

Pony Finder

Second Edition

Conversion Guide



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PATHFINDER
COMPATIBLE

Artwork
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Ponyfinder

Second Edition

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The Dawn of a New Day

A New Edition

Welcome to Pathfinder, Second Edition. The world you played in has not changed, but the rules with which we approach the world has. We will not be reprinting the world and its lore in this book, instead focusing on the rules. To get a grasp of the setting, we have many other books to expand your knowledge, starting with the Ponyfinder Campaign Setting. In this book, we'll focus on the moving parts, allowing you to make a character that belongs to this world.

Much like in the first edition, all races (now ancestries) that you find in the standard rules also exist within Everglow. You can be a human or dwarf or elf, and that's perfectly fine. Goblins were potential allies and troublemakers in Everglow before it was made an official option with second edition. Don't feel as if you have to play one of the local fey species to fit in.



Ancestries & Backgrounds

Ponies

What people think of first when they think of Everglow, the ponies once held sway over much of the continent from their grand empire that was reigned over peacefully by their queen. They come in a dizzying variety of forms, adapting to fit almost any environment.

Hit Points

8

Size

Medium

Speed

30 feet

Ability Boosts

Ability boosts determined by your heritage

Ability Flaw

Ability flaw determined by your heritage

Languages

Common

Sylvan

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have

access (such as the languages prevalent in your region).

Traits

Fey

Ponykind

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Fingerless

While you can make full use of magic items that would rest on the hands (becoming anklets) and feet (becoming a set of four instead of two to cover all four hooves), you have no hands. Your mouth serves as a single hand, preventing you from using two-handed weapons. You can perform somatic components with gestures of your face and/or movement of your hooves.

Pony Heritages

When ponies spread across Everglow, they adapted to fit the varied environments, from the pegasi of the mountains to the prairie-losing earth-bound.

Earth-Bound

Built to go far and fast without pause, your durability matches that of the dwarves. You may select any one dwarf heritage. You gain all of its advantages and disadvantages.

Ability Boosts: Constitution, Wisdom, Free.

Ability Flaw: Dexterity.

Pegasus

Born of the winds, you gain a fly Speed equal to half your land Speed.

Ability Boosts: Dexterity, Wisdom, Free.

Ability Flaw: Strength.

Unicorn

With a horn atop your brow, magic comes intuitively to you. You may cast mage hand and light as arcane innate spells at will. The target of your light spell must be your own horn. A cantrip is heightened to a spell level equal to half your level rounded up.

Ability Boosts: Constitution, Intelligence, Free.

Ability Flaw: Dexterity.

Ghost Pony

A creature of the ether, you are as living as any other, but your kind are known to move as a ghost might. Incorporeal creatures within 30 feet of you that would normally be invisible can be seen by you. Your weapons and unarmed attacks are considered magic when used against incorporeal enemies.

Ability Boosts: Dexterity, Wisdom, Free.

Ability Flaw: Constitution.

Leather Wings

Pegasi that turned to the comfort of caves instead of the vulnerable skies above. You gain a fly Speed equal to half your land Speed.

Ability Boosts: Constitution, Wisdom, Free.

Ability Flaw: Charisma

Sea Horse

At home in the waves, you gain a swim speed equal to your land speed. While underwater, you possess darkvision. When using Acrobatics or Athletics for swimming,

Pony Ancestry Feats

1st Level

Adept Changeling

FEAT 1

Ponykind

Prerequisites doppelganger

You may shapeshift on demand, casting an effect like illusory disguise but with the polymorph and transmutation traits instead of illusion and visual. You can become any ponykind that is the same size as you, but not a specific person. At 5th level your voice and scent change with your disguise. At 10th level, you can assume specific individuals' appearance, provided you have seen the person at least once before.

Advanced Horn Magic

FEAT 1

Ponykind

Prerequisites You must have the ability to cast mage hand as an arcane innate spell.

You have honed your abilities to weave innate force magics. You can form hands with your mind, effectively ridding yourself of the fingerless trait's downsides. These mental hands are no more or less able than a human's hands and can reach no further than they could. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by quiet meditation. For one focus point, you can use the following spell.

Horn Surge

FOCUS 1

Concentrate Arcane

Cast ♦ focus (your horn)

Duration sustained up to 1 minute

You may use your Intelligence instead of your Strength when making Strength skill checks and melee attacks.

consider your proficiency rank 1 higher.

(untrained → trained → expert → master → legendary)

Ability Boosts: Constitution, Wisdom, Free.

Ability Flaw: Dexterity

Zebra

Mysterious seers of the pony world, your people are known as eager learners. At 1st level and at 5th level and every 5 levels thereafter, you gain an additional common language.

Ability Boosts: Intelligence, Wisdom.

Ability Flaw: None

Antean

FEAT 1

Ponykind Spirit Tribe

One of the rarer varieties of spiritual tribe, you have grown to massive proportions. You become Large (long) sized. Increase your Strength score by 2 if your strength is less than 18, otherwise increase it by 1.

Beacon of Hope

FEAT 1

Ponykind

Prerequisites gem pony

Allies within 60 feet of you that can see you are emboldened by you. When they roll a success on a saving throw against an emotion effect, they get a critical success instead.

Chaos Hunter

FEAT 1

Ponykind Spirit Tribe

Of the spiritual tribes, this is the one most commonly joined mid-life. You gain a +1 circumstance bonus to Will saving throws. In addition, you gain the following reaction.

Chaos Resistance

Trigger You are the subject of an attack or spell with the chaotic trait.

You reduce the degree of success of the attack roll by one step, or you improve the degree of success of your saving throws for that effect by one step.

Chaos Sense

FEAT 1

Ponykind

Prerequisites chaos hunter

You may cast detect alignment as a divine innate spell at will, but can only use it to detect chaotic auras. This spell becomes heightened when you are 9th level or higher.

Clockwork

FEAT 1

Ponykind Spirit Tribe

Cursed for the folly of ponies that thought they could challenge the gods, you stand between metal and flesh. You gain the half-construct trait. You gain electricity resistance equal to half your level (minimum 1). Your land Speed decreases by 5 feet.

Denial of Destiny

FEAT 1

Ponykind Spirit Tribe

You destroyed your brand of destiny and defy its original meaning. You are filled with a grim determination to secure your own fate as you describe it. When you roll a natural 1 on a d20 and have no hero points, you gain a hero point. There must be consequences for rolling the 1 (even simple failure to proceed). You may take this feat even if you have another spirit tribe feat. Lose the benefit of any other spirit tribe feats you have, which you may retrain as normal.

Cloud Kicker

FEAT 1

Ponykind

Prerequisites natural fly Speed

You can treat fog, mist, and clouds as solid objects to stand on, shape, and otherwise handle like soft clay. When you are no longer in contact with the shaped vapor, it will return to its usual behavior, slowly returning to a more normal shape if you had forced it into another. You gain the following action.

Cloud Buck

Attack

Lashing out your hooves, you destroy the fog, mist, or cloud within a 5-foot square adjacent to you. If the effect was magic, make a melee or spell attack roll against the level-based DC of the level of the origin of the effect.

Critical Success You may selectively choose which squares of the effect become cleared and which do not, up to and including entirely ending the effect.

Success You may end the effect entirely.

Failure You only clear the 5-foot square you kicked.

Critical Failure You waste your time, and perhaps look silly.

Doppelganger

FEAT 1

Ponykind Spirit Tribe

With sleek features that seem slightly un-finished, you are any pony you wish, but perhaps no pony at all? You have a specific pony form you can assume or abandon as an action at will. When you perform an activity with the mental trait that forces a saving throw and the target fails or critically fails, you enjoy a +1 circumstance bonus to attack rolls until the end of your next turn.

Echoing

FEAT 1

Ponykind

Prerequisites ghost pony

Your attacks and actions are treated as if they had the ghost touch property rune, affecting incorporeal creatures easily. If you are on the Ethereal Plane, you can touch and affect things on the prime Material Plane whenever you wish.

Iron Hooves

FEAT 1

Ponykind

Prerequisites earth-bound

You gain a hoof unarmed attack that deals 1d6 bludgeoning damage. Your hoof is in the brawling group and has the agile and unarmed traits. Your hooves can be imbued with weapon runes as if they were one weapon.

Gem Pony

FEAT 1

Ponykind Spirit Tribe

A callback to brighter times, when you roll a success on a saving throw against an emotion effect, you get a critical success instead.

Lustrous Coat

FEAT 1

Ponykind

Prerequisites gem pony

Your shiny coat turns aside foul magics. You are considered to have cover (+2 circumstance bonus to AC and Reflex saves against area effects) against ranged spell attacks or effects. You can Take Cover to increase this as normal.

Night Wing

FEAT 1

Ponykind

Prerequisites leather wing

You gain darkvision.

Sun Pony

FEAT 1

Ponykind Spirit Tribe

Born to bathe in the heat of summer and the warmth of the sun, you gain fire resistance equal to half your level (minimum 1). You treat environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on).

Tough as Rocks

FEAT 1

Ponykind

Prerequisites earth-bound

You gain resistance 1 to slashing, piercing, and bludgeoning damage. This resistance increases by 1 at 4th level and every 4 levels thereafter, to a max of 6 at 20th. You gain the following action.

Hunker Down ♦

You gain resistance to all damage equal to 1/2 your level (minimum 1) until the end of your next turn.

Unique Destiny FEAT 1

Ponykind Spirit Tribe

Your brand of destiny reflects an individual fate that you chase after doggedly. This is the most common spiritual tribe of ponykind. You may select any 1st level human ancestry feat that does not require you be 1st level.

5th Level

Dashing Flyer FEAT 5

Ponykind

Prerequisites natural fly Speed

Your fly Speed increases to your land Speed. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by relaxing quietly and considering how great you looked. For one focus point, you can use the following focus spell.

Flying Dash FOCUS 2

Primal Transmutation

Cast ♦ somatic

Duration 3 rounds

Your fly Speed becomes twice your land Speed.

Heightened (+2) The effect lasts for 1 additional round.

Day and Night ♦ FEAT 5

Concentrate Metamagic Ponykind

Prerequisites sun pony

If your next action you use is to Cast a Spell that deals damage, it's damage changes based upon the current time. If it is day, the spell will deal fire damage instead of its usual damage type. If it is night, it will deal cold damage instead of its usual damage type. If this would not change the damage type, this instead causes the target takes a -1 circumstance penalty to their saving throw.

Embraced Destiny FEAT 5

Ponykind

Prerequisites You must not have Denial of Destiny.

Embracing what fate has in store for you, you practiced a portion of your profession with a zeal unmatched. You may increase any one proficiency from trained to expert.

Unification FEAT 5

Ponykind

Prerequisites Charisma 14

Dormant powers of the other tribes have awakened within your blood. You gain either another Ponykind heritage or another spirit tribe feat, even if you already have one.

Pious Brand FEAT 5

Ponykind

Your brand of destiny matches the religious symbol of a god, allowing it to be used as a religious symbol without being held, simply displayed. This allows divine casters to perform Material component actions using this focus without the manipulate trait.

Piston Jump FEAT 5

Ponykind

Prerequisites clockwork

Your hydraulic legs give you great jumping ability. When performing a Long Jump, you can travel up to 4 feet further. When performing a High Jump, you can jump two feet higher and, on a critical success, you can jump five additional feet higher. When you fail, it is always considered as if you landed on a soft substance. If you are an expert in Acrobatics, double these numbers. If you are legendary, treat critical failures to jump as failures instead.

Water Burst FEAT 5

Ponykind

Prerequisites sea horse

Your affinity for the waters can be expressed forcefully with gouts of water from your mouth. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by quiet meditation. For 1 focus point, you can cast hydraulic push as a primal focus spell.

9th Level

Field Reconstruction FEAT 9

Ponykind

Prerequisites clockwork

Though you still cannot be raised normally, if 200 gp times your level in diamond dust and iron are sprinkled over your body and allowed to rest for an hour, you will be affected as if a raise dead were successfully cast on you, returning you to life if factors other than you being a clockwork or being too high of a level would have allowed it. Your successful raising consumes the diamond dust and iron.

Flexible Perspective

FEAT 9

Ponykind

Prerequisites ghost pony

Your understanding of the between places allows you to comprehend teleportation in a new way. Spells and effects with the teleportation trait that you use have a 50% greater range for how far you can travel with them.

Giant Companion

FEAT 9

Ponykind

Prerequisites an animal companion, antean

Your companion echoes your great size, increasing in size by one category. Its strength modifier increases by 1 and it deals 1 extra damage with its unarmed attacks.

Giant Dreams

FEAT 9

Ponykind

Prerequisites antean

You are considered one size category larger for the sake of if you can use or be targeted by effects and actions if this is to your advantage. For example a creature that could normally swallow up to Large creatures could not swallow a Large antean with this feat.

Hopeful Heart

FEAT 9

Ponykind

Prerequisites gem pony

When you are suffering the frightened condition, it decreases by another point at the end of your turn, usually to 2 points a round.

Master Changeling

FEAT 9

Ponykind

Prerequisites doppelganger

Your ability to imitate extends to humanoids of the same size category as you. Magic items that altered to fit your unusual anatomy shift with you, gloves turning from anklets to actual gloves again, and will return to normal when you return to your birth form or another form that requires their change.

Natural Lance

FEAT 9

Ponykind

Prerequisites unicorn

You gain a horn unarmed attack that deals 1d6 piercing damage. Your horn is in the brawling group and has the finesse, jousting, deadly d6, and unarmed traits. Your horn can be imbued with weapon runes.

Power Buck

FEAT 9

Ponykind

Prerequisites Iron Hooves

When you lash out and catch a creature with both

hooves, you can send them flying. You gain the following action.

Power Buck

You can use this action on any creature within reach that you have struck twice this round with hoof attacks. This causes them to be pushed away up to 15 feet (you decide how far) and become prone. If their movement is stopped due to an object in the way, they stop there and take 1d6 damage as if they fell 10 feet. If you are an expert at unarmed attacks, the distance increases to 20 feet. If you are legendary at unarmed attacks, you can change their direction once as they move and they travel up to 30 feet.

Precise Motions

FEAT 9

Ponykind

Prerequisites clockwork

Moving with precise motions, you are free of the knee-jerk mistakes of your fleshy kin. When attempting a Thievery check to Disable a Device on a lock, you may treat critical failures as failures. This does not apply to critical failures on traps that may be on locks.

Return to the Sea

FEAT 9

Ponykind

Prerequisites sea horse

You can breathe water as well as air. You also gain resistance to cold equal to half your level.

Sensitive Ears

FEAT 9

Ponykind

Prerequisites leather wing

Your ears can pick up the subtlest of clues. You gain the following action.

Sonar Ping

You gain sonar, a precise sense, with a range of 60 feet. This persists until the start of your next turn. Creatures with no body, such as incorporeal creatures, are not visible to this sense, and creatures can hide from it as well as they can hide from visual senses.

Storm Stallion

FEAT 9

Ponykind

Prerequisites Cloud Kicker

Despite the name, mares are equally capable of mastering weather. If you are a spellcaster capable of casting 3rd level spells, you can learn and cast lightning bolt even if it's not normally on your list. Once per day, you can cast it even if you aren't a spellcaster as a primal innate spell, automatically heightened to a spell level equal to half your level.

Strike from the Heart

FEAT 9

Ponykind

Prerequisites chaos hunter

Once per day you may cast true strike as a divine innate spell. If the creature you use the attack on is an aberration or has an attack with the chaotic trait, the effect works normally, otherwise it fails and is wasted.

Sun Kissed

FEAT 9

Ponykind

Prerequisites sun pony

Your fire resistance increases to be equal to your level.

True Unification

FEAT 9

Ponykind

Prerequisites Charisma 18, Unification

The power within you has grown to encompass even more of the potential of ponykind. You gain either another Ponykind heritage or another spirit tribe feat, even if you already have one.



Cloven

Distant cousins of the ponykind, the cloven are friendly towards them and most others they share space with. Favoring a meritocracy, a cloven likes to get things done, but insists on being polite as they do it.

Hit Points

7

Size

Medium

Speed

30 feet

Ability Boosts

Free

Free

Ability Flaw

None

Languages

Common

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Elven, Gnomish, Sylvan, Terran, and any other languages to which you

have access (such as the languages prevalent in your region).

Traits

Fey

Cloven

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Fingerless

While you can make full use of magic items that would rest on the hands (becoming anklets) and feet (becoming a set of four instead of two to cover all four hooves), you have no hands. Your mouth serves as a single hand, preventing you from using two-handed weapons. You can perform somatic components with gestures of your face and/or movement of your hooves.

Cloven Heritages

Cloven adapted in different ways to their mountain homes to specialize in how they handle their cloudy homes.

Horned

While many cloven have and take pride in their horns, yours are especially noteworthy. You gain

a gore unarmed attack that deals 1d6 piercing damage. Your horns are in the brawling group and have the agile and unarmed traits.

Mountaineer

Bouncing from narrow point to narrow point, you are immune to altitude sickness and take no penalty for being mid-climb or caught while balancing on narrow or slippery surfaces.

Resilience

They say cloven can eat anything. Perhaps there is some truth to that. You gain poison resistance equal to half your level (minimum 1), and each of your successful saving throws against a poison affliction reduces its

stage by 2, or by 1 for a virulent poison. Each critical success against an ongoing poison reduces its stage by 3, or by 2 for a virulent poison.

Watchfulness

Cloven can be timid, or at least mindful of their surroundings. You gain a +1 circumstance bonus to your Perception to find hidden objects (including traps and secret doors) or determine whether food is spoiled. This bonus increases to +2 if your proficiency rank in Perception increases to expert or higher.



Cloven Ancestry Feats

1st Level

Eat Anything

FEAT 1

Cloven

If you did not have the resilience cloven heritage, you gain its effects. If you did, your resistance to poison damage increases to be equal to your level.

Impressive Rack

FEAT 1

Cloven

If you did not have the horned cloven heritage, you gain its effects. If you did, you deal 2 extra damage with your horns. You also gain a +1 circumstance bonus to Diplomacy and Intimidation against other cloven.

Keen Eyes

FEAT 1

Cloven

When attempting to identify an item, you gain a +2 circumstance bonus.

5th Level

Mountain Jumper

FEAT 5

Cloven

You are always considered to have had a running start when making a Long Jump or High Jump.

Unassuming

FEAT 5

Cloven

When attempting to Make an Impression on a creature who is a higher level than you, you gain a +2 circumstance bonus. You can double this effect, but doing so means you can make no demands of the creature (save perhaps not harming you and your friends).

9th Level

Discerning Taste

FEAT 9

Cloven

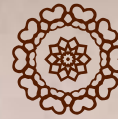
If you did not have the watchfulness heritage, you gain its effects. If you did, you gain the ability to identify magic potions and oils with a taste. This requires a single action, provided you have the potion held, and follows all other rules for identification.

Stable Footing

FEAT 9

Cloven

When something attempts to force you to become prone or move you, your saving throw is considered one step improved, or its attack or check is considered one step worse, as appropriate.



Flutterpony

Riots of color, flutterponies are eager to be at the center of the action and throw themselves into communal efforts without a moment of pause.

Hit Points

6

Size

Medium

Speed

25 feet

Ability Boosts

Dexterity

Charisma

Free

Ability Flaw

Strength

Languages

Common

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Auran, Elven, Gnomish, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Fey

Flutterpony

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Fingerless

While you can make full use of magic items that would rest on the hands (becoming anklets) and feet (becoming a set of four instead of two to cover all four hooves), you have no hands. Your mouth serves as a single hand, preventing you from using two-handed weapons. You can perform somatic components with gestures of your face and/or movement of your hooves.

Limited Flight

You have a fly Speed equal to half your land Speed.

Glowing

As an action you can start or cease glowing. While glowing, you shed a dim light within 5 feet of yourself from your antenna.

Flutterpony Heritages

Flutterponies can appear as many different varieties of winged insect, though butterflies are the most common by far.

Butterfly

You are among the most common of your ilk with bright colors and usually as bright of a personality to match. You gain proficiency in any two skills in your pursuit of your own destiny.



Flutterpony Ancestry Feats

1st Level

Like a Moth

FEAT 1

Flutterpony

When you make use of the Glowing action, you shed 5 additional feet of light per level. You may color this light as you wish at the time of activating it. You may have up to half the radius of light be bright light.

Nimble Wings

FEAT 1

Flutterpony

When making Acrobatics checks related to flying, you gain a +1 circumstance bonus. If you are a master of Acrobatics, you may ascend without spending additional movement.

5th Level

Small Origins

FEAT 5

Flutterpony

Your kind came from small places. You gain the following action.

Small Origin ♦

Transmutation Magical Morph

You become Small sized. You can use this action again to return to your usual size and end this effect. Your equipment adjusts in size with you.

Pony Kin

FEAT 5

Flutterpony

Long have your kind sought to be as the ponies, and you have succeeded at bridging that gap in part. You gain the ponykind trait. You are fully qualified as a

pony, even able to take their ancestry feats if you desire. You gain one 1st level ponykind ancestry feat.

9th Level

Tiny Perspective

FEAT 9

Flutterpony

Prerequisites Small Origins

Remembering your long past, you gain the following action.

Tiny Perspective ♦

Transmutation Magical Morph

Frequency once per hour

Duration 1 minute

You become Tiny sized. Your reach becomes 0 feet. Your equipment adjusts in size with you. You become concealed. As the nature of this effect still leaves the your location obvious (barring actually hiding behind something), the target can't use this concealment to Hide or Sneak.

Faster than the Eye

FEAT 9

Flutterpony

Prerequisite master in Acrobatics, Nimble Wings

While moving via flight, you become concealed, which ends as soon as you take an action that is not flight-based movement. If you become Legendary in Acrobatics, you instead become invisible.

Sudden Lift

FEAT 9

Flutterpony

Your flight is erratic and wild, carrying you away from harm. You gain the following reaction.

Sudden Lift ↻

Trigger target of a melee attack

Your Armor Class becomes your Acrobatics AC against any attacks from the source of the triggering attack until the start of your next turn. If you were not flying, you begin flying as part of this reaction, but do not move. If you could not fly, this reaction fails.



Griffon

Monarchs of the sky, griffons rule over the mountains, seeing all others as beneath them, and this is a simple fact, is it not?

Hit Points

6

Size

Medium

Speed

25 feet

Ability Boosts

Strength

Wisdom

Free

Ability Flaw

Charisma

Languages

Common

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Auran, Elven, Gnomish, Sylvan, and any other languages to which you have

access (such as the languages prevalent in your region).

Traits

Fey

Griffon

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Glider

You may make the Arrest a Fall reaction even without a fly Speed. While in a safe fall, either due to successfully Arresting a Fall or other effects such as the feather fall spell, you may take the fly action to move horizontally at up to half your land Speed.

Griffon Heritages

Griffons can be any variety of bird and any variety of cat pressed together, with even other combinations rarely apparent.

Predator

A combination of a predatory bird and a predatory cat, you swoop through the air in dangerous motions. You have a fly Speed equal to half your land Speed.



Griffon Ancestry Feats

1st Level

Air Dominance

FEAT 1

Griffon

Your ties to the power of air are pervasive and potent. When casting spells with the air trait that can be heightened, the spell is heightened one spell level, to a maximum of half your level.

Cloud Kicker

FEAT 1

Griffon

You can treat fog, mist, and clouds as solid objects to stand on, shape, and otherwise handle like soft clay. When you are no longer in contact with the shaped vapor, it will return to its usual behavior, slowly returning to a more normal shape if you had forced it into another. You gain the following action.

Cloud Buck

Attack

Lashing out your hind paws, you destroy the fog, mist, or cloud within a 5-foot square adjacent to you. If the effect was magic, make a melee or spell attack roll against the level-based DC of the level of the origin of the effect.

Critical Success You may selectively choose which squares of the effect become cleared and which do not, up to and including entirely ending the effect.

Success You may end the effect entirely.

Failure You only clear the 5-foot square you kicked.


Critical Failure You waste your time, and perhaps look silly.

5th Level

Cloud Rejection

FEAT 5

Griffon

When a fog, cloud, or mist effect is launched and would include your square, you may, as a reaction , allow it to push you harmlessly to the closest available square outside its effect, if one exists. If this movement pushes you through the effect, you suffer the normal effects of walking through it. If you have master proficiency in Acrobatics, this ability remains active until the start of your next turn. This movement is considered forced.

Sharpened Claws

FEAT 5

Griffon

You gain a claw unarmed attack that deals 1d6 slashing damage. Your claw is in the brawling group and has

the agile and unarmed traits. You gain a bite unarmed attack that deals 1d6 piercing damage. Your bite is in the brawling group and has the agile, finesse, and unarmed traits. The claw and bite can be enchanted as weapons normally. One rune is enough for both claws (as they are considered one weapon).

9th Level

Grasping Talons

FEAT 9

Griffon

Prerequisites claw weapon

When you make a Grapple action, you gain a +2 circumstance bonus for every claw attack you have landed on the target during this turn. The grapple gains the agile trait (reducing its multiple attack penalty).

Intimidating Roar



FEAT 9

Griffon

Auditory

With a mighty roar, you attempt to use Intimidate on everything in a 30-foot cone. Make one Intimidate check to Demoralize and compare it to all caught in the area to determine its effect on each potential target. Regardless of the results, each creature targeted by this is immune to further uses of Intimidating Roar for 1 minute.

Powerful Flight

FEAT 9

Griffon

Your wings are powerful and ready. Increase your fly Speed by 5 feet. When flying against the wind, your fly Speed increases by another 10 feet, but it is still difficult terrain.



Phoenix Wolf

Reformed from the fires of hell, phoenix wolves never asked to be, but who does, in the end?

Hit Points

6

Size

Medium

Speed

30 feet

Ability Boosts

Dexterity

Wisdom

Free

Ability Flaw

Intelligence

Languages

Common

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Elven, Ignan, Infernal, Sylvan, and any other languages to which you have

access (such as the languages prevalent in your region).

Traits

Fey

Phoenix Wolf

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Fingerless

While you can make full use of magic items that would rest on the hands (becoming anklets) and feet (becoming a set of four instead of two to cover all four paws), you have no hands. Your mouth serves as a single hand, preventing you from using two-handed weapons. You can perform somatic components with gestures of your face and/or movement of your paws.

Phoenix Wolf Heritages

Phoenix wolves are fairly stable in their appearance and abilities as reformed hell hounds.

Fire Born

Born of fire, you take to it easily. You gain a fire resistance equal to half your level (minimum 1). You may cast light as an arcane innate spell at will, though it always appears as a heatless flame.

Battle Born

Ready to fight, you favor your teeth and senses. You gain a bite unarmed attack that deals 1d8 piercing damage. Your bite is in the brawling group and has the finesse and unarmed traits.



Phoenix Wolf Ancestry Feats

1st Level

Fiery Embrace FEAT 1

Phoenix Wolf

You are fire. Your spells and alchemical items that deal fire damage gain a status bonus to damage equal to half the spell's level or one-quarter the item's level (minimum 1). You also gain a +1 status bonus to any persistent fire damage you deal.

Go For the Ankles FEAT 1

Phoenix Wolf

When you make a Trip action, you gain a +2 circumstance bonus for every bite attack you have landed on the target during this turn. The trip gains the agile trait (reducing its multiple attack penalty).

Singed Pelt FEAT 1

Phoenix Wolf

You gain a fire resistance equal to half your level (minimum 1). If you are fire born, this increases to be equal to your level instead.

5th Level

Sun Kiss FEAT 5

Phoenix Wolf

You can gather great heat within yourself and allow it out at your discretion. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by supping on ash or lingering near an open

flame for 10 minutes. For one focus point, you can use the following focus spell.

Flame Breath FOCUS 1

Primal Evocation

Cast ♦♦ somatic

Save basic Reflex

You exhale a cone of fire over 30 feet that deals 4d6 fire damage.

Heightened (+1) The effect deals 1d6 additional damage.

Fire Magic FEAT 5

Phoenix Wolf

Fire runs thick in your veins, raging to come out. You gain *dancing lights* and *prestidigitation* as primal innate cantrips you can use at will.

9th Level

Wings of Flame FEAT 9

Phoenix Wolf

You gain a fly Speed equal to your land Speed. This flight is considered a fatiguing action to perform long term (using it for longer than 10 minutes without a 15 minute break will make you fatigued).

Greater Fire Magic FEAT 9

Phoenix Wolf

Prerequisites Fire Magic

You have grown in your innate fire manipulation. You can cast *produce flames* as a primal innate cantrip at will. When making a saving throw against an effect with the fire trait or that deals fire damage, improve the result by one step.



Purrsian

A marriage of feline sensibility, wings, and laziness makes for an incredibly potent force for change, whether one wants it or not.

Hit Points

6

Size

Medium

Speed

30 feet

Ability Boosts

Dexterity

Charisma

Free

Ability Flaw

Wisdom

Languages

Common

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Auran, Dwarven, Gnomish, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Fey

Purrsian

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Purrsian Heritages

Appearing as winged cats, purrsians come in many breeds, but their abilities do not differ as much as their appearance.

Air Remembered

You have not forgotten how to use those wings on your back. You have a fly Speed equal to half your land Speed.

Feline Charisma

If you roll a critical failure on a Diplomacy or Intimidation check, you get a failure instead. You gain a bite unarmed attack that deals 1d4 piercing damage. Your bite is in the brawling group and has the agile and unarmed traits.



Purrsian Ancestry Feats

1st Level

Agile Tail

FEAT 1

Purrsian

When you use the Interact action to grab an unattended object within reach or on your person and not concealed in a bag, pouch, or similar, the action loses the manipulate trait as your tail deftly grabs it and drops it in your waiting hand.

Sharpened Claws

FEAT 1

Purrsian

You gain a claw unarmed attack that deals 1d4 slashing damage. Your claw is in the brawling group and has the agile, finesse, and unarmed traits. The claw can be enchanted as weapons normally. One rune is enough for both claws (as they are considered one weapon).

5th Level

Covetous Grasp

FEAT 5

Purrsian

Prerequisite Sharpened Claws

Requirements Successfully hit a creature with a claw attack with your last action.

Make a Thievery attempt to Steal against an opponent you have hit this turn with a claw attack. You gain a +2 circumstance bonus to the attempt per hit. You may take objects of up to 1 bulk. If the item is currently being used, you do not gain this bonus, but may still make the attempt, possibly snatching it right out of their hands.

Feline Speed

FEAT 5

Purrsian

Your Speed increases by 5 feet for every movement action you've completed this turn. If you are an expert in Athletics, this bonus increases to 10 feet.

9th Level

Dive for Cover

FEAT 9

Purrsian

Trigger You are the subject of an attack or spell

If you are within half your Speed of cover, you may move to it and Take Cover before calculating the effects of the attack. This could cause you to leave the area of effect of an ability, but against other attacks, you may gain cover, but not escape by fleeing the range of the effect/attack.

Fast Wings

FEAT 9

Purrsian

If you had a fly Speed, it increases to your land Speed. If you did not, you gain one equal to half your land Speed.

Wealthy Magic

FEAT 9

Concentrate

Metamagic

Purrsian

Prerequisites purrsian

If your next action you use is to Cast a Spell that has an expensive material component, you can expend an equivalent value of coins and gems without requiring the specific item.



Steelheart

Forged of metal, grown of tree, the steelheart does not attempt a plea. Mysterious creatures of unknown origin, they straddle the line between life and death.

Hit Points

10

Size

Medium

Speed

25 feet

Ability Boosts

Constitution

Intelligence

Free

Ability Flaw

Wisdom

Languages

Common

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Dwarven, Gnomish, Sylvan, Terran, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Fey

Half-Construct

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Fingerless

While you can make full use of magic items that would rest on the hands (becoming anklets) and feet (becoming a set of four instead of two to cover all four hooves), you have no hands. Your mouth serves as a single hand, preventing you from using two-handed weapons. You can perform somatic components with gestures of your face and/or movement of your hooves.

Cold Heart

Steelhearts can only be raised at their factories, with a payment of any costly material components made to the machine priests there to **cast** an appropriate reviving spell.

Steelheart Heritages

Steelhearts are not known for great varieties in upbringing. They are all branches from the same tree.

Factory Forged

Your first shell was made by your parents under the watch of the machine priests. You gain electricity resistance equal to half your level (minimum 1).



Steelheart Ancestry Feats

1st Level

Core of Thunder

FEAT 1

Steelheart

Your kind gets along well with the force of electricity that runs harmlessly over your shell. Your spells and alchemical items that deal electricity damage gain a status bonus to damage equal to half the spell's level or one-quarter the item's level (minimum 1). You also gain a +1 status bonus to any persistent electricity damage you deal.

Iron Hooves

FEAT 1

Steelheart

You gain a hoof unarmed attack that deals 1d6 bludgeoning damage. Your hoof is in the brawling group and has the agile and unarmed traits. Your hooves can be imbued with weapon runes as if they were one weapon.

5th Level

Ground

FEAT 5

Steelheart

When you are included in the area of effect of an electricity effect, you may attempt to lessen the effect as a reaction \curvearrowright . If you succeed a Reflex save against the DC of the effect, the saving throws of anyone in the effect, including you, are improved by one step.

Heart of Steel

FEAT 5

Steelheart

Your quasi-construct nature protects you from biological concerns. You gain poison resistance equal to half your level (minimum 1). Improve the results of your saving throws vs afflictions by one step.

9th Level

Field Reconstruction

FEAT 9

Steelheart

Though you still cannot be raised normally, if 200 gp times your level in diamond dust and iron are sprinkled over your body and allowed to rest for an hour, you will be affected as if a *raise dead* were successfully cast on you, returning you to life if factors other than you being a clockwork or being too high of a level would have allowed it. Your successful raising consumes the diamond dust and iron.

Insulation

FEAT 9

Steelheart

You gain cold and fire resistance equal to half your level (minimum 1).

Metal Mind

FEAT 9

Steelheart

As much metal as living material, you do not tire easily, nor is your mind easy to sway. Improve your saving throws against effects that cause fatigue, controlled, or confused conditions by one step.



Sun Cat

Some mistake them for beasts, but they hold to old civilities that seem long forgotten.

Hit Points

7

Size

Medium

Speed

30 feet

Ability Boosts

Strength

Wisdom

Free

Ability Flaw

Intelligence

Languages

Common

Additional languages equal to your Intelligence modi-

fier (if it's positive). Choose from Elven, Gnoll, Ignan, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Fey

Sun Cat

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Fingerless

While you can make full use of magic items that would rest on the hands (becoming anklets) and feet (becoming a set of four instead of two to cover all four hooves), you have no hands. Your mouth serves as a single hand, preventing you from using two-handed weapons. You can perform somatic components with gestures of your face and/or movement of your paws.

Sun Cat Heritages

Most Sun Cats appear as lions, prowling the fields of Everglow.

Plains Hunter

You gain a bite unarmed attack that deals 1d4 piercing damage. Your bite is in the brawling group and has the finesse and unarmed traits.

You gain a claw unarmed attack that deals 1d3 slashing damage. Your claw is in the brawling group and has the agile and unarmed traits.

You gain the Plains Strike action.

Plains Strike ♦♦

Make two Strikes, one with your bite and one with your claw, each using your current multiple attack penalty. Both Strikes must have the same target. Both Strikes take a -2 penalty.

This counts as two attacks when calculating your multiple attack penalty.



Sun Cat Ancestry Feats

1st Level

Infectious Resilience

FEAT 1

Sun Cat Fortune

Trigger You succeed a saving throw against a fear effect.

Your bravery spreads to your allies easily. You grant all allies within 30 feet a new saving throw against the same fear effect. They must take the results of the new saving throw if they make the roll.

Jaws of Victory

FEAT 1

Sun Cat

You deal 1 extra damage per damage die with your bite attack. If you become master or better with your bite, this increases to 2 extra damage.

5th Level

Divine Challenge

FEAT 5

Sun Cat

Prerequisites You must worship a god with the sun domain.

With a mighty roar, you invoke the power of the sun itself to strike fear into the hearts of your enemies. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by spending 10

minutes basking within the sun's light or reflecting upon its nature. For 1 focus point, you can use the following divine focus spell.

Sun's Howl

FOCUS 2

Divine Evocation Auditory

Cast  verbal

Area 30 foot burst

Saving Throw basic Fortitude

A loud burst of sun-driven roar lashes out at enemies around you, dealing 2d6 sonic damage + your Charisma modifier. Make an Intimidate check to Demoralize, comparing the one roll to all targets injured by the spell.

Heightened (+1) The damage increases by 1d6.

Trained Predator

FEAT 5

Sun Cat

You become proficient in Stealth and Perception. If you were already trained in either, you become proficient in any other skill.

Feline Speed

FEAT 5

Sun Cat

Your Speed increases by 5 feet for every movement action you've completed this turn. If you are an expert in Athletics, this bonus increases to 10 feet.

9th Level

Variable Bite

FEAT 9

Sun Cat

Sinking your fangs in, tearing flesh, and grinding bones are all things your teeth are capable of. When you perform a bite Strike, you can choose what physical damage type it inflicts.

Keen Nose

FEAT 9

Sun Cat

You gain scent as an imprecise sense with a range of 30 feet.



New Feats

General Feats

Kara Kissed FEAT 3

Prerequisites worship Kara, non-good alignment

Giving yourself over to Kara, she rewards you for your faith with a new form that appears as an insectoid version of whatever ancestry you had. You may assume your birth form whenever you wish, able to shapeshift just like her favored, the doppelgangers. You gain the doppelganger trait and can take ancestry feats that require being a doppelganger pony, provided you meet all other requirements.

Vital Guard FEAT 3

Prerequisites construct or half-construct

You benefit as if your armor had the *fortification* rune, granting you a chance to turn aside critical blows.

New Class Feats

Alchemist

Tribal Mixture ◆ FEAT 4

Alchemist **Additive 2**

Prerequisites ponykind

Requirements You are holding an infused mutagen you crafted, with a level at least 2 lower than your advanced alchemy level.

You add the distilled essence of a pony tribe to the mutagen. While under the effects of the mutagen, you exhibit the features of a pony tribe. You must choose a pony heritage when you take this action and you have access to that heritage's effects for as long as the mutagen remains. This does not change your ability scores.

Barbarian

Dive Bomb FEAT 6

Barbarian

Prerequisites fly Speed

If you attack something after flying at least 10 feet towards it in the same round, you deal one extra die of weapon damage.

Swift Wings FEAT 4

Barbarian

Prerequisites fly Speed

Your rage expresses through your madly flapping wings. While you are raging, you gain a +10-foot status bonus to your fly Speed.

Bard

Prancing Step FEAT 2

Bard

You bounce from step to step in strange and erratic ways. When you take a Stride action to move half your Speed or less, that movement does not trigger reactions. You can use Prancing Step when Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type. If you possess another version of this ability (such as the Mobility feat), you can move at full speed.

Well Mannered FEAT 8

Bard

You are eager to make good impressions on the varied races of the world. You gain a +1 circumstance bonus on Bluff and Diplomacy when used on people you don't yet know well. If you are at Master rank in the skill being used, increase this bonus to +2.

Champion

Lunacy Reprieve FEAT 8

Champion

Prerequisites Mercy, worship a night deity

Your faith enhances your ability to remove conditions. When you use Mercy, you can instead attempt to counteract the confused, controlled, fascinated, or stupefied conditions.

Warden of the Night FEAT 2

Champion

Prerequisites worship a night deity

With an appeal to the night, you can shed a bright silvery light akin to the moon. Increase the number of Focus Points in your focus pool by 1.

For 1 focus point, you can use the following focus spell.

Moon's Mercy FOCUS 1

Champion **Divine** **Evocation**

Cast ◆ verbal

Duration 1 round/level

You shed silvery light as per the *light* spell. When the spell is first used, all werereatures and aberrations within 30 feet of you take 3d6 good or evil damage (depending on your alignment, good if you are neutral) plus your Wisdom modifier. If there are no valid creatures in range, you and your allies within 30 feet gain

2d6 temporary hit points.

Heightened (+1) The damage increases by 1d6.

Heightened (+2) The temporary hit points increase by 1d6.

Druid

Call of the Elements

FEAT 4

Druid

You call upon the elements to come to your aid. You can spend 10 minutes in concert with nature to replace one of the spells you've prepared in one of your druid spell slots with a summon elemental of the same level.

Elemental Savant

FEAT 4

Druid

Your Wild Empathy functions on elementals as if they were animals, including the assumption that most will give you a chance to make your case before attacking.



Archetypes

Artifact Tender

Careful Examination

FEAT 1

Archetype

Dedication

You gain a +1 circumstance bonus to attempts to identify a magic item. If you have legendary proficiency in the appropriate skill, this bonus increases to +2. When you first pick up a magic item, the GM may make a secret roll to identify it for you, causing you to realize its magic nature depending on the result. You suffer no penalties for failing this secret roll and cannot critically fail it. You become trained in Occultism, Arcana, Nature or Religion.

Special You cannot select another dedication feat until you have gained two other feats from the Artifact Tender archetype.

Conservative Use

FEAT 10

Archetype

Prerequisites Artifact Tender Dedication, master in Occultism, Arcana, Nature, or Religion

When using a staff to Cast a Spell, you may perform

an additional somatic component to preserve its power. The amount of charges used is decreased by 1 (to a minimum of 1).

Discerning Eye

FEAT 2

Archetype

Prerequisites Artifact Tender Dedication

You gain *detect magic* as an arcane innate cantrip.

Powerful Release

FEAT 6

Archetype

Prerequisites Artifact Tender Dedication, expert in Occultism, Arcana, Nature, or Religion

When using a wand, staff, or scroll to Cast a Spell, you may perform an additional somatic component to enhance the effect, causing the spell to behave as if it were heightened by one level.



Spells

Ancestor's Grace

SPELL 3

Rare Necromancy Mental

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Duration 1 minute

This zebra spell conjures forth the spirit of an ancestor, imbuing it with a fleeting bit of life force from their own body and begging for its blessing. This spell was designed for and works best for zebras (who can access it as if it were common), who spend much time venerating the wisdom of their forebears. For others, a DC 20 Will save is required or the spell is wasted on a failure.

On successful casting, the mask becomes the face of their ancestor and their mark of destiny changes to match as well. The pony may select any one feat that is not required for other feats they possess to lose access to, while gaining a new feat for which they qualify. **Effects** that end or prevent possession cause the spell to immediately fail, ending its effect. Feats that grant additional spells may not be selected to be gained or removed.

Blast of Harmony

SPELL 4

Uncommon Evocation Lawful

Traditions arcane, divine

Cast ♦♦ somatic, verbal

Range 120 feet; Area 20-foot burst

Saving Throw Will

You can create a colorful burst of lawful power. You deal 4d10 lawful damage; each creature in the area must attempt a Will save. Creatures that are lawful are unaffected. Those that are neutral in regards to law and chaos treat the result of their saving throw as one degree better.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is sickened 1.

Critical Failure The creature takes full damage and is sickened 2; while it is sickened, it is also slowed 1.

Heightened (+1) The damage increases by 1d10.

Curiosity's Lightning Wall

SPELL 4

Evocation Electricity

Traditions arcane, primal

Cast ♦-♦♦ material, somatic, verbal

Range 120 feet

Duration 1 minute

Developed by Curiosity Sparks, this spell creates a crackling wall of electricity that can bend and twist, so long as there are no breaks in the line, up to the maximum length of the spell. The wall's bottom must touch the ground. One side of the wall is an intimidating network of sizzling electricity. The amount of actions used to create the wall determine how long it can be, though always 10 feet high. Every action allows 30 feet of length.

Standing within 5 feet of the wall on that side, by being present when the wall is cast, or ending a movement there, causes 2d4 points of electricity damage and requires a Fortitude save. The other side of the wall is safe. Actually passing through the wall inflicts 2d6 points of electricity damage and a Fortitude save. Any creature slowed by the wall becomes immune to being slowed by the wall for one minute. This wall does not block line of sight or effect, but attacks through it suffer concealment from the vibrant arcs of power.

Critical Success The creature is unaffected.

Success The creature becomes slowed 1 for 1 round.

Failure The creature becomes slowed 2 for 1d4 rounds.

Critical Failure The creature becomes slowed 2 for 1d4 rounds and stunned 3.

Heightened (+1) The damage increases by 1d4 for being close to the wall and 1d6 for passing through the wall.

Grazing

SPELL 2

Rare Transmutation

Traditions primal

Cast ♦♦ somatic, verbal

Duration while grazing, up to 1 minute

Early cloven (who can still access the spell as if it were common) explorers mastered the ability to seek out and devour herbs that would speed their healing from grievous injuries. This spell makes it much easier, and more potent. After casting it, the target may graze, which requires 2 actions per round. While grazing, they gain fast healing 1 as plants they consume become the healing herbs of the past.

Heightened (+1) The fast healing is increased by 1.

Helping Hand

SPELL 1

Evocation

Traditions arcane

Cast ♦♦ somatic, verbal

Range touch; Target 1 willing creature

Duration 1 hour

While this spell is active, a fingerless creature can wield items that normally require two independent hands. The spell creates temporary force grips as long as the wearer goes through the motions of using the device, enabling pony archers, slingers, crossbow, and firearm users. This spell does not allow the target to use two-handed melee or double weapons as the second hand is transient and best for stabilizing the weapon, rather than assisting in a swing. The Strength of the force hand is equal to the Strength of the target.

Human Way SPELL 2

Transmutation

Traditions arcane, occult

Cast ♦♦ somatic, material

Duration 1 hour

Some ponies are envious of the ease that humanoids manipulate the world around them. This spell bridges that gap. Holding aloft a humanoid hand and sinking their teeth into it (this does not harm the hand), their forehooves become hands for a time, and bipedal motion becomes more comfortable. They lose the fingerless quality while the spell is active. Any hoof attacks are lost for the duration. Upon the spell's end, any hand or ring slot items becomes anklets or reshape to fit hooves. It is a particular quirk that this spell cannot be dismissed early.



Pegasus Blessing

SPELL 4

Rare Transmutation

Traditions divine

As *per fly* but usable by worshippers of Princess Luminace. The target gains butterfly wings for the duration of the spell. It is said that Luminace herself mastered this spell in life, and passes it to her faithful.

Placate Plants

SPELL 3

Enchantment

Traditions primal

Cast ♦♦ somatic, verbal

Range 120 feet; **Targets** 1 plant

Duration 10 minutes

Saving Throw Will

A quick few words and gentle motions soothes the hunger and rage of the target plant. The plant becomes unable to attack or affect the druid or their companions for the duration of the spell. If the plant bars the way, it will withdraw if possible to clear the way for the druid and their allies. If the druid or any ally harms any affected target, the spell immediately ends. In the event of plant swarms, consider every five foot square as a target.

Critical Success The creature is unaffected.

Success The duration is only 1 round.

Failure The creature is affected.

Critical Failure The creature becomes slowed 1 for the duration of the effect.

Heightened (+1) Affect one additional target within range.

Pony Way

SPELL 2

Transmutation

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 fingered creature

Duration 1 minute

Saving Throw Fortitude

What goes one way, can go the other. This trick robs the target creature of their gift of hands. Their hands clench painfully and refuse to unball, rendering them effectively useless. While the effect lingers, the target cannot hold anything with their hands, and is considered to have no hands free for the purpose of spell-casting. The target immediately drops anything they were holding. Victims may spend an action struggling against the spell. This causes 1d4 points of damage as they fight their own muscles, but allows a new saving

throw to negate the effect.

Critical Success The creature is unaffected.

Success The duration is reduced to a single round.

Failure The creature is affected.

Critical Failure The creature becomes slowed 1 so long as their hands remain balled.

Heightened (+1) The damage is increased by 1d4.

Rainbow Wings

SPELL 2

Rare Transmutation

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Duration 12 hours

This spell causes your flight to become faster and easier. It does not create flight where none already existed. You get a +5 circumstance bonus to their fly Speed. Flying while this spell is in effect causes a rainbow of otherworldly hues to trail behind you, giving you a -10 penalty to Stealth while moving. This spell can only be cast by pegasi (who can access it as a common spell).

Heightened (+1) Increase the bonus to fly Speed by 5.

Sticky Hoof

SPELL 1

Transmutation

Traditions arcane

Cast ♦ somatic

Duration 8 hours or until dismissed

A little trick to get around natural limitations. This spell coats the caster's forehooves in a selectively sticky resin that can be controlled at a moment's thought by the caster for the duration of the spell. This allows them to pick things up with their hooves, stuck there until they release it. From there it can be passed to their mouth, other forehoof, a friend, saddle pack, or anywhere else the pony can reach to release it. The item is simply considered held, following all standard rules for such. Weapons or shields cannot be wielded in this fashion, but a wand or similar item can be activated while stuck to a hoof. While an item is stuck to a hoof, land Speed is reduced by 10 feet. Picking items up from the ground of the square the pony is occupying with a sticky hoof loses the manipulate trait, but taking it from the hoof to their mouth still does.



Equipment

Adventuring Gear

| Item | Price | Bulk | Hands |
|-----------------|-------|------|-------|
| Mouth kit | 3 gp | L | 1 |
| Pony saddlebags | 2 sp | -- | -- |
| Saddle rack | 4 gp | L | -- |

Mouth Kit: Held in the jaws and manipulated with both tongue and skill, this functions as a thief's tools, but only one hand (usually the mouth of a fingerless adventurer). A humanoid could learn to use it in one hand if they wanted. Replacement picks from a normal set of tools can be used.

Pony saddlebags: These generous pouches rest on either side of a walking quadruped, carrying up to 6 bulk easily cross the two bags (3 each). They have flaps designed to be easily nosed open and reached into by their wearer for easy access. The Bulk value given is for saddlebags worn by a quadruped. If you are carrying or stowing saddlebags, they count as 1 Bulk instead of light Bulk.

Saddle rack: Worn across much of the pony, these straps and harnesses allow the pony to have a large weapon attached to their side, removing some of the disadvantages of being fingerless. A single weapon can be placed in the rack and used normally, freeing their mouth. Any round that the weapon is used two-handed, or their hand-mouth is used negates the option to enjoy the other until the start of their next turn. Weapons installed in the rack can take advantage of the jousting property provided the wearer is a quadruped.

Equestrian Shields

Coming in the same varieties, sizes, effectiveness, and prices as shields made for a humanoid, these are designed to be held in firm jaws. Tactfully placed slits allow for largely unimpeded vision through the shield. Humanoid and equestrian shields can be converted to one another with a DC 10 Craft check. Using the shield requires effort and attention and takes up one of the pony's equivalent hands to hold up, not allowing a two-handed weapon to be used in their saddle rack or unicorn magic. Lances remain the exception.

Magic Items Consumables

Flight Apple ITEM 8+

Consumable **Transmutation** **Magical**

Usage held in one hand; **Bulk** 1

Activate ♦ Interact

This delicious looking perfectly red apple has a secret that manifests when eaten raw as an action. You gain a fly Speed of 40 feet.

Type standard; **Level** 8; **Price** 100 gp

The fly Speed lasts for 1 minute.

Type golden delicious **Level** 15; **Price** 1,000 gp

The fly Speed lasts for 1 hour.

Held Items

Ghost Hook ITEM 8

Rare **Conjuration** **Magical**

Price 500 gp

Usage held in one hand; **Bulk** 1

This heavy hook can tear holes in the fabric of reality. When held in the mouth of a ghost pony (who can access this item as if it were common), it permits them to become ethereal, or to return from that state, as per *ethereal jaunt*. The hook allows ethereal jumps of up to nine rounds per day. These rounds do not need to be consecutive. The travel is an action ♦ in either direction, provided the ghost pony is already holding the hook in their mouth. This item does not function for other races or breeds.

Worn Items

Ether Harness ITEM 15

Rare **Invested** **Conjuration** **Magical**

Price 6,500 gp

Usage worn barding; **Bulk** 2

This harness of glimmering mithril covers the entire pony in an intricate web of hazy power. When worn by a ghost pony (who can access this item as if it were common), it permits them to enter or exit the ethereal plane as an action ♦ up to twice per day. These artifacts are highly prized, with each being manufactured for a specific ghost pony, though it is tradition for parents to bequeath their harness to their favored child when they grow old. Once a harness is given away, elder ghost ponies will wander into the ethers, hunting for some-

thing only they can hear. Ether harnesses are never sold to non-ghost ponies, but if one were obtained and donned, it would permit them to use *ethereal jaunt* once per day.

Elements of Destiny

ITEM 9

Uncommon Invested Evocation Magical

Price 700 gp each (resulting in an elevated price for a full set)

Usage worn pendant or crown; **Bulk** L

Coming in sets of three to six, elements of destiny are extremely valuable amongst the ponies as much for their symbolism as their power. As each pony learns of their personal destiny through their brand, groups take pride in uniting under a common destiny.

Each set of Elements is constructed for a specific destiny. They take the appearance of ornate crowns and pendants, with artwork matching the brand of those ponies meant to wear them. Each element is tied to a domain and allows the user to access the domain's power, provided the user's behavior matches the domain. A meek person with a confidence domain-aspected element will find it quite useless.

If the full set of elements is worn by compatible people and within 30 feet of one another, any member of the collection (usually the leader, but technically not required) can invoke a greater power from their element.

If you do not have a Focus Pool, you gain a focus point so long as the element is invested and can Refocus by acting in accordance to the domain for fifteen minutes. The GM may award you a focus point if you act in accordance to your domain at risk to yourself.

Activate ♦♦ somatic, verbal; **Frequency** once an hour; **Effect** The wearer may spend 1 focus to activate the domain spell of the domain of the element.

Activate ♦♦♦ somatic, verbal, somatic; **Frequency** once a day; **Effect** The wearer may spend 1 focus to activate the advanced domain spell of the domain of the element. This can only be done when the entire set the element belongs to is present and are worn by compatible people. None of the elements of the set can be used again until the next day for this action.

Helping Hand Pendant

ITEM 6

Invested Evocation Magical

Price 580 gp

Usage worn necklace; **Bulk** --

This amulet is traditionally fashioned of ivory or silver with iconography of an outstretched hand. While wearing the pendant, the user gains the benefit of a constant *helping hand* spell.

Queen's Slippers

ITEM 11

Rare Invested Enchantment Magical

Price 1,400 gp

Usage worn shoes; **Bulk** L

These horseshoes appear to be made of crystal and cover not only the bottom but much of the front of the hooves in a dazzling display of wealth and grace. While worn, the user gains +1 item bonus to any Charisma based roll.

Activate ♦♦ somatic, verbal; **Frequency** Twice per day; **Effect** The wearer may extend a hoof towards a target and enchant them as per *dominate* with a DC of 31. If the target fails their save, they must take an action to kiss the offered hoof before listening for further commands. If the target cannot reach the wearer in time to kiss on the same round, they will forgo the kiss. The slippers come in sets of four, and all four must be worn at once to function.

Spectacles of the Brand

ITEM 8

Invested Divination Magical

Price 500 gp

Usage worn glasses; **Bulk** --

These spectacles are rimmed with delicate looking mithril frames and lenses of finely carved glass. Besides operating as a finely-made set of glasses, the user can focus on any being with a brand of destiny for three rounds and gain insight into them. Even if the brand is covered, the wearer learns the image as well as fleeting glimpses into its purpose, gaining a +1 item bonus to Perception checks against the target. Against a target that once had a brand but no longer does, a DC 27 Perception check reveals what it used to be, but gives no further advantages against the target.



Everglow Gods

Blaze (CE)

Angry blaze of the noon sun, Blaze bids her followers never let revenge run cold when it can be served as hot as her flames, for all to see and know the mistake they made when they crossed any of her children.

Edicts let no slight go unanswered, suffering is to be shared as a lesson, death is a lesson rather than a mercy, respect a battle well-fought, know your enemy

Anathema turn the other cheek, be the first to withdraw from any conflict, forgive those who have hurt what is yours without exacting revenge, be unprepared for violence

Follower Alignments CN, TN, CE, NE

Devotee Benefits

Divine Font harmful

Divine Skill Intimidation

Favored Weapon battleaxe

Domains destruction, fire, might, zeal

Cleric Spells 1st: magic missile, 3rd: fireball, 4th: wall of fire

Kara (NE)

Seductive queen of shapeshifters, she claims dominion over the aspect of love and is willing to tutor mortals in how to find their partners through means both innocent and foul.

Edicts say what needs to be said, share only what needs to be shared, publicly support the power structure while privately doing what you please.

Anathema let a truth stand between you and your goal, willingly harm an insect, reveal a shapeshifter to those that would prosecute it for that crime

Follower Alignments TN, CE, NE, LE

Devotee Benefits

Divine Font healing

Divine Skill Deception

Favored Weapon dagger

Domains cities, confidence, darkness, dreams, indulgence, passion, secrecy, trickery

Cleric Spells 1st: illusory object, 3rd: invisibility sphere, 4th: modify memory

Moon Princess (LN)

Serene goddess of the moon, she watches over her charge's slumber, warding them from the other things that dwell there, that both can live peacefully together.

Edicts help the terrifying find a place where it can live in peace, lend aid to the troubled of mind, protect those threatened by the terrors of the night in all its shapes

Anathema deny a broken mind or horrific beast a chance for peace, allow either to bring harm when it could have been avoided

Follower Alignments LG, NG, CG, LN, TN

Devotee Benefits

Divine Font healing

Divine Skill Nature

Favored Weapon striking horseshoes/katar

Domains darkness, dreams, moon, protection

Cleric Spells 1st: soothe, 3rd: mind reading, 4th: telepathy

Princess Luminace (LG)

Studious and friendly, this once-mortal rose to the ranks of divinity through her pursuit of knowledge, tempered by the aid of her closest friends.

Edicts seek knowledge, always offer friendship first, learn from mistakes, teach what has been learned

Anathema harm knowledge, sabotage friendship even among those you do not like, turn away the chance to be either strengthening friendship or knowledge, taking advantage of friendship to the detriment of the friend

Follower Alignments any (Friendship comes in so many varieties, but she urges towards goodness)

Devotee Benefits

Divine Font healing

Divine Skill Diplomacy

Favored Weapon quarterstaff

Domains family, knowledge, magic

Cleric Spells 1st: floating disk, 3rd: secret page, 4th: clairvoyance

Sheila the Author (TN)

Little is known of the Author save that she created many of the fey creatures of the world. Great author of destiny, she is revered among the ponies despite having not a hint of equine in her, unlike the others of her pantheon.

Edicts accept twists in the plot, make the story interesting but sensible, help others to complete their chapters

Anathema deny fate, begrudge the sour times, expect the good times to last forever

Follower Alignments any (A good story requires actors of many varieties, and she seems to imbue any that ask for it)

Devotee Benefits

Divine Font healing or harm (chosen when access is first gained and can be changed once a month)

Divine Skill Any one

Favored Weapon rapier

Domains ambition, creation, fate, knowledge, luck, magic

Cleric Spells 1st: sleep, 3rd: nondetection, 4th: weapon storm

Sun Queen (NG)

Benevolent light of ponykind, she bids her ponies shine with their own light, to warm the path of all those around them.

Edicts strive for your best, help others understand their potential, see the goodness of others, stand firm against darkness of the soul

Anathema forget that life is to be enjoyed, stop others from showing what they have to offer, allow darkness to thrive, be unkind to the good of heart

Follower Alignments LG, NG, CG

Devotee Benefits

Divine Font healing

Divine Skill Diplomacy

Favored Weapon shortspear

Domains confidence, family, freedom, perfection, sun, trickery

Cleric Spells 1st: burning hands (hooves), 3rd: haste, 4th: aerial form

The Night Mare (LE)

Once one who embodied the fear of the unknown, she now bids that ponies rise up against what scares them and turn them into tools against others, to make their fears into weapons.

Edicts consider the value of your enemies, do not let good talent go to waste, allow your inferiors to risk themselves so you can look at the larger picture

Anathema show fear, give mercy without a heavy price, depend on others too greatly

Follower Alignments LE, NE, LN, LG

Devotee Benefits

Divine Font harming

Divine Skill Intimidation

Favored Weapon scythe

Domains ambition, confidence, destruction, moon, perfection, tyranny, zeal

Cleric Spells 1st: charm, 4th: nightmare, 5th: moon frenzy

Unspoken (CN)

His true name is never written or spoken, for it is said it draws his attention, and he likes things to be interesting. He brings change gladly, wanted or not.

Edicts look for the longest traditions that they may be 'improved', teach others to not expect the same, it's alright to look boring once in a while

Anathema get stuck in a rut, even a fun one, forgo a chance to remind people if they do something just because it's how they always did it

Follower Alignments CG, CN, CE

Devotee Benefits

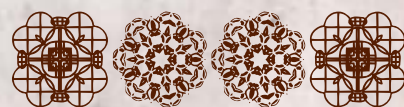
Divine Font harming or healing

Divine Skill Deception

Favored Weapon rapier

Domains cities, creation, freedom, luck, trickery

Cleric Spells 1st: item facade, 3rd: hypnotic pattern, 4th: veil



Everglow Bestiary

Deeptide horse CREATURE 5

LE Medium Aquatic Fey Ponykind

Perception +10; darkvision, light blindness

Languages Aquan Common

Skills Athletics +14, Acrobatics +10, Stealth +10, Survival +8

Str +3, **Dex** +1, **Con** +2, **Int** +2, **Wis** +1, **Cha** -1

AC 22; **Fort** +11, **Ref** +10, **Will** +10

HP 80

Speed 10 feet, swim 50 feet

Melee ♦ bite +12, **Damage** 2d8+5 piercing

Melee ♦ tail slap +12, **Damage** 2d6+5 bludgeoning plus Grab

Deep Plunge ♦ The deeptide horse dives straight down into the water, moving up to twice its swim Speed in a straight vertical line. It can use this ability while grabbing a creature.

Water Jet ♦♦ (water); **Frequency** Twice per day; **Effect** The deeptide horse shoots a torrent of water at a creature within 60 feet, forcing the target to attempt a DC 21 Fortitude save.

Critical Success The target is unaffected.

Success The target is Pushed 5 feet.

Failure The target takes 2d8 bludgeoning damage and is pushed 5 feet.

Critical Failure The target takes 4d8 bludgeoning damage and is pushed 10 feet and knocked prone.

Flutter CREATURE -1

N Tiny Fey Flutter

Perception +4; low-light vision

Skills Acrobatics +6

Str -2, **Dex** +3, **Con** +2, **Int** -1, **Wis** +1, **Cha** -2

AC 15; **Fort** +4, **Ref** +7, **Will** +3

HP 6

Speed 5 feet, fly 30 feet

Melee ♦ Bite +7 (agile, finesse), **Damage** 1d4+1 piercing

Siphon Magic ♦ Immediately after a successful bite strike, the Flutter drains a small sliver of magic. If the target attempts to cast a spell before the start of the Flutter's next turn, they must attempt a DC 12 Will save. The effective level of the spell is reduced by 1 on a failed save. If this would reduce the spell below its normal level or on a critical failure, the spell is disrupted instead.

Flutter Swarm CREATURE 5

N Large Fey Flutter Swarm

Perception +4; low-light vision

Skills Acrobatics +12

Str -2, **Dex** +3, **Con** +2, **Int** -1, **Wis** +2, **Cha** -2

AC 15; **Fort** +4, **Ref** +7, **Will** +3

HP 50; **Immunities** Precision, Swarm mind; **Weaknesses** Area Damage 5, Splash damage 5; **Resistances** Bludgeoning 7, Piercing 7, Slashing 3

Speed 5 feet, fly 30 feet

Swarming Bites ♦ Each enemy in the swarm's space takes 2d8 piercing damage (DC 22 basic Reflex save). If a creature is already afflicted by magical theft, they also take 1 persistent force damage on a failure.

Magic Theft ♦ Immediately after Swarming Bites, the Flutter swarm drains a portion of the Magic of any creature who had failed their save. For the next minute, whenever an afflicted creature would cast a spell, they must attempt a DC 17 Will save.

Critical Success The effect ends.

Failure The effective level of the spell is reduced by 1 on a failed save. If this would reduce the spell below its normal level, the spell is disrupted instead.

Critical Failure The spell is disrupted.

Magical Release ♦ Flighty creatures at best, flutters eventually grow bored of any new toy and they roughly cast it aside. Any creature within a 30-foot emanation of the swarm and is affected by magic theft take 2d8 force damage, which they can make a DC 17 Basic Will save. Regardless of the save results, they are no longer afflicted with magical theft.

Gem Gnoll Scavenger CREATURE 2

CE Medium Gnoll Humanoid

Perception +7; darkvision

Languages Common, Gnoll

Skills Acrobatics +7, Athletics +8, Intimidation +4, Lore (gems) +3, Stealth +7, Survival +5

Str +4, **Dex** +3, **Con** +2, **Int** -1, **Wis** +1, **Cha** +0

Items spear (3), leather armor

AC 18; **Fort** +8, **Ref** +7, **Will** +7

HP 29

Speed 25 feet, burrow 15 feet

Melee ♦ spear +10, **Damage** 1d6+4 piercing
Ranged ♦ spear +10 (thrown 20 feet), **Damage** 1d6+4 piercing

Pop-up Strike ♦ The gem gnoll burrows up to 15 feet straight up then makes a Strike.

Vanguard CREATURE 12

LN Medium Aeon Inevitable Monitor

Perception +23 (+27 to detect lies); darkvision

Languages Celestial, Infernal, Utopian; truespeech

Skills Acrobatics +21, Athletics +28, Diplomacy +20, Intimidation +20, Survival +22

Str +8, **Dex** +3, **Con** +5, **Int** +1, **Wis** +4, **Cha** +2

Truespeech A vanguard can speak with and understand any creature that has a language.

Items +1 striking bastard sword

AC 35; **Fort** +23, **Ref** +23, **Will** +22; +1 status to all saves vs. magic

HP 215, regeneration 15 (deactivated by chaotic);

Immunities death effects, disease, emotion, poison, unconscious; **Weaknesses** chaotic 15

Speed 25 feet

Melee ♦ bastard sword +26 (lawful, magical, two-hand d12), **Damage** 2d8+13 slashing plus 1d6 lawful

Melee ♦ fist +23 (agile, lawful, magical), **Damage** 1d10+11 bludgeoning plus 1d6 lawful and Grab

Constrict ♦ 1d6+11 Bludgeoning plus 1d6 lawful, DC 33

Divine Innate Spells DC 32; 8th *discern location*; 5th *command*; 4th *suggestion* (×2); 3rd *paralyze* (×2); 2nd *invisibility* (self only); 1st *command* (at will)

Divine Rituals DC 32; *geas*

Unfulfilled

As per ghost, except that they all possess the malevolent possession ghost special ability and the ability only functions on ponykind.



Rule Adjustments

Type Advantage Neutralization

To reduce the power given by not being humanoid, we suggest spells and effects that normally affect humanoids work normally on Everglow fey (the races offered by Ponyfinder).

New Traits

Half Construct - You do not need to eat, breathe, or sleep, but can choose to do so if you like. Your kind often have problems being resurrected normally.

Spirit Tribe - The destiny of Ponykind is a powerful force that manifests in their spiritual tribe. You may only have one feat with the spirit tribe trait.

Dynamic Heightening - Spells with this trait do not gain all applicable heightening that is based on the addition of levels (+1, +2, etc.). The caster must choose which heightened effects will apply as if purchasing them with the extra levels the spell is heightened by. The same heighten effect can be purchased multiple times. These decisions are made while casting the spell.



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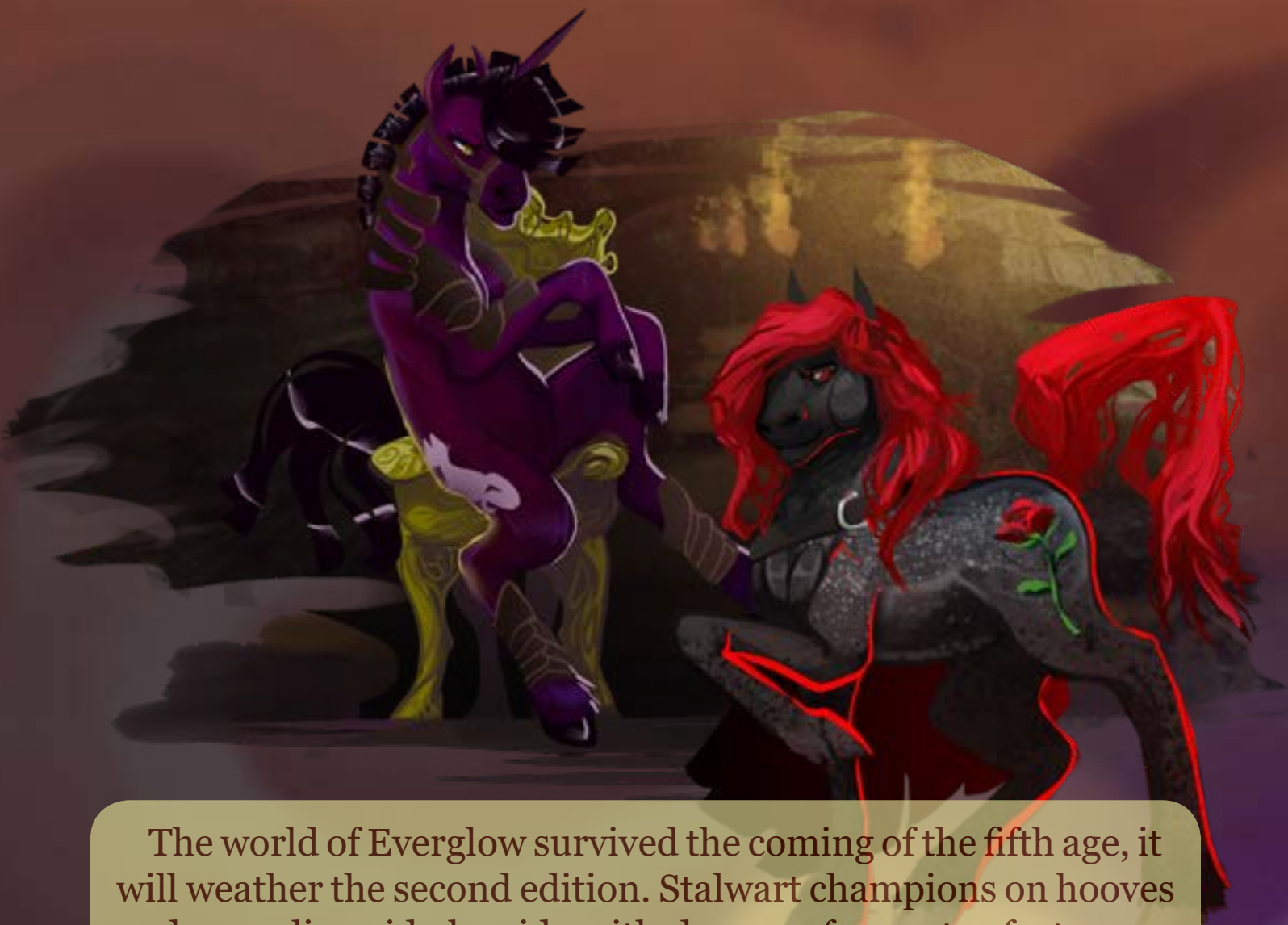
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