if you have been completing obediences to Princess Luminace.



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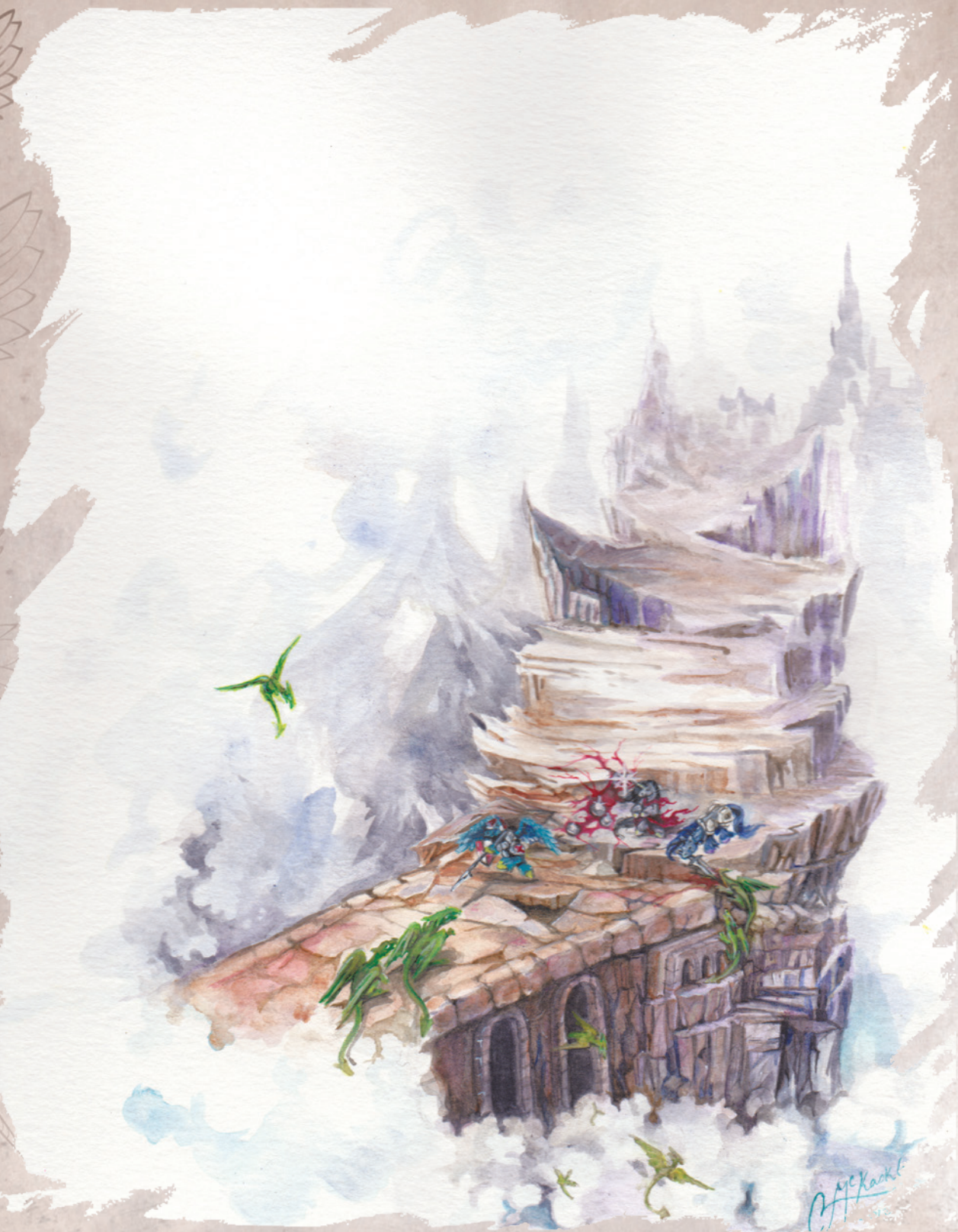
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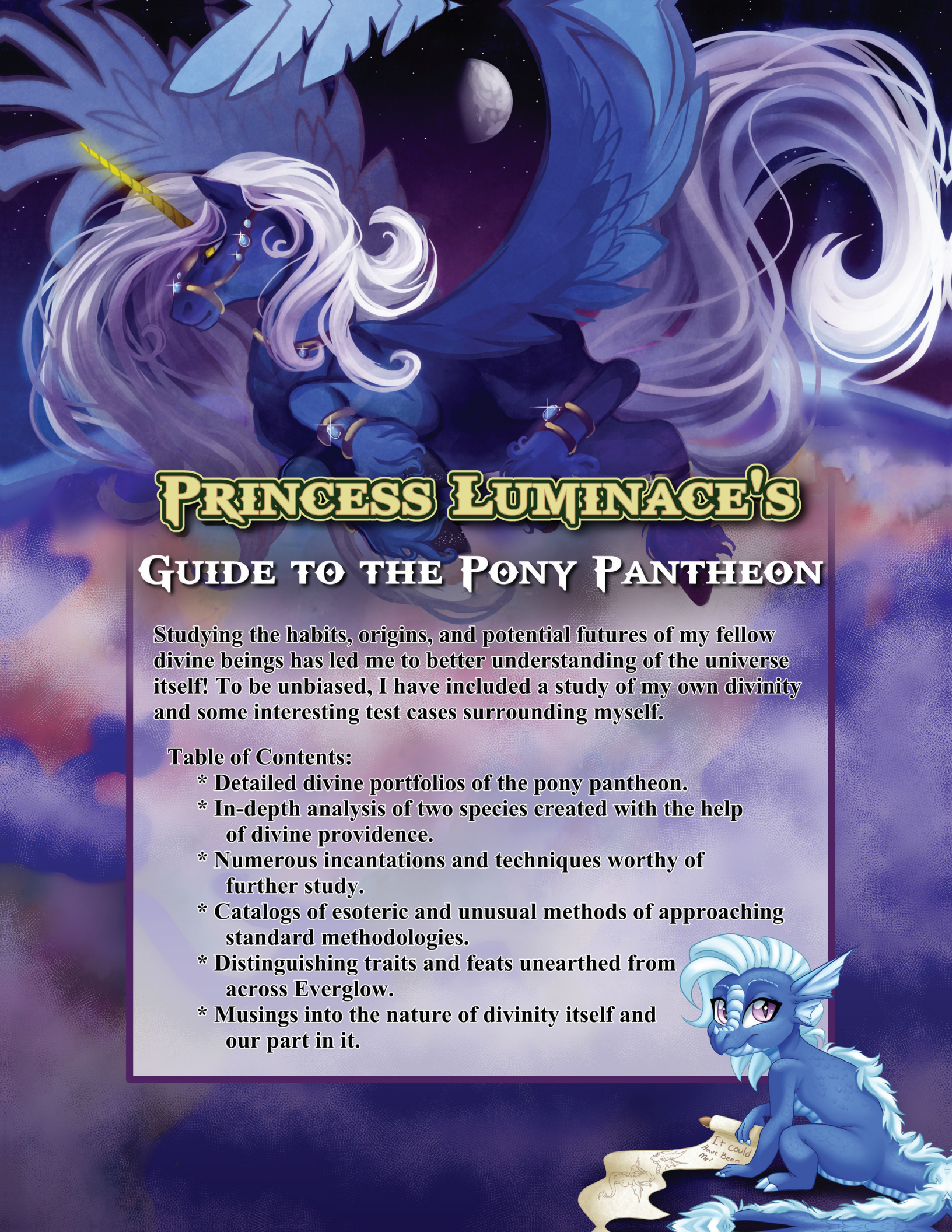
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Ponyfinder



McKackel



PRINCESS LUMINACE'S

GUIDE TO THE PONY PANTHEON

Studying the habits, origins, and potential futures of my fellow divine beings has led me to better understanding of the universe itself! To be unbiased, I have included a study of my own divinity and some interesting test cases surrounding myself.

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- * Detailed divine portfolios of the pony pantheon.
- * In-depth analysis of two species created with the help of divine providence.
- * Numerous incantations and techniques worthy of further study.
- * Catalogs of esoteric and unusual methods of approaching standard methodologies.
- * Distinguishing traits and feats unearthed from across Everglow.
- * Musings into the nature of divinity itself and our part in it.

