

Pathfinder
ROLEPLAYING GAME COMPATIBLE

Ponyfinder



Campaign Setting

David Silver

PREFACE

Welcome to Ponyfinder: Campaign Setting. This document details how to introduce ponies to your Pathfinder Roleplaying Game with minimal stress on the game system or world. It is meant to be read by player or GM. Players beware: you should get permission from your GM before showing up at game day with a pony character sheet in hand. They may hesitate to accept third-party content, so show them Ponyfinder beforehand.

To any GM reading this: our primary goal was balance. Pony PCs should not disrupt your table by overpowering other vanilla races, or become a hindrance for the party with crippling deficiencies. They are different, however, being primarily quadruped.

Questions, ideas, concerns? Send them all over to ponies@silvergamesllc.com—we'll be happy to chat.

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CONTENTS

1. Preface

Cover Page.....	1
License Verbiage.....	2
Credits.....	3
Table of Contents.....	4

2. Pony Creation Rules

Pony.....	6
Alternative Race Traits.....	8
Ponykind Bloodlines.....	13
Ponykind Feats.....	15
Other Races of Everglow.....	21
Cloven.....	22
Flutterpony.....	24
Griffon.....	26
Phoenix Wolf.....	29
Purrsian.....	31
Clockwork.....	33
Sun Cat.....	35

3. Descriptions

Gods.....	37
Games and Sports.....	42
Height, Weight and Age.....	43
Ponykind as Companions.....	45
Ponykind as Familiars.....	46
Optional Rules.....	47

4. History of Everglow

Timeline.....	49
In the Beginning.....	50
At the Height.....	59
The Fall.....	65

5. Notable Places, People, and Groups

Places of Note.....	70
Notable Persons.....	85
Notable Groups.....	92

6. Plot Hooks

Before the Empire.....	94
Height of the Empire.....	94
After the Empire.....	95

7. Pony Ingenuity and Magic

Pony Items.....	97
Pony Magic.....	97
New Spells.....	99
New Traits.....	101
New Evolutions.....	102
Racial Archetypes.....	106

8. Bestiary

New Familiars.....	113
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9. OGL

Open Game License.....	114
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PONIES OF EVERGLOW

SHEILA'S ARRIVAL

Everglow is a blessed world. Placed with loose barriers between all the elemental planes, the world is suffused with their power, intermingling to create a vibrant material plane capable of supporting intensely magical races that would not fare well on duller worlds. This vibrancy displays itself in all life, small to large, with much of the local flora and fauna exhibiting bright shades unseen elsewhere.

Into this fertile bed of magic and life, a human came. Her name has long since been lost to the mists of time, but her mark remains eternally. She beheld this world, simmering with potential, and she felt the need to wrap her arms around it, to cradle and nurture it to fullness. Her magic was great, but her means were subtle. Hers was a soft touch that started with the felines, giving rise to the purrsians, sun cats, and the griffons. They were fine creations, but all self-absorbed to one extent or another. Though they had capacity for peace, growth, and fulfillment, they considered these secondary to their more selfish desires. The wizard was not satisfied.

She beheld the world, and allowed it to behold her. She thought and prepared, researched and incanted. When her power was ready, she brought forth the cloven. These were closer to her ideal. Friendly, sociable, and warm-hearted by nature, these were a people worthy of pride. But they were shy, and they were timid. They did not spread far from their home, and would never become the driving force of the world. Though she loved them, she set to creating once more.

At last, her heart now singing in tune with the elements, her very soul glowing with the vibrant magic of the world, her magic struck true. The first pony was willed into being, its flank blazing with destiny. They were close knit, but swift to make allies with other species. They were hardy, but not prone to the same self-centered ego of the felines. She was pleased with these, and began writing of them. For each pony, a purpose. For each purpose, a tale. She became the weaver of their destinies, though they knew her not. She wrote of large ponies, small ponies, ponies of the water, the air, of fire and earth. She wrote of ponies that shone like prized jewels and sagacious ponies. She loved all her creations, but she only wrote so much about the ponies.

Those few that know of the existence of this great wizard argue whether she remains to the modern day. Some contend that though powerful, she was no god, and age did eventually take her, while others claim she fought her way to godhood, and that their presence was proof enough of it. She is not worshipped by any save a select few that give quiet thanks to her, their fate bringer, whose writing continues to burn in the flanks of her chosen children, guiding them to greater destiny.

Of course, this is as some few ponies say it was. The other races have their own stories of how Everglow came to be. The facts all can agree on is that the world is steeped in the elemental forces that surround it, forging the environment needed to create them. The order is also correct, with felines rising before the goats, and them before the ponies. No one is entirely sure when the humanoids first set foot on Everglow. Some say they came from across the ocean long ago, before anyone thought to write down the event.



PONY

Ponies are a race whose time has come and left. According to their legend and lore, they once oversaw nature, guiding and protecting it much like modern fantasy druids: controlling the weather, overseeing animal migrations, and protecting the lands they called home. They have surrendered much of these tasks over time, but their spirit is not yet faded. Most ponies live in isolated communities, far from civilization, but growing numbers have migrated to join multiracial cities, where they trade, craft, and make their livings.

RACIAL TRAITS:

Earth-Bound: Ponies gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities, as well as Endurance as a bonus feat at 1st level.

Unique Destiny: Ponies select one extra feat at 1st level.

Fingerless: See fingerless rules.

Special Qualities: Low-Light Vision

Quadruped: +4 CMD vs trip, +50% carrying capacity.

If you are using factions and prestige, ponies may only spend up to half the prestige they have ever earned in any given non-pony faction.

RACIAL STATISTICS:

Type: Fey(ponykind)

Size: Medium

Base Speed: 40ft. (20ft. bipedal)

Ability Score: Standard - +2 Constitution, +2 Wisdom, -2 Dexterity

Languages: Linguist - Starts with Common plus Sylvan, may choose any bonus language but secret languages, like Druidic.

PHYSICAL DESCRIPTION

Ponies are four-legged creatures with strong equine features. Their fur comes in a wide variety of hues, sometimes dappled or spotted with lighter or darker variations. Though any shade from the rainbow is possible, multiple shades tend to complement one another. They stand about four feet tall from hooves to head, and are about four feet long from front to base of the tail. All mature individuals have a Brand of Destiny on their flank. This symbol is of high importance to the pony, signifying their destiny or talent, and driving them to excel at it. This mark develops entirely on its own, without outside magic or ritual.

There are other varieties of ponies: pegasi, gem ponies, and unicorns, just to start. The first is recognizable by the wings on their back, and the last by the horn on their head. All are ponies, however, and can even form families together. Children of such cross-couplings are born one way or the other, earth-bound pony, pegasus, or unicorn, not a combination.

Unlike normal horses, ponies are capable of limited bipedal stance and movement, much like a human could go around on all fours. This is not a comfortable mode of transport, but proves quite useful when reaching for something higher, sitting on a chair, or even offering to shake hands (hooves). It also makes climbing less a daunting task for them than a true equine.

SOCIETY

Ponies are known for their attention to detail in their chosen craft. While the tastes of any given pony are very personal, they tend to fixate with their chosen craft. Pony society is largely matriarchal. This varies from community to community, but its core underpinnings are hard to miss with its predominantly female pantheon and tendency to elect females for leadership positions. Males are not seen as lesser, but are rarely chosen to be at the head of decision-making bodies. Martial forces are the most common place for a stallion to acquire such power.

RELATIONS

Until recently, ponies have avoided most civilized races, choosing to stay isolated in the wilderness of the world. With society spreading outwards, and the temptations of city life growing with it, younger members of the species have been migrating slowly into the larger cities to seek their fortune. As a result, more ponies are born in cities, and few leave afterwards. By and large, ponies are good citizens, paying taxes and not causing waves in their communities, if no one minds their eccentricities.

ALIGNMENT

Ponies are drawn towards community and cooperation, lending them to a lawful good alignment, but this is far from mandatory. While most ponies are well-behaved, a not insignificant number carry their focus to unhealthy extremes, and can become quite troublesome to their fellows. Their pride in their destiny can lead to hubris, stubborn streaks, vanity, and selfishness about their goals.

ADVENTURERS

While many ponies are content to live quiet lives of productivity, the burning urge to make names for themselves, become rich and famous, or do battle against ancient evils drives some of their members into lives of adventure. Pony adventurers run the gamut from martial to arcane, usually following the guidance provided by their brand. Loyal to their friends, any adventuring group that accepts a pony is likely to have a companion for life.

QUADRUPEDS AND FACTIONS

Well intended or not, most human factions have reservations about four-legged members. This is not to say that a pony couldn't prove their mettle, but they would be working uphill the entire way. It's a humanoid world, and glass ceilings are a fact of pony life anywhere outside of their own communities. This is true for all humanoid factions, which are swift to assign credit to a pony's two-legged companions and blame at their hooves.

FINGERLESS RULES

- ❶ Hand and ring slot items automatically adjust to fit, becoming anklets that otherwise function normally.
- ❷ Any worn magical foot slot items (boots, shoes, etc.) adapt to cover all four hooves.
- ❸ They may use horseshoe items, but doing so occupies the foot slot, preventing boots, shoes, and other such things.
- ❹ Ponies may wield/use items with their mouth as if their primary hand.
- ❺ Touch attacks can be made with hooves or horn. There is no mechanical benefit to this and it resolves exactly the same as a humanoid touch with a finger.
- ❻ Unarmed attacks from ponies can come in the form of teeth, slams, or hooves. They do normal damage for an unarmed adventurer of medium size and are resolved entirely as unarmed, not natural, attacks.
- ❼ Somatic components are handled with hoof and horn.



ALTERNATIVE RACE TRAITS

PEGASUS

You were born with wings and were destined to take to the skies. You gain the following abilities:

Flight Pegasi have a fly speed of 30 feet with clumsy maneuverability.

Cloud Walker: May treat fog, or any cloud, as solid. Replace attribute modifiers with: +2 Dexterity, +2 Wisdom, and -2 Strength
Fly becomes a class skill.

Pegasi cannot fly in medium or heavy armor.

These racial traits replace the normal pony attribute modifiers and the Earth-Bound trait.



Pegasus

UNICORN

You have a horn in the center of your forehead that holds great magic. You have a few tricks up your sleeve as a result.

Unicorns with Intelligence scores of 11 or greater gain the following spell-like abilities (caster level is equal to character level):

Unseen Servant 2/day

Light 3/day (must target horn)

+2 to Concentration checks when casting defensively

Replace attribute modifiers with: +2 Constitution, +2 Intelligence, and -2 Dexterity

These racial traits replace the normal pony attribute modifiers and the Earth-Bound trait.



Unicorn

UNCOMMON BREEDS

The following are rarer breeds of pony. Their bloodlines have thinned over the centuries, and it is rare to see a full family of the same uncommon breed. Instead, they crop up unexpectedly in other pony communities.

CHAOS HUNTER

ALTERNATE RACE TRAITS

Your brand of fate has marked you for the battle against the forces of chaos. You rise to the occasion, seeking out minions of chaos to defeat and safeguard society. Your kind was rare even during the height of the pony civilization. Your birth was likely celebrated and you were brought up on stories of valorous battles and epic deeds. It's a large horseshoe to fill, but, maybe, you're up for it.

It is said that the first chaos hunter was a young pony that suffered great tragedy at the hands of the forces of chaos. The sheer mindlessness of it, that those who took away all he had did not even know or care for his loss, drove him to forsake his original destiny and devote himself to hunting



Chaos Hunter

the enemies of order. Like the first, the

Brand of Destiny of those that follow hint at what their destiny

might have been, had they not been chosen for the task. While only the first is told to have become a chaos hunter after birth, it remains a faint possibility. During the height of the empire, the Queen pronounced that such crusaders were to be honored and assisted as a pony could, calling them protectors of the empire.

Religiously, chaos hunters can follow the god of their choosing, provided they are not chaotic. Most pay heed to the Sun Queen and the Moon Princess

to light their way during the day and warn them of chaos at night. It is said the Sun Queen weeps quiet tears for the chaos hunters, lamenting that any of her children would have to sacrifice the possibility of peace for a lifetime of vengeance and war.

GM Note: If you wish to allow this of a player after character creation, simply have them pay a feat to gain chaos hunter. This is not an option if their pony type already traded away their first level bonus feat.

+2 dodge bonus to AC against Chaotic Outsiders

+2 CMB to grapple Chaotic Outsiders

+1 bonus to to will saves

These racial traits replace the Unique Destiny trait.

CLOCKWORK

ALTERNATE RACE TRAITS

Long ago, a group of ponies no one now remembers, wielding powerful magics and even larger egos,

attempted to
defy the order
of nature and
rewrite the
world in



their image. They thought to mandate the gods, and brought the wrath of the divine down on themselves. When the smoke cleared, their leader had been killed outright for their folly.

But, while dying, she had woven one last enchantment to protect her fellows. Their bodies had been altered along with their destinies. One and all, their brand had become a metallic gear emblazoned on equally metal hides. Their insides clicked and

whirred softly, betraying their new mechanical nature. Though they yet lived, they were machines.

Their salvation was as much a curse. Though psychologically still ponies, and able to form romances with other ponies, clockwork soon discovered that all interbreeding was impossible. Clockwork appeared, to their horror, to be a new separate species. It wasn't until the longest day of the following year the Sun Queen granted them a reprieve. For that day, should they spend the hour at dawn and the hour at sunset singing Her praises, the clockwork would be made flesh again, and could foal once again with their beloved, whatever the race. Still, all ponies conceived would carry their parents' curse forward, born clockwork.

Despite being comprised of gears and springs, clockwork do grow, age, and die like other ponies. Over time, old parts fall free and new parts grow into their place. It is considered taboo to sell one's old parts, but they do make for sentimental gifts to friends and family, especially when worked into something larger. The largest example of this is the clocktower of Bit N' Bolt, fabricated over decades by one pony using his own parts until the monument to his beloved city was complete.

Their Brand of Destiny always features a gear, but does not always appear on the flank. All of the primary tribes of pony can appear as clockwork. Earth-bound clockwork with great piston driven legs, pegasi with beautiful wings of stained glass and crystal, and unicorns with delicately filigreed horns.

Their intricate appearance once earned them favor with the Queen, when a dancing earth-bound clockwork became one of her court performers, charming the Queen and court in attendance.

Base Speed reduced to 30ft.

Gain half-construct subtype.

Half Construct: +2 racial bonus to saving throws against disease, poison, and effects that cause exhaustion or fatigue. +2 vs. mind-affecting affects.

Fragile Soul: Clockwork cannot be raised or resurrected normally.

Machine Life: Clockwork do not need to eat, breathe, or sleep. They may do so, if they wish, or to gain a benefit, such as drinking a potion, or sleeping to regain spells.

Extreme Design: Whatever negative attribute you gain to your attributes due to race is further reduced by 2. For example, if you are an earth-bound clockwork, your dexterity would lower by 2. If your race has no attribute negative, select any one to receive -2.

These racial traits replace the Unique Destiny trait.

DOPPELGANGER

ALTERNATE RACE TRAITS

Where others see a pony, the truth lurks beneath the flesh. Pony society plays unwitting host to a discreet set of shapeshifters, you among them. You draw small amounts of energy from others by proximity, though perhaps different motivations draw you to adventuring. Though doppelgangers tend more towards selfish alignments, individuals can seek greater things, despite their origin.

Gain Shapeshifter subtype

Change Shape, Lesser: You have a specific pony shape that you can take at will. You gain a +10 racial bonus on Disguise checks to appear as that pony. Changing shape is a standard action and functions as per *alter self*; but the doppelganger does not adjust its ability score.

When a target fails a saving throw against your enchantment or mind-affecting effect, gain a +1 insight bonus to attack rolls, caster level checks, and ability checks for as many

rounds as the level of the spell (1 if it is not a spell).

These racial traits replace the Unique Destiny trait.



Doppelganger

GEM PONY

ALTERNATE RACE TRAITS

Your pelt glimmers, even in the dimmest light.

You are tied to earthen elements and appear to be made of gemstones as much as fur and flesh. Old stories tell of a kingdom of your kind, which was once a source of hope and radiance.

Your kingdom came to be before the Queen and her empire took hold in the world. The Kingdom of Crystals stood as a gleaming jewel scant miles north from where Blevik would later be founded. Very progressive for its time, it welcomed ponies of many tribes within its solid walls. Also advanced were its laws, which were comprehensive and, in the eyes of its people, just. Ponies were judged by their accomplishment and strength of character, as opposed to their tribe.

It is said that the crystalline pelt that characterizes the modern day gem pony was once a rare marker of crystal kingdom royalty, only shared with the populace with great sorcery and holiday ritual. When the kingdom collapsed, undone by war with less cooperative neighbors and internal strife from those who sought greater power, the trait vanished entirely for over a hundred years. Most scholars agree that to be born with the gem-like fur coat is a sign of destiny, as sure as any brand, towards greatness and overwhelming purpose. Their kingdom may be gone, but the radiance of their hearts lives on through their descendants to cast light in the darkest of places.

Crystalline: +2 racial bonus to Armor Class vs. rays.

Once per day, a Gem Pony can deflect a single ray attack targeted at them as if they were using the Deflect Arrows feat without the free hand requirement.

Eternal Hope: Gain +2 racial bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, may reroll and use the second result.

Gain earth subtype.

These racial traits replace the Unique Destiny trait.



Gem Pony

LEATHER WING

ALTERNATE RACE TRAITS

Leather wings and griffons share a fractious history. When the mountain tribes came to cohabitate the griffon lands, some ponies admired and eventually emulated the griffons, joining them in the sky and becoming fast friends and allies. Others retreated into their caves all the

deeper, seeking
to avoid the
dangerous



Leather Wing

and wild
griffons, to
say nothing
of other
threats
from the
still tend to

outside world. Leather wings treat griffons and other aerial a large helping of caution, leading to tense relations.

Physically, leather wings are built more solidly than pegasi. Their hardy forms are framed by large leathery wings that work well underground. Their eyes pierce the gloom of their home, which they find more comfortable than the harsh sun above.

At home with the darkness, leather wings worship the night gods over the day ones, and consider them always close at hand. Their nature is intimidating to other ponykind, which caused them to be shunned and secluded even at the height of pony civilization. Some leather wings think this is for the best: they persisted even after the empire crumbled, their personal lives unaffected by the destruction that befell their sun-loving kin. Having adapted for underground living, the diet of leather wings includes more meat than their grazing kin, making them omnivores.

Base Speed reduced to 30ft.

Flight: Leather wings have a fly speed of 30 feet with clumsy maneuverability.

Replace attribute modifiers with: +2 Constitution, +2 Wisdom, and -2 Charisma

Minesight: Leather Wings have darkvision 90 feet; however, they are automatically dazzled in bright light and take a -2 penalty on saving throws against effects with the light descriptor.

2 penalty to saves vs effects with light descriptor.

Leather wings cannot fly in medium or heavy armor.

This replaces Earth-Bound.

SEA HORSE

ALTERNATE RACE TRAITS

Not all ponies were content to run across the land. One tribe dove into the sea, finding it full of food and safety from land predators. Though these tribes often built towns at the edge of the water, they were most happy when slicing through the waves rather than on their dry streets. While the sea was rich in food and some valuables, such as pearls and coral, they lacked in metals. This drove the sea horses to adopt trading early. They learned to build grand ships to ferry their goods, or other, less aquatically mobile, tribes, from place to place.

There are stories amongst the sea horses that a small number of their people forgot to come back to land at all, and now call the oceans their home. Such ponies are dangerous and wild. They have forgotten their kinship to all other tribes, and should be avoided. It became a common prayer before a journey for sea horses to hope against the appearance of such ocean breeds, for they revel in the destruction of sea horse ships.

After the empire declined, the line of the already uncommon sea horse became increasingly diluted, until the only sighting of them came in the sudden birth of one in an unrelated family. A pairing of land tribes had a chance of conceiving a sea horse due to long forgotten ancestry shared with the lost tribe. While some sea horses dream of rekindling their kind, most think it is very unlikely.

Base Speed reduced to 30ft.

Gain 40ft. swim speed.

Swim becomes a class skill.

This replaces Earth-Bound.



Sea Horse

ZEBRA

ALTERNATE RACE TRAITS

When ponykind was young, one tribe did not specialize, and chose instead to worship the whole of nature. They took a holistic approach to other mysteries of life, and it reflects in their society. Being hermits, many live alone or in small villages. They study the traditional ways of their parents, exploring their place in the universe at large while seeking better ways to pass on. They find the slavish devotion of other ponykind to their singular destinies to be a childish limitation. The frantic rush that ponies indulge is distracting, even bothersome. Most zebra prefer to consider a problem first, and approach with planning and care. Though reverent of their predecessors' traditions, every zebra is unique.

The Brand of Destiny manifests much differently for zebra than other ponykind. It changes shape and color as the zebra gains, or loses, understanding of herself. It is often a pattern, rather than a clear image, and its meaning is only evident to the zebra that bears it. Other zebras can examine such a brand and with DC 25 spellcraft check, gain a +4 circumstance bonus to Sense Motive checks against that zebra until the brand changes. If a zebra has deciphered a brand before, doing so again allows the zebra to recognize the brand, and its bearer, even if the target zebra is disguised or the brand has changed since the last viewing. While one could glean hints as to any ponykind's nature by their brand, the intricate nature of a zebra's pattern is much more detailed for those who know how to read it.

Rather than the solid colors or dappled freckles of other ponykind, solid stripes cover zebra forms. Though black and white are most common, some zebra take on the wild and bright shades more commonly seen in other ponykind.

Attribute modifiers become: +2

Intelligence and +2 Wisdom

+4 racial bonus to Linguistics and gain an additional language per rank in linguistics.

Their practice with often dangerous, if effective, traditional remedies means zebras cannot accidentally poison themselves when applying poison to a blade.

This replaces Earth-Bound.



Zebra

PONYKIND BLOODLINES

These bloodlines are found predominantly amongst those of pony descent.

UNIFICATION

There is a calling inside you, driving you towards your people's divinity. Perhaps, with time, training, and hardship, you will also gain the blessings of three major breeds of ponies.

Class Skill: Diplomacy.

Bonus Spells: *beguiling gift* (3rd), *disguise other* (5th), *tongues* (7th), *pegasus blessing* (9th), *teleport* (11th), *geas* (13th), *plane shift* (15th), *sunburst* (17th), *teleportation circle* (19th).

Bonus Feats: Combat Casting, Dashing Flyer, Expanded Arcana, Fight On, Improved Horn Magic, Improved Unarmed Strike, Iron Will, Leadership, Lustrous Coat, Return to the Sea, Silent Spell.

Bloodline Arcana: You may treat fey as humanoids for purposes of any spell or spell-like ability you use.

Bloodline Powers: As Unification sorcerers gain in power, they begin to glow from within with the divine might that fills them with nobility, making them look ever more regal and imposing.

Force Ray (Sp): Starting at 1st level, you can fire a force ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The ray of force deals 1d4 points of force damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Awakened Ancestry (Ex): At 15th level, pick one school of magic. The DC for any spells you cast from that school increases by +2. This bonus stacks with the bonus granted by Spell Focus.

- 🐾 **Wings:** Gain a fly speed of 30 feet with clumsy maneuverability.
- 🐾 **Horn:** Gain the ability to use *unseen servant* as a spell-like ability 2/day.
- 🐾 **Hard Lines:** Earth-Bound racial trait. Comes with toughening of physique.
- 🐾 **Tanned Hide:** Resist fire 5. Comes with a mild increase in body temperature.
- 🐾 **Canines:** Gain darkvision 60 feet. Measure time in minutes instead of rounds for allowable amount per day. Wings become leathery.
- 🐾 **Crystalline Pelt:** Ability to deflect incoming ray attacks 1/day as per the Deflect Arrows feat. May only be taken at level 13.
- 🐾 **Small Leg Fins:** Ability to take 10 on Swim checks, even when distracted. May only be taken at level 13.
- 🐾 **Size:** Ability to grow once a day as per *enlarge person* with you as the target. Comes with a 25% size increase (does not affect size category). May only be taken at level 13.
- 🐾 **Lengthened Limbs:** Twice per day, may cross to or from the ethereal as per *ethereal jaunt*. May only be taken at level 13.

At 13th level, gain another lineage that you do not already possess. At level 20, abilities not limited by a named amount per day become at will and permanent.

New Arcana (Ex): At 9th level, you can add any one spell from the sorcerer/wizard spell list to your list of spells known. This spell must be of a level that you are capable of casting. You can also add one additional spell at 13th level and 17th level.

Magic Focus (Ex): At 15th level, you gain +2 DC to the magic school of your choice. This stacks with spell focus or greater spell focus.

Fey Monarch (Ex): At 20th level, you become a mortal ruler of fey creatures. You gain DR 10/Cold Iron, +2 to Diplomacy, Sense Motive, Intimidate, and Bluff checks with fey creatures. Any aging penalties you had are removed, and you cease accruing new ones.

VAMPIRIC

Somewhere in its past, your family had a run-in with vampires, or perhaps they trace their heritage to the shattered tribe of bones, and their taint has manifested within you in a way unique to ponykind. It is said that the doppelgangers of Blevik, finding their methods not all that different, have brokered deals with the well-spoken undead. Their negotiations gave rise to a few lines of vampiric sorcerers that persist beyond the empire's time.

Class Skill: Sense Motive.

Bonus Spells: *disguise self* (3rd), *false life* (5th), *vampiric touch* (7th), *greater invisibility* (9th), *teleport* (11th), *undead anatomy iii* (13th), *finger of death* (15th), *mind blank* (17th), *dominate monster* (19th).

Bonus Feats: Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Silent Spell, Toughness.

Bloodline Arcana: When casting spells of the necromancy school, increase all random numerical effects by 25%. This operates like and does not stack with the empower spell metamagic.

Bloodline Powers: Vampiric sorcerers exude the deadly charm of their origin as they gain further understanding of their damned nature.

Draining Touch (Su): Starting at 1st level, you can drain vitality with a touch. After a successful melee touch attack, the victim must make a fortitude save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or gain 1 negative level. This ability cannot inflict a negative level if doing so would slay the target. You may use this ability a number of times per day equal to 1 + your Charisma modifier.

Vampire's Gift (Ex): DR 5/magic or silver DR 1 per 2 levels(maximum 5).

Children of the Night (Su): At 9th level, you may summon forth a swarm of night creatures to aid you. This takes the form of 1d2 bat swarms, 1d2+1 rat swarms, or 2d2 wolves. They persist for as many rounds as your caster level. This can be used once per day. This increases to twice per day at level 20. This ability has a range of 60ft.

Gaseous Form (Su): At 15th level, you can become

gaseous, as per *gaseous form*. This can be used for as many rounds per day as you have caster levels, but these rounds do not need to be consecutive.

Ruler of the Night (Ex): At 20th level, you have embraced your heritage. You gain fast healing 2 and darkvision 60ft. If you already had darkvision, increase it by 30ft. Your charisma and strength increase by 2. You are considered undead for effects that specifically target that type and for detection spells.



PONYKIND FEATS:

Adept Changeling

While even immature doppelganger ponies can imitate one form, you have learned how to take on new roles, giving you much improved flexibility.

Prerequisite: Ponykind, Doppelganger.

Benefit: You may imitate any ponykind that you have seen, gaining +10 to Disguise checks to appear as that particular pony. This works otherwise like your usual shapeshifting ability.

Advanced Horn Magic [Combat]

Your ability to manipulate objects with your magic has grown much more refined.

Prerequisite: Ponykind, Practiced Horn Magic.

Benefit: You gain a second mental grip, allowing you to wield a weapon two-handed, or wield a weapon and a shield, or even wield two weapons. These follow all basic rules for wielding such items.

Agent of Law

Though you dislike those that dare intrude upon this world, chaos is your true enemy, and you have learned how to combat it.

Prerequisite: Ponykind, Chaos Hunter, Chaos Sense, Character level 5th, Lawful alignment.

Benefit: Your racial bonuses and abilities (including racial feats) apply against outsiders now also applies to aberrations.

Beacon of Hope

You are a walking war banner, calling your allies to stand firm against the dark.

Prerequisite: Ponykind, Gem Pony, Hopeful Heart.

Benefit: Any ally that is within 60ft. and can see you gains your bonus to saving throws against fear and despair effects. They do not get your reroll, only the racial bonus to saving throws. This is a morale bonus.

Blade-Turning Pelt [Combat]

Your fortitude is the thing of legends. Blades have a difficult time finding purchase in your toughened hide.

Prerequisite: Ponykind, Earth-Bound racial trait, Tough as Rocks.

Benefit: You gain DR 1/-. This increases by 1 for every additional time you have purchased Tough as Rocks.

Special: This feat can be taken an additional time at level 10, 15, and 20, but only as many times as you have taken Tough as Rocks. This increases the

DR given, but does not stack with other sources of damage reduction.

Chaos Sense

You have an innate sense for the forces of chaos, and can feel their presence wherever it may be hiding.

Prerequisite: Ponykind, Chaos Hunter.

Benefit: Twice a day, you may use *detect chaos* with a caster level equal to your character level.

Cloud Embraced

You have emerged from the darkness and joined the pegasi in the clouds.

Prerequisite: Ponykind, Cloud Walker racial trait.

Benefit: You gain the Cloud Walker racial trait, allowing you to treat fog, mist, and clouds as solid and to qualify for feats that require Cloud Walker.

Cloud Kicker [Combat]

It is said, in times long past, your kind controlled the weather of the planet. Though this job has since left pegasus hooves, you still have some talent at it.

Prerequisite: Ponykind, Cloud Walker.

Benefit: As a standard action, you may, with a lash of your hind hooves, destroy the fog, mist, or even magic gaseous cloud, a particular five foot square within your unarmed reach (including the square the pony is occupying).. If the effect is magic, it is considered an attempt to dispel, and the pony must roll 1d20+(character level)+(strength bonus) against a target of 10+(caster level). Success not only clears the five foot square, but gives the pony the option to end the entire effect. Failure still clears the targeted five foot square.

Dashing Flyer [Combat]

While some pegasi are satisfied with going in straight lines, you have been strengthening your wings and practicing your flying to become a master of the sky.

Prerequisite: Ponykind, racial fly speed.

Benefit: Your fly speed increases by 10ft. and your maneuverability by one step.

Special: This feat can be taken more than once.

Day Stomper

Your marked piety as an earth-bound has earned you the Sun Queen's special favor.

Prerequisite: Ponykind, Earth-Bound racial trait, Tough as Rocks, Knowledge (religion) 5 ranks.

Benefit: You gain resist fire 5. Also, once per day, while in sunlight, you may, as an immediate action, gain 1d10 + 1 per 2 character levels temporary hitpoints. These hit points last for one hour.

Special: You may not take this feat if you have Night Stomper.

Day Wing

After a ritual to one of the day goddesses, your wings have become butterfly-like.

Prerequisite: Ponykind, Pegasus, Dashing Flyer, Knowledge (religion) 5 ranks.

Benefit: You no longer have to make Fly checks to hover or move at less than half speed and remain flying. You gain Fire Resist 5 and +2 to saves against effects with the light descriptor.

Special: You may not take this feat if you have Night Wing.

Divine Endurance

Strengthening your bonds to your chosen deity, you become more of an avatar for their ideals.

Prerequisite: Ponykind, Day or Night Stomper or Day or Night Wing, Knowledge (religion) 10 ranks.

Benefit: Gain +2 to saves against fire and heat effects if day aligned. Gain +2 to saves against ice and cold effects if night aligned. A successful save negates the damage. You also gain the effects of endure elements against temperature extremes in your chosen direction. If you are suffering lethal environmental damage from your chosen extreme, convert half of it to non-lethal damage.

Embraced Destiny

Favored of Sheila, you not only accept your destiny, but revel in it. You celebrate and excel, making your brand's guidance a shining beacon in all things you do.

Benefit: You may select one favored enemy (as per ranger), two skills, or one school of magic. You gain a +1 to attack and damage rolls, +2 to caster level checks, or +2 to skill checks involving the selected item(s). The selection should relate to your Brand of Destiny. If skills are selected, the bonus increases by 1 per 5 character levels.

Special: Cannot take this feat if you have Denial of Destiny

Field Reconstruction

When you are killed, your allies may revive you by providing the materials and time for you to recover.

Prerequisite: Half-construct, character level 10th, Diehard.

Benefit: You may be revived as per *raise dead* if your remains are sprinkled with a combination of iron and diamond dust worth 5000 gp and an hour passes. The components are consumed upon your revival.

Normal: Steelhearts may only be revived from death at a Steelheart factory; Clockwork cannot be raised or resurrected.

Fight On [Combat]

Prerequisite: Ponykind, Earth-Bound racial trait, Con 13.

Benefit: As per feat of the same name, see Advanced Players Guide.

Focused Horn Magic [Metamagic]

You have attuned your horn to a specific school of magic.

Prerequisite: Ponykind, Practiced Horn Magic, Spell Focus in the same school.

Benefit: Choose a school of magic to which you have already applied the Spell Focus feat. The DC of spells of the selected school increases by 1. Once per day, a harmless or self-only spell of that school may be cast as if the extend metamagic were applied without modifying the level of the spell.

Gemstone Finish

You are like a cut crystal, glimmering with many colors in the light. Rays that approach you are reflected away as if they never were there to start.

Prerequisite: Ponykind, Crystalline racial trait, Lustrous Coat.

Benefit: You may turn aside rays once more per day.

Special: You may deflect rays one more time per day for every time you have taken lustrous coat

Gunnery Squad [Teamwork, Combat]

You are skilled at reloading the firearms of your allies, keeping them firing as often as possible.

Prerequisite: Proficiency with a firearm.

Benefit: When adjacent to an ally with this feat wielding a two-handed or mounted firearm, you may spend a full round action reloading it. If you are adjacent to an ally with this feat and they misfire a ranged weapon, you may use an attack of opportunity to clear the misfire. The ally may continue attacking if they have more shots for the round.

Special: If you have the rapid reload feat, this becomes a standard action. Any other effects that affect reload speed apply. If the ally being reloaded also has this feat, decrease the reload time by one step (full round to standard to move to swift to free).

Hopeful Heart

Within your heart beats the proud history of your people, and you don't let adversity stand in your way.

Prerequisite: Ponykind, Gem Pony.

Benefit: When suffering from an ongoing fear or despair based effect, gain a saving throw on the second round of the effect, even if the effect normally has no saving throw. even if the effect normally has no saving throw. Use the standard DC for its spell level and casting stat or $10 + 1/2$ hit die + higher of charisma or constitution bonus. The effect immediately ends if successful. If you have another ability that gives you a second saving throw in a similar fashion, you can use it on the third round.

Integrated Weapon [Combat]

Your mechanical body proves a fertile ground for planting firearms for more consistent use.

Prerequisite: Clockwork or Steelheart.

Benefit: Choose one firearm, this firearm is now a part of the pony and cannot be disarmed, though it can still be sundered. If the firearm misfires, the pony may, instead of damaging the firearm, take minimum damage from the firearm, bypassing any DR or resistance. The ammunition is still lost in such a misfire. This weapon can still be enchanted or otherwise affected as a weapon of its type. With an hour long repair session and 100 gp per character level in parts, a new weapon can be integrated, freeing the old weapon. This firearm can be reloaded with only a mouth.

Iron Hooves [Combat]

Prerequisite: Ponykind, Earth-Bound racial trait.

Benefit: You gain a hoof attack, a primary natural attack that deals 1d4 bludgeoning damage.

Special: This feat can be taken twice, giving one hoof attack each time.

Iron Jaw [Combat]

Prerequisite: Ponykind, Earth-Bound, Strong Jaw.

Benefit: When attacking with a two-handed or double weapon held in your jaws, you gain all the benefits of using a weapon two-handed. You also gain a +1 bonus to attacks with weapons held in your mouth.

Normal: A pony's mouth only counts as one hand, even if strong jaw allows wielding two handed and double weapons in it.

Kara Kissed

You have given yourself over to the doppelganger queen, and she has welcomed you into her embrace. In a profane ritual, you have been imbued with a shard of her terribly seductive powers, drawing away shreds of your original birthright and replacing them with that of her children, the doppelgangers.

Prerequisite: Must worship Kara, non-good alignment, character level 3rd.

Benefit: Gain the shapeshifter subtype. You qualify for any feat, effect, spell, or ability that targets, affects, or requires being a doppelganger pony. Your appearance becomes insectoid, but you gain the supernatural ability to take on your birth form as a standard action as per *alter shape* without the stat adjustments.

Lustrous Coat

Your pelt shines brighter even than the legends of your kind and turns rays away with greater efficacy.

Prerequisite: Ponykind, Gem Pony.

Benefit: Your bonus to AC vs ray attacks is increased by 2.

Special: You may take this again at level 10, and every ten levels thereafter.

Master Changeling

While infiltrating pony society is your people's specialty, you have branched out, and can now imitate humanoids as well.

Prerequisite: Ponykind, Doppelganger, Adept Changeling, character level 9th.

Benefit: You may imitate any humanoid that you have seen of small or medium size, gaining +10 to Disguise checks to appear as that particular person. This works otherwise like your usual shapeshifting ability. You do not suffer Disguise penalties for imitating people of other genders or races. While imitating a humanoid, you use humanoid magic item slots (and enjoy hands!). You may not employ items with your mouth while imitating a humanoid. If you are wearing things on your hands on returning to a pony or other four-legged shape, they fall to the square you occupy.

Master Horn Magic

You are capable of amazing feats with your finely honed ability to manipulate objects with your horn.

Prerequisite: Ponykind, Advanced Horn Magic, Character level 9th.

Benefit: You gain *telekinesis* as a spell-like ability usable twice per day with a caster level equal to your character level.

Metal Vitality

Your partially living form is difficult to hamper through necromancy, poison, and other debilitating effects.

Prerequisite: Half-construct.

Benefit: Whenever you suffer ability damage or drain, there is a 25% chance rolled per point of negating the drain/damage of that point.

Special: This feat can be taken up to three times, stacking up to 75% chance of negation.

Natural Lance [Combat]

Through constant practice, you have learned to employ your horn in a charge with all the skill of a mounted knight in a charge.

Prerequisite: Gore attack, base attack bonus +10, base speed 40 feet.

Benefit: When charging, your gore attack deals double damage, as per a lance.

Special: Any feats or abilities you have that specifically alters how lances operate also affects your horn. While charging, you are considered mounted for such effects.

Night Embrace

You have become a creature entirely of the dark, no matter how deep. You move with the confidence of the night goddesses behind you.

Prerequisite: Leather Wing, Night Wing.

Benefit: You gain the see in darkness universal monster ability.

Night Stomper

Pledging allegiance to the night goddesses, an earth-bound pony finds power in the darkness and wisdom in the stars.

Prerequisite: Ponykind, Earth-Bound racial trait, Tough as Rocks, Knowledge (religion) 5 ranks.

Benefit: You gain darkvision to a range of 30 feet and +1 to caster level checks while underground or during the night. You may not take this feat if you have Day Stomper.

Special: If you already have darkvision, instead increase darkvision by 30ft. and lose light sensitivity if possessed.

Night Wing

After a ritual to one of the night goddesses, your wings have become bat-like. You have shed your downy feathers and soft pony figure for the intimidating lines of a night predator.

Prerequisite: Ponykind, Pegasus or Leather wing, Dashing Flyer, Knowledge (religion) 5 rank.

Benefit: You gain darkvision to a range of 60 feet" add " and you are no longer dazzled in bright light.

Special: Increase the range of your darkvision by 30 feet.

Pious Brand

Prerequisites: Ponykind, must worship a god, must be taken at 1st level.

Benefits: Your Brand of Destiny matches the holy symbol of the god you worship. The symbol is fixed and can be used as a divine focus. Your caster level increases by 1 when you cast a spell with an alignment descriptor that matches your deity's.

Special: Only with meticulous shaving can this symbol be removed, after which it takes one week to grow back.

Special: Cannot have denial of destiny

GM note: The exact nature of the brand is up to you, but the holy symbol must feature prominently with it's nature clear to anyone at a glance.

Piston Jump [Combat]

Your hydraulic legs can propel you with amazing force.

Prerequisite: Clockwork, Earth-Bound racial trait, Acrobatic.

Benefit: While charging, you may leap towards a target, increasing the bonus for charging by 1 and reducing the penalty to AC by 1. When performing vertical leaps, gain a bonus to your Acrobatics check equal to your hit dice. As a full round action, you may move up to double your land based movement using flying rules. At the end of this movement, if you are not landed, you immediately fall and take appropriate damage

Power Buck [Combat]

Prerequisite: Ponykind, Earth-Bound racial trait, two hoof attack.

Benefit: When you strike the same creature with two hooves in the same full attack, you deal an additional 1d4 plus 1½ strength bonus damage. This is considered a rend for other effects that modify or require rends. You can only deal this additional damage once each round.

Practiced Horn Magic [Combat]

You have honed your horn magic to the point that you can wield weapons and shields using its might.

Prerequisite: Ponykind, able to cast *unseen servant* as a spell-like ability.

Benefit: You may wield any one-handed weapon or shield using your horn's magic. The wielded object is treated for all purposes as if you were physically wielding it, using your Intelligence instead of your Strength. This is a supernatural ability.

Precise Motions

Your clockwork nature enables you to move with extreme precision, making fine tasks easier.

Prerequisite: Clockwork

Benefit: You gain +2 to Disable Device. If you have 10 or more ranks in disable device, this bonus increases to +4. You may take 10 on Disable Device, even when distracted. You may use this in place Skill Focus(Disable Device) for the purpose of fulfilling requirements.

Rapid Changeling

You change in almost the blink of an eye, allowing you to assume new forms in the midst of other activities.

Prerequisite: Ponykind, Doppelganger, Adept Changeling, character level 5th.

Benefit: When you change forms, you do so as a move action instead of standard.

Return to the Sea

You have regained your breed's natural grace in the waves.

Prerequisite: Ponykind, Sea Horse, Swim 10 ranks.

Benefit: Gain the aquatic subtype and amphibious special quality, allowing you to breathe both air and water. You also gain resist cold 5.

Sensitive Ears

In the realm of the dark, it pays to expand other senses.

Prerequisite: Leather wing.

Benefit: You may, as a move action, make a DC 20 Perception check to gain blindsense 60ft. until the start of your next turn.

Sharpened Horn [Combat]

Whether by fortune or active effort, your horn is kept sharp and ready to use as a weapon in its own right.

Prerequisite: Ponykind, Practiced Horn Magic.

Benefit: You have a gore natural attack that deals 1d6 damage.

Smooth Rise [Combat]

Your movements are as graceful as the waters you call home.

Prerequisite: Ponykind, Sea Horse, Acrobatics 5 ranks.

Benefit: With a DC 20 Acrobatics check you may rise from prone without provoking an attack of opportunity. If you roll 30 or higher, you may rise from prone as a swift action that does not provoke attacks of opportunity.. A failed roll causes you to rise from prone, but provoke attacks of opportunity.

Normal: Standing from prone provokes an attack of opportunity, and is a move action.

Sonar

Like the bat you resemble, you can navigate even when sight entirely betrays you.

Prerequisite: Leather wing, Sensitive Ears, Perception 5 ranks.

Benefit: The blindsense from Sensitive Ears is now constant.

Sound Sight

As often as not, your eyes are closed. Who has need of such things when you have such marvelous ears?

Prerequisite: Leather wing, Sensitive Ears, Sonar, Perception 10 ranks, must not have Night Embrace.

Benefit: Your blindsense extends to 90ft. and you gain blindsight 60ft.

Still Horn Magic [Metamagic]

When working with your specialty, your horn covers the need to move with brilliant hues.

Prerequisite: Ponykind, Cloud Walker racial trait, Cloud Kicker, Weather Pony, caster level 9th.

Benefit: So long as your horn is unharmed, you may cast spells from the school you have selected for Focused Horn Magic with no somatic components. Your horn will glow as per the spell light for as many rounds as the level of the spell cast in this fashion. This does not affect the need for verbal components.

Storm Stallion

Despite its name, not restricted to males. Your mastery of weather has reached lofty new heights, allowing you to bring the fury of the elements on your foes.

Prerequisite: Ponykind, Fly Speed, Weather Pony, Caster level 9th.

Benefit: You may cast lightning bolt as a spell-like ability with a caster level equal to your highest caster level by expending a prepared spell or spell slot of 3rd level or higher. You may apply metamagic feats you possess, but this increases the minimum level of the prepared spell or spell slot as appropriate to the metamagic feats. Add lightning bolt to your spells known as a 3rd-level spell.

Strike from the Heart [Combat]

Taking a soft breath and focusing everything on your target, your next attack lands with all the inevitability of the law you enforce.

Prerequisite: Ponykind, Chaos Hunter, Agent of Law, Character level 9th.

Benefit: Once per day, as a move action, you may gain the effect of true strike as a supernatural ability. If your next attack's target is neither chaotic nor an aberration, the effect is wasted instead. You are aware when this occurs. Finally, your natural weapons gain the axiomatic weapon quality for this strike, granting +2d6 vs chaotic creatures, and becoming law aligned for the purpose of overcoming damage reduction.

Strong Jaw [Combat]

Some ponies have very strong jaws, allowing them to hold and wield very large weapons and items.

Prerequisite: Fingerless creature racial trait.

Benefit: Your mouth can wield two-handed items. Double weapons can be used, allowing a pony to employ two-weapon fighting normally. Two-handed ranged weapons or ranged weapons that specify they require two hands to reload cannot be reloaded as most require two distinct limbs, not just a sure grip.

Normal: Ponies can only wield one-handed items in their mouth.

Special: Pony clerics may wield the favored weapon of their god, even if two-handed, without this feat.

Strong Wings [Combat]

You are accustomed to flying in armor, allowing you to fly when others would falter.

Prerequisite: Ponykind, Fly Speed, Dashing Flyer, character level 5th.

Benefit: You can fly while wearing medium and heavy armor.

Normal: You may not fly in heavy or medium armor.

Stubborn Pride

When those that would put fear in you see you standing resolute, they end up questioning themselves instead.

Prerequisite: Ponykind, Crystalline racial trait, Hopeful Heart, character level 9th.

Benefit: When you successfully save against a fear or despair effect, the source of the effect must make a Will Save against the same DC as the effect or become shaken for a minute.

Tough as Rocks [Combat]

Your ties to the element of earth show in your body's amazing resistance to harm..

Prerequisite: Ponykind, Earth-Bound racial trait.

Benefit: Your natural armor increases by 1.

Special: This feat can be taken an additional time at level 10, 15, and 20.

Vital Guard

Your vital systems are protected from harm behind your hardest materials.

Prerequisite: Construct or half-construct

Benefit: You gain the benefit of lesser fortification, granting a 25% chance of sneak attack or critical hit negation. This does not stack with fortification from other sources.

Water Affinity

Your innate ties to water allow your water magics to strike true.

Prerequisite: Ponykind, Sea Horse.

Benefit: When casting spells with the water descriptor, add one to your effective caster level.

Water Burst

With effort, you can exhale a powerful stream of water, knocking things away and down under the deluge.

Prerequisite: Ponykind, Sea Horse.

Benefit: Twice a day, you may cast *hydraulic push* as a spell-like ability with a caster level equal to your character level.

Weather Pony

Your ability to clear the skies has only grown with practice.

Prerequisite: Ponykind, Cloud Walker racial trait, Cloud Kicker.

Benefit: You may, as a move action, move a cloud, fog, or other gaseous effect up to your movement rate in any direction you can move yourself. You move with the cloud, which must be within your reach when you start and end. This movement provokes attacks of opportunity.

OTHER RACES OF EVERGLOW

A SUN CAT PERSPECTIVE

In the time before time, the great monarch did level his gaze upon the world of Everglow.

"This," he said, placing a great burning paw on the land that would become the sun baked desert of our purrsian kin, "is a world that glows almost as brightly as I. I will have my children here, and they will be magnificent." From his mighty form sprung those of his essence. Us. Sun cats, reflecting his splendid golden glow. The purrsians who would bedeck themselves in that which would spread his presence in glittering shafts of light, and the griffons, who though only half the great Sun King's progeny, still took to the world with divine purpose and the confidence born of being part of Him.

A lesser being would have retired after such miracles, but the Sun King was not satisfied. He wanted more, against which his children would reflect. What use is a sun with no world to shine upon, after all? He fashioned the goats, meek and small, who would be fast to lavish praise upon their superior feline neighbors. For a time, this was enough. We shone with his glory, and we turned this brilliance onto the goats, who basked in it and revelled in the shared warmth with us. But it was not enough.

The Sun King watched as his children grew lazy. We were not being challenged, and instead were growing fat. The purrsians were the worst of them, barely taking flight and instead rolling around in

their glittering jewels. His children needed something to remind them of their glorious origins. A challenge, perhaps, yes, that would do nicely. He reached into the grassy plains and into the dense forest, under the water and across the mountain tops. He scooped up small bits from across Everglow and seized a passing horse in his great claws. He had not even noticed the creature in his eager grabbing, but when he examined his findings, there it was, looking up into his blinding brilliance with fear in its dull witted eyes.

"You," spoke the Sun King, "will serve a purpose for my children. You, who we ignored as timid prey, useless fodder, will become their greatest test." He closed his golden paw and pressed all the varied pieces of Everglow into the horse, then set the confused, but blessed, creature back from whence it came. The horse, now imbued with the Sun King's blessing and the fury of the elements, spread and was fruitful, eventually becoming the many tribes of ponykind.

Though we seem legion and powerful, let us never forget that their purpose is to hone our claws and our determination. At the end of the day, we children of the Sun King must shine with all the fury that he casts down on us, and prove ourselves worthy of his legacy.



CLOVEN

Some say had the intelligent goats called cloven come first it would have been them who ascended to power. They first encountered the empire in its infancy, making them available in any era. They see ponykind as distant relatives, and so are most friendly with them of the various species. They do not possess brands of destiny. Few cloven dare to travel outside their own or ponykind cities.

RACIAL TRAITS:

Mountain Footed: Immune to altitude sickness and keeps Dex bonus to AC while making Climb or Acrobatics checks to cross narrow or slippery surfaces.

Horned: Cloven get a natural gore attack that deals 1d4 damage.

Cloven Resilience: Cloven get a bonus against poison equal to their hit dice.

Cloven Watchfulness: +2 racial bonus on Appraise. +2 racial bonus to Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste.

Fingerless: See fingerless rules.

Special Qualities: Low Light Vision, +4 CMD vs trip (Quadruped), +50% carrying capacity (Quadruped)

PHYSICAL DESCRIPTION

They are the same size as ponies, but all sport horns and beards, as well as their cloven hooves. Females have smaller horns and beards, and even the youngest cloven display nubs of horns. Their eyes have distinctive horizontal pupils instead of round ones. Though they lack a Brand of Destiny, tribal dyes, tattoos, and stylized shavings are commonplace. Some fashions or faiths call for shearing their horns, but most cloven are never found without them. Unlike ponies, cloven tend to come in more sedate colors of black, white, brown, or grey.

SOCIETY

The cloven are a meritocracy: breeding takes a second seat to ability and achievement. Hence, returning adventurers with discoveries to share and exploits to recount are treated with admiration and respect.

The ruling caste of cloven are those whose accomplishments the community most respects. Cloven who wish to become leaders may sound like braggarts to foreign ears, as they extol the virtues of their deeds, but that is the cloven way.



Cloven

RELATIONS

Cloven have been and remain neutral in most dealings with the outside world. They prefer to keep to themselves, but have been known to make contact with other races. They are most friendly with ponykind, their cousins by hooves, and welcome the interaction should one decide to venture into a cloven town. Few cloven outside of the Order (see below) venture far from one of the cities, though the young are prone to wanderlust.

ALIGNMENT

The industrious, performance-driven cloven run a smooth, orderly, and therefore lawful society. Everyone is expected to follow the laws precisely because that's what is expected of them. Cloven frown upon those that buck the system, and typically heap public humiliation on these unfortunates. However, the rare cloven that demonstrates its methods are a genuine improvement on the status quo can actually change the law.

ADVENTURERS

While most cloven prefer to lead productive lives in the safety of their home cities, some few hear the call of greater purpose. The Order of the Goat is an organization comprised entirely of thrill-seeking cloven. Such cloven are considered brave and romantic, but lonely. Good cloven know that when they look for trouble, trouble will find them, so becoming close to an adventuring one is asking for mischief. Cloven who survive their adventuring career and settle down are treated as returning heroes, and typically end their days famous and comfortable.

RACIAL STATISTICS:

Type: Fey (cloven)

Size: Medium

Base Speed: 40ft.

Ability Score: +2 to any one stat.

Languages: Starts with Common, may select from Sylvan, Elven, Terran, or Gnomish as bonus languages.

CLOVEN FEATS

Eat Anything

They say that goats will eat anything put before them. You are not a goat, but your belly is just as durable.

Prerequisite: Cloven

Benefit: Your racial bonus against poisons is doubled against ingested poisons. If you should have the misfortune to ingest diseased material, you may apply your non-doubled poison resistance against it. You also have DR 5/- against any effect that specifically harms you for eating it or attacks that originate from your belly.

Impressive Rack

Your expansive and wicked sharp horns are the envy of your neighbors. More than a fashion accessory, they're useful when things turn violent.

Prerequisite: Cloven

Benefit: Your gore attack increases one die size (d4 to d6) and you gain +2 to Diplomacy and Intimidate checks against cloven.

Mountain Jumper

You have a knack for making tricky jumps when there's little room to move.

Prerequisite: Cloven

Benefit: You are always considered to have made a running start when jumping.

Unassuming

When in unfamiliar social situations, you have learned to keep your mouth shut and blend in.

Prerequisite: Cloven

Benefit: When making a Diplomacy check with a DC of 30 or higher, gain a +2 bonus to the roll. You may double this, but you may make no demands of the target even if they are shifted to a friendly or helpful demeanor.

CLOVEN FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/4 alchemical bonus to the alchemist's intelligence when using mutagen.

Barbarian: Add a +1/2 bonus to trap sense.

Bard: Reduce arcane spell failure chance for casting bard spells when wearing medium armor by +1%. Once the total reaches 10%, the bard also receives Medium Armor Proficiency, if they do not already possess it.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Ranger: Add +1 hit point to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus hit points.

Rogue: Add a +1/2 bonus on Bluff checks to Feint and Diplomacy checks to gather information.

FLUTTERPONY

Flutterponies (or flutters) began as tiny, aggressive, pony pixies that flew in terrifying swarms when threatened. Towards the end of the empire's lifespan, some of the swarms began to act erratically. The more charismatic and thoughtful of the swarm began soliciting the others toward better. Bucking their original fate, the swarm consolidated and became a full pony-sized creature of dazzling colors and wings. These full-sized flutters were much more agreeable and intelligent. They banded together to found the city of Prisma, where they have thrived even as the empire collapsed around them.

Though physically weak, they were quick to work together to rise above their problems. Like the swarms of their origin, they found teamwork to be a natural part of their being. In the times after the empire, flutterponies became an uncommon, though not rare, sight outside their forest city.

RACIAL TRAITS:

Butterfly Wings: Flight 30ft.(average)

Flight is unavailable in medium or heavy armor.

Small Origins: Flutterponies may shrink themselves as per *reduce person* once per day as a spell like ability with a caster level equal to their character level.

Pony Kin: Any effect, archetype, bloodline, feat, or item that requires or affects ponykind functions fully for flutterponies.

Glowing: As an at-will supernatural ability, flutterponies can emit light from their antennae equivalent to a candle(5ft. dim). Igniting or dousing their light is a free action.

Fingerless: See fingerless rules.

Special Qualities: Low Light Vision, +4 CMD vs trip(Quadruped), +50% carrying capacity(Quadruped)

PHYSICAL DESCRIPTION

Flutterponies appear much like intensely colorful pegasi. The average flutterpony has at least three colors in their pelt and mane, to say nothing of their large butterfly or dragonfly wings. Their wings tend to be a riot of colors, which blends well with their colorful rainforest home. Protruding from the head are two antennae with large bobs at the end that can be made to glow.

SOCIETY

Flutterponies place high value on family lines. The children of important people are assumed also to be important unless dramatically proven otherwise. Families consist of a mated pair and young, which remain with the parents for about fifteen years.

Flutterponies only have one or two foals at a time, and have no more while any foals remain at home. Marriages can be either prearranged or spontaneous, with the former becoming more likely the higher the social caste of the flutters involved.

RELATIONS

Flutterponies consider themselves ponies, even if their stock does not originate from the original ponies. Thus, they get along well with ponies and welcome them eagerly to their side, even marrying them. The children of such unions are either flutterponies, or the other pony's type, never hybrids. Flutterponies get along especially well with pegasi, who they regard as drab cousins. Though they taunt their feathered friends for lacking bedazzling hues, they admire pegasi air-borne agility.

When dealing with other races, flutters tend toward reservation. Merchants who come to deal with flutters fast learn to wear their brightest and most ostentatious clothing, as this pleases the flutters.

ALIGNMENT

Flutters come off as vain and shallow. Because they value presentation as much as substance, their laws are open to wild interpretation. This results in a chaotic bent in flutter society. Often criminals are judged for being ugly before courts weigh the facts.

ADVENTURERS

Flutters leave their city for many reasons, foremost being simple wanderlust. They want to see what lies beyond the trees, and going there is the only way to find out. Easily drawn by curiosity and whimsy, flutter adventurers are given to flights of fancy. Ugly beasts and monsters repulse them, and they can be all too easily drawn in by comely seducers, but their skill with magic and sheer eagerness gets them into adventuring teams braving the unknown.

RACIAL STATISTICS:

Type: Fey

Size: Medium

Base Speed: 30ft.

Ability Score: +2 Charisma, +2 Dexterity, -2 Strength

Languages: Starts with Common, may select from Sylvan, Elven, Auran, or Gnomish as bonus languages.

FLUTTERPONY FEATS

In Small Packages

When you become small, you can harness your ancient ties to become deceptively powerful.

Prerequisite: Flutterpony, Character level 10, Tiny Perspective, Spell Focus(Transmutation)

Benefit: Once per day as a spell like ability, you may reduce your size to tiny as per *beast shape IV* with a caster level equal to your character level. You gain the attribute adjustments, size, and natural armor of a tiny magical beast, but remain pony shaped. This is in addition to the flutterpony ability to shrink itself to small size once per day.

Like a Moth

With focus, you can make the dim glow of your antenna into a short lived but intense burst of brilliance.

Prerequisite: Flutterpony

Benefit: Once per day, you may as a supernatural ability emit an intense glow equivalent to the *daylight* spell with a caster level equal to your character level.

Nimble Wings

Your aerial acrobatics are a marvel to behold.

Prerequisite: Butterfly wings

Benefit: You gain +2 to Acrobatics and Fly checks. If you have 10 ranks in either, this bonus increases to +4.

Riot of Flutter [Combat,Teamwork]

Calling back to your swarming ancestors, you find fighting in cramped spaces far easier than others.

Prerequisite: Flutterpony

Benefit: You may share space with allies that have this same feat. If you attack an enemy while sharing space with an ally and both of you threaten the target, the target is considered flanked despite you both threatening from the same direction.

Sudden Lift

Your species' natural grace in the air protects you when others mean you harm.

Prerequisite: Butterfly wings, Nimble Wings

Benefit: As an immediate action, when attacked with a melee weapon, you may make a Fly check and use the result as your armor class.



Flutterpony

Tiny Perspective

Your natural ability to reduce your size has reached whole new levels of prowess.

Prerequisite: Flutterpony, Character level 5

Benefit: Once per day, you may reduce your size to tiny as per *beast shape II* as a spell like ability with a caster level equal to your character level. You gain the attribute adjustments, size, and natural armor of a tiny animal, but remain pony shaped. This is in addition to the flutterpony ability to shrink itself to small size once per day.

FLUTTERPONY FAVORED CLASS OPTIONS

Flutterponies have access to ponykind favored class options.

GRIFFON

First encountered when the early ponykind ancestors ventured into the mountains to find a home, griffons are a mildly xenophobic race of proud flyers. It's said watching their majestic flights inspired the first of the mountain pony tribes to embrace the air, eventually giving rise to the pegasi. As fellow children of the sky, pegasi and griffons typically get along best, and contact between griffon and ponykind tend to go through pegasus channels.

RACIAL TRAITS:

Flight: 40ft. (Poor)

Bite: 1 bite attack(1d6 20/x2)

Cloud Walker: May treat fog, mist, or any cloud, as solid.

Special Qualities: Low Light Vision, +4 CMD vs trip(Quadruped), +50% carrying capacity(Quadruped)

PHYSICAL DESCRIPTION

Griffons are quadrupeds, like ponykind. Unlike ponies, griffon forelegs terminate in clever, functioning talons. They appear as a combination of species. Their forward half and wings are that of a bird of prey, most often an eagle, though hawks are common. Their back end is that of a feline predator, such as a lion or cougar. As befits their combined heritage, they are primarily carnivores, though they do enjoy supplementing their diet with the occasional fruit or other sweet treat.

Griffons are fully capable of using their talons as fingers. They do this while hovering or by rearing up on hind legs. They have full use of all magic slots without modification to the item required. While capable of walking in such a stance, it is not ideal.

SOCIETY

Griffons operate in competitive prides. Though griffons consider themselves better than other races, and will defend other griffons against slights from non-griffons, they dislike the company of large crowds, especially too many griffons. The leader of a pride is considered the best of them, proven through cleverness, strength, or, rarely, sheer age and wisdom. Any griffon may challenge the current leader for dominance, but the leader chooses the contest. Those who lose and still challenge the commands of the leader are pushed out of the pride and set off on their own, sometimes forming their own pride. Many adventuring griffons emerge from such disputes.

Due to the more egalitarian nature of griffon challenges, they find ponykind's matriarchy to be a curious, weak concept. What if a male were the strongest, or wisest, or most clever? Griffons snicker quietly behind their talons at the folly of their neighbors, but to entertain their absurd notions, and engender respect, griffons will send females more often than males to deal with the matriarchal ponykind.

When the pony empire collapsed, most griffons withdrew to their mountain holdings. Griffons became rare sights outside their territories, though wanderlust, or insubordination, still sends a rare young griffon out into the world.

RELATIONS

The sight of a griffon puts fear into creatures, and griffons consider this wise. Though they were content remaining in their mountain prides for many years, contact with ponykind have drawn

some down to integrate with pony society, and through it, come into contact with the other intelligent species of the world. Griffons, despite their unrelenting sense of superiority, never made a bid for global dominance, nor banded into

any great empire or marauding force. They enjoy mercenary work, and make capable craftspeople. As neighbors go, they are passable if one can forgive their unyielding ego.

ALIGNMENT

Griffons are prideful beasts, and tend to favor their own hide above any other, meaning that good aligned griffons are the minority as alignment goes. Most will abide by promises made, unless they determine that the one they are dealing with has become significantly weaker since the promise was made. To their credit, they will typically exploit such weakness with a sudden renegotiation of the terms, as opposed to an overnight betrayal of the oath given. If a griffon truly wishes to outright break an oath, they will challenge the holder of it, and demand their freedom with the victory.



ADVENTURERS

When griffons are young, they will often fall at odds with their pride leaders. While most have sense beaten into their thick skulls, some refuse to come into line, and are cast out of the prides. Such outcast griffons often migrate to pony lands—or even further—pursuing their place. These griffons take up whatever cause suits their fancy, even just fame and fortune

RACIAL STATISTICS:

Type: Fey (Griffon)

Size: Medium

Base Speed: 30ft. (20ft bipedal)

Ability Score: Standard - +2 Strength, +2 Wisdom, -2 Charisma

Languages: Starts with Common, may select from Sylvan, Elven, Auran, or Gnomish as bonus languages.

GRIFFON FEATS

Air Dominance

Griffons have long had ties to the air, and it shows in their magic.

Prerequisite: Griffon, Charisma 13

Benefit: Any spell or spell like ability you use with the air descriptor is cast at caster level +1 and its DC increased by 1.

Armored Flight [Combat]

Your kind were born to the skies since time immemorial, unlike those pretenders, the pegasi. They may be tricky, but your kind has power.

Prerequisite: Griffon, Strength 13, BaB +4

Benefit: You can fly while wearing medium or heavy armor.

Normal: You may not fly in medium or heavy armor.

Cloud Rejection

When the element of air turns foul, creatures attuned to it learn to ride its wave rather than be engulfed in it.

Prerequisite: Cloud Walker, Acrobatics 4 ranks

Benefit: When a fog, cloud, or mist effect is launched and would include your square, you may, as an immediate action, 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.

Cloud Surfing

With further training, you have gained the ability to ride the wave of a hostile cloud, even as it actively attempts to roll over you.

Prerequisite: Cloud Walker, Cloud Rejection, Acrobatics 10 ranks

Benefit: Your ability to avoid cloud effects extends to existing effects that are moving into your square or hostile cloud-like enemies attempting to engulf you. This ability, when used, remains active until the start of your turn and while active, you are harmlessly pushed away instead of being engulfed or affected by such attacks.

Grasping Talons [Combat]

Your continued focus on your natural armaments have allowed you to use them to get a grip on your opponent.

Prerequisite: Griffon, Dexterity 15, Sharpened Talons, Weapon Focus(Claws), BaB +8

Benefit: Your claw attacks gain the grab ability.

Intimidating Roar [Combat]

Mustering up all the fury within you, you can unleash a roar that combines the cry of a bird of prey and a feline on the hunt, causing your foes to tremble before your might.

Prerequisite: Griffon

Benefit: When making an Intimidate attempt, you may affect all targets in a 30ft. cone instead of a single target.

Normal: Intimidation only affects a single target per attempt.

Powerful Flight

Your need for speed cannot be denied. You fly faster than normal with training and strength.

Prerequisite: Griffon, Strength 13

Benefit: Your fly speed increases by 10ft. and increases to average maneuverability.


Special: You may take this feat multiple times, up to one additional time per four character levels. Maneuverability does not further increase.

Sharpened Talons [Combat]

While all griffon talons are sharp, yours have been honed to a deadly edge, and you have practiced their use in combat.

Prerequisite: Griffon, BaB +4

Benefit: You gain two claw attacks that deal 1d4 damage each.



GRIFFON FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Barbarian: Add +1/3 dodge bonus to the barbarian's armor class against the flankers when flanked.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Fighter: Add +1/3 to the Fighter's CMB when using a specific combat maneuver (disarm, trip, etc. Pick one).

Paladin: Add +1/3 to the paladin's aura of courage bonus to allies.

Ranger: Add +1 hit point to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus hit points.

Summoner: Add +1/4 to eidolon's natural armor bonus.

PHOENIX WOLF

In times long past, some ponies thought themselves the masters of the universe entire. They worked with magic and alchemies from which wiser ponies would have shied, and conjured forth great and terrifying beasts. While most such experiments had sad endings, especially for the beasts conjured, one mad pony left behind a legacy. Conjuring forth several packs of hell hounds, the mare attempted again and again to burn free the evil that comprised their very being. Of the over thirty hounds, only four survived the experience, but a new race was born.

Phoenix wolves retained a powerful connection to flame and heat, but save for their eternal hunger, little was left of their original extraplanar ties. They do not eat meat or fruit, feasting instead on ash, cinders, coal and other leavings of fire. They prefer burnt plants over burnt animals, but they swear different sources create subtle flavors to be savored.

RACIAL TRAITS:

Fiery Pelt: Fire resistance 5

Bite: 1 bite attack(1d6 20/x2)

Fire Nature: Increase caster level by 1 if spell has fire descriptor, using Fire domain spells, using bloodline powers of the fire elemental bloodline, using the revelations of the oracle's flame mystery, and determining the damage of alchemist bombs.

Fire Heart: Phoenix Wolves with a charisma of 11 or higher may use the following spell-like abilities once per day with a caster level equal to their character level: *dancing lights, flare, prestidigitation, produce flame*.

Battle Tactics: +2 to attempts to feint, or to the DC against being feinted.

Fingerless: See fingerless rules.

Special Qualities: Low Light Vision, +4 CMD vs trip(Quadruped), +50% carrying capacity(Quadruped)

PHYSICAL DESCRIPTION:

Though they otherwise appear as timber wolves, their deep orange and red fur gives phoenix wolves the impression of flames.

Like ponies, their ability to manipulate objects is limited, as their paws do not have functional fingers. Their breath smells of ash and smoke. In the cold, bits of flame are visible when they pant.

The differences between male and female are primarily in size, with males being larger than females.

SOCIETY

Phoenix wolf family structure is typically a mated pair and their young, who remain with them until 12 to 20 years of age, depending on maturity.

They are a rare race. It is unusual for families to gather, except to swap youth for pre-arranged future marriages. It is in this way that the blood is kept strong, as the young are tested and must impress the other family to earn a future mate. Inside the family, the alpha male's word is law, and all must obey. Rank beneath him is earned by merit, encouraging competition for favor and glory. Though strangers may see this as aggressive or hostile, none are swifter to protect their own.

Though they appear as wolves, their loyalty is to the sun, rather than the moon, and their howls will fill an area during the day, when it is warm.

RELATIONS

Left to their own devices, phoenix wolves lead quiet lives outside of civilization. However, they fiercely protect their territory, and when another race establishes a town close by, they resist. The wolf pack might leave if they cannot force the intruders out.

More commonly, they take reluctant part in the settlement, trying to convince the people to preserve things the pack favors.

ALIGNMENT

Phoenix wolves believe in pride and personal honor. Someone truly powerful does not need deception. The philosophical debates of city people irritate the phoenix wolves, leaving them with a largely impartial outlook when it comes to good and evil. Take what one needs, do not take what one does not need. It should be simple.



Phoenix Wolf

ADVENTURERS

Young phoenix wolves unable to prove themselves before reaching maturity often pursue glory in the wider world. Adventuring comes easy, as opportunities to defy danger and strut their stuff abound. Most only go until they prove themselves worthy of a mate, but some become addicted to the thrill of it, and remain adventurers until age or injury slows them.

RACIAL STATISTICS:

Type: Fey(Fire)

Size: Medium

Base Speed: 40ft.

Ability Score: +2 Dexterity, +2 Wisdom
-2 Intelligence

Languages: Starts with Common, may select from Sylvan, Elven, Ignan, or Infernal as bonus languages.

PHOENIX WOLF FEATS

Burnt Hide

You have become at one with your element, dancing in infernos while others flee in terror.

Prerequisite: Phoenix wolf, Singed pelt, constitution 15, Survival 7 ranks

Benefit: Your fire resistance increases to 20.

Go for the Ankles [Combat]

You grab and twist when you get your teeth into your foe, sending them to the ground.

Prerequisite: Phoenix wolf, Improved Unarmed Strike, BaB +10

Benefit: Your bite attack gains the trip quality.

Sharpened Claws [Combat]

While most wolves have blunt claws, suitable only for traction, you have worked yours to sharpened points.

Prerequisite: Phoenix wolf, BaB +4

Benefit: You gain two claw attacks that deal 1d4 damage each.

Singed Pelt

As a cub, you favored eating things before they had finished burning. Your parents thought it a touch barbaric, but there was no questioning your affinity for heat.

Prerequisite: Phoenix wolf

Benefit: Your fire resistance increases by 5.

Sun Kiss

The flame within you is unusually powerful, allowing you to exhale potent blasts of heat and flame.

Prerequisite: Phoenix wolf, charisma 13, character level 3

Benefit: You may, once a day, make a breath attack as a supernatural ability. This 30ft. cone deals 1d6 fire damage per 2 character levels(max 5d6), reflex save for half at a DC of 10 + constitution modifier + 1 per 2 character levels.

Wings of Fire

Turning your inner heat to new focus, you can launch yourself into brief jaunts of fiery flight.

Prerequisite: Phoenix wolf, Sun Kiss, Character level 7

Benefit: You may fly for up to one minute per character level per day. These minutes do not need to be continuous. This flight is a supernatural ability at 40ft (average).

PHOENIX WOLF FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/2 to the alchemist's bomb damage.

Barbarian: Reduce rounds spent fatigued by coming out of rage by one step, to a minimum of 1 round.

Cavalier: Add +1/2 to damage while charging.

Monk: Add +1/3 resistance fire, cold, or electricity.

Ranger: Add +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus skill ranks.

Rogue: The rogue gains +1/6 of a rogue talent.

Sorcerer: Increase the DC of fire spells you cast by 1/6.

Summoner: The eidolon gains, or increases, fire resistance by 1. If the eidolon is immune to fire, this becomes +1/2 to CMD.

PURRSIANS

Purrsians are a winged feline race that acquired sentience before ponykind. They enjoy amassing wealth, and this caused them to settle into towns as opposed to adopting a nomadic lifestyle. They came into contact with ponykind when ponykind first ventured into the desert. The sun ponies have since enjoyed mostly friendly relations with the purrsian.

RACIAL TRAITS

Winged: 30ft.(clumsy) natural flight

Fanged: They have a bite attack that deals 1d3 damage.

Feline Charisma: When they attempt to change a creature's attitude and fail by 5 or more, they can try again, even if 24 hours have not passed.

Feline Speed: +10 foot racial bonus to land speed when using the charge, run, or withdraw actions.

Special Qualities: Low Light Vision, +4 CMD vs trip(Quadruped), +50% carrying capacity(Quadruped)



PHYSICAL DESCRIPTION

They are larger than ponies by a head in height and some additional body length. They come in a wide variety of colors and patterns, from rosette spots to stripes or solid colors. Like ponies, purrsian colors come from the whole spectrum and usually match or complement. Their wings are usually of the same color and pattern as the rest of their coat.

They have long tails, sharp teeth, and sharper claws

at the end of clever fingers. These retractable claws are sharp and hard enough that they are commonly used in crafting, even to etch and work at precious gems. Purrsians are omnivores that require meat but enjoy fresh fruits when available, especially as drinks.

SOCIETY

Purrsians enjoy opulence, relaxation, and showing off. The wealth a purrsian has gathered is the measure of its success. These traits, perhaps, are why they never formed an empire of their own, choosing instead to show off from within the confines of the pony empire, while it lasted. Traveling purrsians often bedeck themselves in their most lustrous portable jewelry, to demonstrate their wealth and strength of character for all to see.

Because not every purrsian covets the same treasure, trading developed early and wide. While one desires ancient scrolls, another is wild for rubies. What one cat merely enjoys, some other purrsian, or even another race, wants desperately. They are eager traders, all the better to get the treasure they truly want. Purrsians tend to arrive burdened with trade goods and leave with just as much local goods, making for delighted merchants and warm welcomes in cities across the continent.

RELATIONS

Purrsians enjoy good relations with most races willing to trade. Their opulent dress does much to assuage humanoids, getting them in the door where sun cats(see below) would be refused. Rogue purrsians are terrible things, hunting wherever they wish with no concern for anything but treasure and their own hide.

ALIGNMENT

Purrsians lean mildly towards evil, with their penchant for selfishness. They're just out to win, everyone else be damned. This selfishness is usually tempered by respect for the rules of the society, and most purrsians will play by those rules. While many purrsians fall around lawful evil, an individual can be of whatever alignment.

There are selfless purrsians, but they are in the minority. A burning purrsian house will draw ten neighbors. Six will offer to build a new house at a fair rate, one will offer a discount, and one will sneak over to 'rescue' any valuables from the flames, while two will try to douse the fire.

ADVENTURERS

The draw of the adventurer's life is that of hidden treasure. The idea that they could get an artifact that none of their less bold neighbors could dream of having is enough to propel a young purrsian into the unknown. As adventuring partners, purrsians think of themselves first, so collaboration can be difficult. They are not stupid, however, and most learn that the success of the party means the success of the purrsian.

RACIAL STATISTICS

Type: Fey(feline)

Size: Medium

Base Speed: 40ft.

Ability Score: +2 Dexterity, +2 Charisma, -2 Wisdom

Languages: Starts with Common, may select from Sylvan, Dwarven, Auran, or Gnomish as bonus languages.

PURRSIAN FEATS

Agile Tail

Your tail is good for more than looks, capable of grabbing things with surprising dexterity.

Prerequisite: Purrsian

Benefit: You may, as a swift action, draw an item stowed on your person to your hands. The tail can hold things, but cannot wield or use them.

Covetous Grasp

So strong is your sense of greed, you can steal in the middle of combat.

Prerequisite: Purrsian, Sharpened Claws, Bluff 5 ranks

Benefit: Any time you score two or more claw hits on the same target in the same round, you may make a free steal combat maneuver against the same target with a +2 bonus. This does not provoke attacks of opportunity.

Graceful Flight [Combat]

As your brethren covet the treasures of the earth, they forget they were creatures of the air. Where other purrsians awkwardly flap, your graceful wings are a source of pride.

Prerequisite: Purrsian, Fly 4 ranks

Benefit: Your flying maneuverability increases one step and your fly speed by 10 feet.

Sharpened Claws [Combat]

While many purrsians save their claws for work or display of their wealth, you keep yours honed for use in battle. What use is treasure if you are slain?

Prerequisite: Purrsian

Benefit: You gain two claw attacks that deal 1d4 damage.

Wealthy Magic [Metamagic]

While it pains you to part with your wealth, at least you don't have to dirty yourself with exotic body parts or crush your precious diamonds in advance.

Prerequisite: Purrsian, Caster level 6th

Benefit: A spell so modified can use coins or gems to directly replicate expensive components and foci by spending one gold piece per gold piece of market value of the replaced item(s). This money is consumed from within pouches, bags, or other containers on the caster's person without requiring drawing or touching the money to be so sacrificed.

Level Increase: +0

PURRSIAN FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/4 to the alchemist's charisma bonus when using mutagen.

Bard: Add 1 to the bard's total number of bardic performance rounds per day.

Fighter: Add +1/3 to the Fighter's CMB when attempting to disarm or steal.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Ranger: Add +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus skill ranks.

Rogue: The rogue gains +1/6 of a rogue talent.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

Witch: The witch gains 1/6 of a witch hex.

STEELHEART

Their origin is a mystery, as is the exact nature of their internal workings. The steelhearts are constructs, in the shape of a pony, that claim life despite clearly artificial origins. Others would call them golems, but they loathe the term. They serve no being without a choice, and have free will to decide their lot in life. Rather than born, steelheart young are constructed by two or more steelhearts working in concert to assemble their child. This can only be done using specialized tools even the steelhearts do not know how to manufacture. Because of this, their factories are sacrosanct; even crusaders cannot match the zeal with which they are protected and maintained.

The source of their frailties compared to true golems was a mystery for many years, until a dead steelheart was discovered and examined away from the supervision of its peers. Steelhearts appear to be partially plant based, with thick knots of wood located around where the belly would be and running in fine patterns through the body. This living component gives them drive, but it can be harmed, leaving steelhearts in a curious state between living and construct with some of the benefits of both. When they were first discovered, the Queen ordered the secret of their creation discovered. The attempt failed, and instilled such fear in the steelhearts they declared war on the ponykind. Bloodshed and dismantlement persisted fifteen months. Peace was eventually brokered, but part of the agreement of this peace was that ponykind would never again attempt to force access to any steelheart factory.

RACIAL TRAITS:

Heart of Steel: +2 racial bonus vs disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Cold Heart: Cannot be raised or resurrected via spell. Returning to a factory and paying the material component price for either can restore them to health with the help of the local priests, as if the equivalent spell were cast.

Iron Lungs: Steelhearts do not need to eat, breathe, or sleep. They may do so, if there is benefit, such as sleeping to regain spells, or drinking a potion.

Conductive: Steelhearts have electricity resistance 5.

Fingerless: See fingerless rules.

Special Qualities: Low Light Vision, +4 CMD vs trip(Quadruped), +50% carrying capacity(Quadruped)

PHYSICAL DESCRIPTION

They appear as ponykind with hides made of metal. The selection of metal used for the exterior varies wildly on the whim of the steelheart's parents, but brass, steel, and tin are popular selections. Their eyes are expressive orbs of light, often set behind glass. While marks of destiny are not a required part of their construction, it is a popular thing to do.



Steelheart

Being decoration, a steelheart is free to change its mark at their discretion, provided some metal-working tools and dye.

SOCIETY

The steelhearts have learned much through their shared cultural exchange with the short-lived ponies. They learned to respect their dead with memorial and ritual. They have also cultivated their appreciation for art, philosophy, and expression. Each steelheart has their own tastes and pleasures, even if a visiting pony is perplexed at the idea of a steelheart with a collection of paintings or a singing hobby.

Steelheart family life tends to be short. Two or more steelhearts decide that they have complimenting traits and decide to create offspring. They travel to the closest factory and petition the steelheart assembly priests in attendance for permission to fabricate. If they are found worthy, they are permitted to enter and begin the sacred task of creating new life.

Once this is complete, the family is charged with the task of instructing and raising the youth over a strict twenty-year period. When this is complete, the family is free to disperse, and often does exactly that. Sometimes, steelhearts decide they favor their current company, and the family persists despite the youth being raised.

Steelhearts do not have a physical gender, though may identify with either of their personal choosing.

RELATIONS

When they don't feel their future is threatened, steelhearts are eager traders and scholars. Long travel does not bother them. Since they don't need to eat, just rest at times to restore whatever power source propels them, they can go long distances in inhospitable terrain without complaint, getting market goods where they need to go.

Steelhearts find the concept of war for any reason less than a threat upon the factories contemptibly wasteful. Making and raising steelhearts takes too much time and energy to squander it on a war.

ALIGNMENT

Steelhearts are each unique, with outlooks formed by bias of their manufacture, upbringing, and decisions. One steelheart may be a chivalrous protector of the downtrodden while another schemes to exploit the world for every gold piece it has.

ADVENTURERS

The urge to explore and learn, strong in steelhearts, draws them to the adventuring life, to see things normal people would never have opportunity to see. The ultimate prize is the secret of their own existence, to return the method of creating new factories to their people.

RACIAL STATISTICS:

Type: Half-Construct, Fey

Size: Medium

Base Speed: 30ft.

Ability Score: Standard +2 Constitution, +2 Intelligence, -2 Wisdom

Languages: Starts with Common, may select from Sylvan, Dwarven, Gnomish, or Terran as bonus languages.

STEELHEART FEATS

Core of Thunder

Your innate power can fuel your spells.

Prerequisite: Steelheart, Caster level 5th, Spell Focus(Evocation)

Benefit: When casting evocation spells, increase your caster level by 1. You may increase the DC of the spell by 2, but become fatigued. This ability may not be used while fatigued or if you are unable to become fatigued.

Ground

You have the ability to absorb an electrical attack and send it harmlessly into the floor beneath you.

Prerequisite: Conductive, Dodge

Benefit: When you are included in an area of effect of an electrical effect, you may attempt to lessen the effect. If you succeed a reflex save against the DC of the effect, the effect is halved for all targets. Those who make their save take no damage and avoid the effect entirely. You still get your normal save.

Insulation

Your precious internal workings are shielding against the elements, providing you with modest amounts of temperature resistance.

Prerequisite: Conductive, Endurance

Benefit: You gain cold and fire resistance 5.

Iron Hoof [Combat]

Being made of metal can make for a painful lesson to those who bother you.

Prerequisite: Steelheart

Benefit: You gain a primary hoof attack that deals 1d4 damage.

Special: This feat can be taken twice, gaining two hoof attacks.

STEELHEART FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/4 to the alchemist's natural armor bonus when using mutagen.

Barbarian: Add +1 to the barbarian's total rounds of rage per day.

Fighter: Add +1/6 to the Fighter's natural armor.

Monk: Add +1/4 to the monk's CMD.

Rogue: The rogue gains +1/2 to disable device against mechanical objects, such as locks and arrow traps.

SUN CATS

Sun cats already travelled in long-established nomadic clans when the first primitive ponies began to explore the world. The sun cats watched the curious creatures, but had little interest in them. Ponies were delicious, but their clans were as tight as the cats' own, making them dangerous prey. The sun cats choose to harry other, less clever, less united, prey and keep an eye on ponykind from a distance. When ponykind began to form towns and ceased to travel, this puzzled the sun cats. To the cats, who marched where the sun drew them, such sedentary lives were anathema. How could anyone survive without movement? Overcome with curiosity, a sun cat strode into one of these towns, marveling at the shelter they had built for themselves. The ponies were alarmed to see such a predator among them, but the sun cat spoke kindly, assuring them he came peacefully. In the end, the sun cat returned to his tribe with several of his homemade charms gone, and a sack burdened with pony goods. His people praised his ingenuity, and a new tradition was made. While they traveled, they made art, tools, clothing and armor from their prey and things they found on the road. The sun cats would trade these as they passed by pony cities.

RACIAL TRAITS:

Predator: Perception and Stealth are always class skills.

Feline Speed: +10ft. racial bonus to land speed when using the charge, run, or withdraw actions.

Fangs: Bite attack deals 1d3 damage.

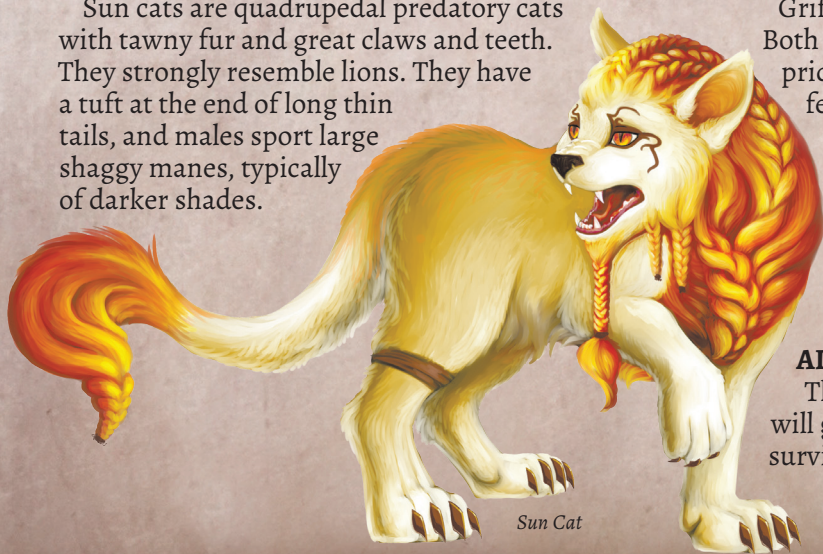
Claws: Two claw attacks that deal 1d4 damage each.

Scent: Sun cats have the scent ability.

Special Qualities: Low Light Vision, +4 CMD vs trip(Quadruped), +50% carrying capacity(Quadruped)

PHYSICAL DESCRIPTION

Sun cats are quadrupedal predatory cats with tawny fur and great claws and teeth. They strongly resemble lions. They have a tuft at the end of long thin tails, and males sport large shaggy manes, typically of darker shades.



Sun Cat

Unlike ponykind, they have fingers capable of manipulating objects, operating weapons and equipment with the same ease as any humanoid.

SOCIETY

Sun cats operate in prides, with an alpha male over other sun cats. Their sentience allows males to tolerate lesser males, unlike their distant wild kin, meaning that most prides have two or three males and five or six females, in addition to any youth. The prides have a tribal identity, and make a journey every four years to a predesignated place to gather with the other prides of their tribe and discuss current events, trade, and socialize. It is at these meetings the cats form most new prides, and decide the location of the next meeting.

In contrast to ponykind, Sun cats are fiercely patriarchal, with all members of a pride deferring to the say of the alpha male. It is a point of contention between the sun cats and ponykind that they both worship the sun, but where ponykind see goddesses of light and warmth, the sun cats see gods of radiant might.

RELATIONS

The sun cats are nomads. They journey through the world in their prides, following the scent of food and the whimsy of their sun god. If they are left to their journey, relations with those whose land they pass through are minimal. They do not harass travelers, and do occasionally stop by a town or city for trading. Most races regard them as primitive but tolerable. Humanoids in particular see them as just a few steps above beasts, and tend to speak to them patronizingly, much to a sun cat's annoyance. Ponykind has an instinctive fear of predators that puts an edge into negotiations, but sun cats have given no grounds to their fear in recorded history, so it remains a subconscious twinge alone.

Griffons have a unique relation with the sun cats. Both know the pleasure of the hunt, both travel in prides, and both know the world the way only a feline can. They find each other equally attractive and repulsive. Like can repel like, and while an individual sun cat and griffon can get along, groups rarely tolerate one another for long. Fortunately, the nomadic nature of sun cats carries them through most griffon territories before their welcomes wear thin.

ALIGNMENT

The sun cats favor their own before others, but will gladly throw their lives away if it means the survival and benefit of their pride. In the end, each

sun cat is different, and has the capability of being tremendously selfish or paragons of chivalry. Most are closer to the center of the spectrum.

ADVENTURERS

Sun cat adventurers tend to come in two varieties. The most noticeable is that of the adventuring pride: an entire family of sun cats goes into the unknown together, usually at the command of their alpha male. More common are sun cats that do not have a pride. Such lone sun cats may adopt their fellow thrill seekers as a new pride. They begin to boast of their team's exploits as they would their own, taking inordinate pride in everything their cohorts accomplish, with their support of course.

RACIAL STATISTICS:

Type: Fey(feline)

Size: Medium

Base Speed: 40ft.

Ability Score: +2 Strength, +2 Wisdom, -2 Intelligence

Languages: Starts with Common, may select from Sylvan, Elven, Ignan, or Gnollish as bonus languages.

SUN CAT FEATS

Divine Challenge

With a roar to the heavens, you call your god's wrath upon your enemies. The terror of your challenge crushes their resolve.

Prerequisite: Sun cat, Worship of a sun god, Knowledge (religion) 5 ranks, Ability to channel energy

Benefit: You roar with divine fury. As a standard action, you expend one use of channel energy to make an intimidation check that affects all enemies within 30ft. If they are successfully shaken(or worse), they take damage from the channel as normal, will save for half. This is not positive or negative energy. This does not affect constructs or things immune to sonic effects.

Infectious Resilience

The sight of you shrugging off the advances of the enemy embolden the hearts of your allies.

Prerequisite: Sun cat, Aura of Courage

Benefit: Whenever you succeed at a saving throw, you may, as an immediate action, give all allies within 30ft. another saving throw against the same effect.

Jaws of Victory [Combat]

You have practiced the fine art of ending battles with a swift strike of your deadly teeth.

Prerequisite: Sun cat

Benefit: Your bite attack increase by two die sizes(1d3 to 1d6).

Pride Tactics [Combat, Teamwork]

You are attuned to the motions of your teammates, following their cues and moving to assist them with no words shared.

Prerequisite: Sun cat, Wisdom 13, Sense Motive 3 ranks

Benefit: Your allies may consider you to have any teamwork feat they have. You gain no benefit from the teamwork feat, but enable your allies to benefit from theirs. If both you and your ally possess this feat, than all teamwork feats possessed by either can be used by either, as if you shared all teamwork feats both ways.

Symbol of Pride

You are the wind beneath the wings of your allies. So long as you stand unsullied, they are inspired.

Prerequisite: Sun cat, Ability to inspire courage

Benefit: As long as you are not bleeding, poisoned, confused, and have 75% or more of your hit points, all allies within 30ft of you can see you enjoy a +1 morale bonus to attack rolls and saves vs fear. If you are actively inspiring courage, increase your effective bard level by 3 for purpose of the bonus it grants.

SUN CAT FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/4 to the alchemist's natural armor bonus when using mutagen.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Fighter: Add +1/3 to the Fighter's initiative.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1/4 insight bonus to attack rolls against smitten enemies.

Summoner: The eidolon gains DR 1/Cold Iron. Every additional time this is selected, the DR of the eidolon increases by 1/3.



DESCRIPTIONS

GODS

Ponies are perfectly capable of worshipping any god made known to them. Those who dwell in metropolitan areas with other species, especially while young, may take up foreign deities that align with their destiny and inclinations. Isolated pony communities, however, tend to worship their own. These beings are like ponies, but grander in stature and mind, with the gifts of all three breeds of ponies.

In the earliest of times, ponies paid homage to raw forces. They prayed to the sun and the seasons, and that was good enough. As their culture became more refined, they turned away from nature worship as an end answer and took up more concrete deities. While scholars argue which came first, the worship or the gods, they are very real after the fact. The touch of the gods is felt by their devout. On dire enough occasion, they have descended to Everglow for a short time. Most gods agree that the mortal realm should be lived in by mortals, and do not directly interfere with mortal concerns. The Unspoken is worst when it comes to adhering to this rule, leaving the world reeling with every unplanned visit.



Blaze - CE - The raging fury of summer. The unrelenting assault of the high sun. Some say that Blaze is the Sun Queen when her patience has worn clear, others insist they are separate beings. Blaze is an imposing pegasus with flames at her hooves and smoke billowing with every breath. The sun cats pay heed to her, but insist that she is male, and feline. The god offers no objection to being called down as the righteous fury of a spurned alpha. She has little patience and less scruples about exacting revenge on whatever triggers her easy temper. Despite the destruction and havoc she can represent, pony communities regularly acknowledge her, lest they offend her. Her followers are instructed never to accept compromise, and to leave no slight unpunished.

Revelations: She visits her faithful during the hottest hours of the day, bathing them in heat and insight.

Visitation: Blaze's presence 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.

Favored Weapon: Battleaxe

Domains: Fire, Evil, Destruction, Rage, Fear, Ferocity, War

Holy Symbol: An immolated pony.

Kara - NE - The queen of the shapeshifters amongst the ponies. It is said that she is the best of them, able to work her way into any city, town or hamlet with ease and have her way as she pleases. She prefers to go the roundabout fashion, taking her time with subtle plans rather than trying to win out with numbers or brute force. She is fiercely seductive and manipulative, having no compunction about toying with her victims' hearts before tossing them aside when they have served their purpose. Most of her followers are doppelgangers and other shapeshifters that hide from discovery, but there are a few ponies that pay homage to her. She welcomes them with tattered wings and a fierce smile, whispering the sweetest of promises.

Revelations: Her followers are visited with glimpses from the shadow and faint whispers of what need be said.

Visitation: Kara is a very social goddess. She adores the company of her followers and proves relatively easy to call because of it. Still, it requires significant energy for a god to materialize, so even Kara must decline many of her devout's pleas. As a result, Kara has created a holiday,

Umbral Cloak. On this special day, her worshippers may make a sacrifice of one of their own, who must be entirely willing without magic or coercion. Their slain form becomes the goddess's shell, growing and healing as it becomes the physical presence of Kara, given a full day of vitality with the energy of the sacrifice. Those slain in this way become Kara's favored in her realm, destined to fight at her side when the time is right.

Favored Weapon: Dagger

Domains: Charm, Love, Lust, Darkness, Deception, Evil, Thought

Holy Symbol: Tattered dragonfly wings.



Moon Princess - LN - She is the benevolent ruler of the night, though she has a good relationship with the Sun Queen. While the queen watches over the day, the Moon Princess watches over the darker hours, protecting the faithful from the terrors that lurk there. Her clerics are often called to one of two destinies: to protect their communities from the evils of the night, or to pursue, discover, and understand them in the wider world. They hunt those monsters that stalk communities, and leave others be.

Revelations: She visits her worshippers with portents in their dreams to guide them with the struggles of their waking hours.

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 of complete disaster, such as invasion or the approach of especially terrible monsters.

Favored Weapon: Striking Horseshoes (Humanoid worshippers may employ spiked knuckles)

Domains: Darkness, Knowledge, Void, Loyalty, Smoke

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



Princess Luminace - LG - 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.

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.

Favored Weapon: Quarterstaff

Domains: Friendship, Magic, Knowledge, Protection, Good, Rune

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



Sheila the Author - N - 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.

Revelations: Devout of Sheila, master of ponykind destiny, find that right pony for the job appears by seeming happenstance.

Visitation: Sheila does not visit the mortal realm.

Favored Weapon: Rapier

Domains: Luck, Fate, Rune, Language, Magic, Arcane

Holy Symbol: An opened tome with brands of destiny displayed

Sun Queen - NG - The Sun Queen is a pony of great stature, power, and kindness. Some still believe that she raises the sun in the morning with a great unfurling of her pure white wings. Her followers are encouraged to hold themselves to high standards and present themselves and ponykind well. She also finds worship from the sun cats, who worship her as a perfect male alpha feline, ruling proudly from his seat of fire in the sky. She favors diplomats and leaders, bidding them to shine from within with their own light and bathe the world in their personal splendor. She is not without a sense of humor, enjoying the occasional prank or trick to keep her worshippers on their toes and remind them not to take life too seriously.

Revelations: The Sun Queen rarely offers idle revelations to her worshippers.

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 a properly royal reception. Being greeted with criers, unfurled banners and a cheering throng can earn favor with the goddess. A promise of a feast to follow may win a community a day with the Sun Queen with lingering blessings to follow.

Favored Weapon: Shortspear

Domains: Sun, Community, Nobility, Travel, Trickery

Holy Symbol: A pegasus with wings unfurled, the curve of which encompasses a gold circle. For sun cats, iconography of a cat perched on a sphere with perfectly smug expression.



Sun Queen

The Night Mare - LE - She claims the title of queen of the night, though Moon Princess vies for the same. The two are opposed in many ways. Where the Moon Princess strives to protect from the horrors of the night, the Night Mare claims those same horrors for her own, and mocks the softness of the ponies as reason for their suffering. Those who would call her their goddess must be self-reliant and capable. She prizes results, ability, and loyalty. She despises weakness, especially mercy that comes around to harm the one foolish enough to extend it.



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

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 cold as the night chill will erupt, and she will appear in the largest flames to speak congratulations and urge towards greater deeds and larger prizes.

Favored Weapon: Scythe

Domains: Evil, Tyranny, Loyalty, Nightmare, Stars, Fear

Holy Symbol: A hoof wrapped with jagged iron wires.

Unspoken - CN - To speak his name is to invite his attention, and no one desires this. A primal force of chaos, the Unspoken is a disruptive force that has plagued pony society since before the fall of their civilization. Some say he was responsible for that, but there is no proof of it. He appears as a mish mash of various creatures, pony included, in bipedal form, and takes pleasure in sowing confusion and

discord wherever he can. His clerics, few though they are, share his delight for mischief, and are often on the lookout for trouble to cause. Though not actively evil, no society can tolerate, or survive, such a creature of raw chaos. Some theorize that the Unspoken torments the ponies with particular zeal due to their obedience to the forces of fate and destiny.

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.

Favored Weapon: Rapier

Domains: Chaos, Entropy, Whimsy, Curse, Madness, Insanity, Deception

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



GAMES AND SPORTS

Through the ages, the races of Everglow have invented, refined, and enjoyed many games. With many races being four legged and fast, racing has never lost its popularity. The most common themes are changing of the seasons, making for races of the new year, midsummer gallops, harvest runs, or snowy challenge courses. While impromptu races between individuals can occur, especially between friends and rivals, the most popular are planned far in advance and involve much of the able-bodied community. Winners of such events are typically rewarded with a trophy or medal and become a local hero for a week.

Sometimes surprising to their humanoid neighbors, throwing is a popular pass time. Unlike racing, it never gained traction as a formal event, but it has been a popular casual game since the earliest times. The most common variation is horseshoes. A stake is driven into the ground, and players take turns throwing, trying to land nearest the stake. Typical games are best two of three or three of five.

Cooperative storytelling has whittled away many hours around a fire or at the local pub. One person begins the tale, then passes the duty on, typically in a clockwise fashion. Stories sometimes follow predictable routes, but often sidetrack into whole new places. Players that give an interesting twist or tell their part especially well are traditionally rewarded with free drinks from their fellows.

Growing from storytelling, there is a subset of performance called Evolving Stories that adjusts itself each performance based on the shouted comments of the audience. Those watching such plays are actively encouraged to shout, jeer, hoot and holler out in the middle of things, participating in the story and, with luck, contributing to the next day's rendition of the story.

The purrsians have a unique sport all their own, sometimes used to settle conflicts, often used between friendly rivals. The game, called The Hunt, is typically played between two purrsians, with a challenger and a challenged. In the case of more than two, straws are drawn to determine the challenged. The challenged will describe a type of jewelry. For instance, something green that catches the rays of the sun and turns them brilliant amber. It is then up to all participants to get the most dazzling example of the described jewelry. If the participants cannot agree amongst themselves which is the best piece, an uninvolved purrsian will be consulted to make the judgement, with all parties agreeing to abide by the decision. Some games have time limits set in the span of years, giving their players ample time to scour the

lengths of Everglow, seeking the perfect jewel. The city of Murrage hosts a yearly game, with the event coordinator deciding the jewelry to be hunted, and all participants having a week to return to the city and show off their find. For that event, judges are pre-selected, and are not permitted to participate in the game itself.

Coming into popularity during the height of the empire, playing cards are made with the gods portrayed, even those unfavored by most. The style and quality of such decks varies wildly, ranging in cost from a few silver to platinum for cards more suited for display than play. The cards are numbered from one to six for each deity. In basic decks, the same picture is shown in each number for the god, with shapes around them of the correct amount. Fancier decks show the divine beings in different poses or actions for every number, with six being the traditional number showing the god in ascendancy. Superstitious souls remove the Unspoken's cards from the deck before playing. The same stories say it is even poorer fortune not to have the Unspoken cards in the deck at all. For best luck, the unspoken should be given equal attention, placed dutifully aside just before the game begins, then immediately replaced when the game is concluded. This means that sometimes there are seven suits present, and sometimes only six. Rare decks have the gender of many of the gods reversed. This is most commonly for or by sun cats, or for humanoid tourists that may not be comfortable with the idea of a female dominated pantheon.

The card games are as varied as the cards themselves. While younger players indulge in fishing and shedding games, mature players move up to matching and comparing games. While spontaneous games are the most common, some cities and betting houses have regular tournaments for set prizes. A little subtle cheating may get you a ribbing in a casual game, but is a dire crime at any event where money is on the line.



HEIGHT, WEIGHT, AND AGE

Random Starting Ages

Race	Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
Cloven	15 years	+1d4	+1d6	+2d6
Flutterpony	10 years	+1d3	+1d4	+2d3
Griffon	20 years	+1d6	+2d6	+3d6
Phoenix Wolf	14 years	+1d4	+1d6	+2d6
Ponykind	14 years	+1d4	+1d6	+2d6
Purrsian	20 years	+2d4	+3d6	+4d6
Steelheart	50 years	+4d6	+6d6	+9d6
Sun Cat	14 years	+1d4	+1d6	+2d6

¹This category includes barbarians, oracles, rogues, and sorcerers.

²This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Age Categories

Race	Middle Age	Old	Venerable	Maximum Age
Cloven	35 years	53 years	70 years	70 + 2d20 years
Flutterpony	30 years	45 years	60 years	60 + 2d10 years
Griffon	50 years	75 years	100 years	100 + 5d20 years
Phoenix Wolf	32 years	47 years	63 years	63 + 2d10 years
Ponykind	37 years	55 years	75 years	75 + 2d20 years
Purrsian	62 years	93 years	125 years	125 + 3d20 years
Steelheart	125 years	188 years	250 years	250 + 2d% years
Sun Cat	32 years	47 years	63 years	63 + 2d10 years

Race Random Height & Weight

To determine a character's height, roll the modifier dice indicated on the appropriate Random Height & Weight table and add the result, in inches, to the base height for your character's race and gender. To determine a character's weight, multiply the result of the modifier dice by the weight multiplier and add the result to the base weight for your character's race and gender.

Race	Base Height	Base Weight	Modifier	Weight Modifier
Cloven, male	3 ft. 9 in.	235 lbs.	2d6	×7 lbs.
Cloven, female	3 ft. 9 in.	240 lbs.	2d6	×7 lbs.
Flutterpony, male	3 ft. 2 in.	150 lbs.	1d4	×1 lbs.
Flutterpony, female	3 ft. 2 in.	150 lbs.	1d4	×1 lbs.
Griffon, male	3 ft. 9 in.	260 lbs.	1d6	×3 lbs.
Griffon, female	3 ft. 7 in.	250 lbs.	1d6	×3 lbs.

Ponykind, Antean, male	12 ft. 0 in.	1040 lbs.	2d6	×28 lbs.
Ponykind, Antean, female	11 ft. 9 in.	1000 lbs.	2d6	×28 lbs.
Ponykind, Chaos Hunter	As per apparent species	As per apparent species	As per apparent species	As per apparent species
Ponykind, Clockwork	As per apparent species	As per apparent species	As per apparent species	Double apparent species
Ponykind, Doppelganger	As per apparent species	As per apparent species	As per apparent species	As per apparent species
Ponykind, Earth-bound, male	3 ft. 9 in.	260 lbs.	2d6	×7 lbs.
Ponykind, Earth-bound, female	3 ft. 7 in.	250 lbs.	2d6	×7 lbs.
Ponykind, Gem	As per apparent species	As per apparent species	As per apparent species	Double apparent species
Ponykind, Ghost, male	3 ft. 9 in.	151 lbs.	3d6	×1 lbs.
Ponykind, Ghost, female	3 ft. 7 in.	250 lbs.	3d6	×1 lbs.
Ponykind, Leather wing, male	3 ft. 9 in.	182 lbs.	2d4	×4 lbs.
Ponykind, Leather wing, female	3 ft. 7 in.	180 lbs.	2d4	×4 lbs.
Ponykind, Pegasus, male	3 ft. 9 in.	182 lbs.	2d4	×4 lbs.
Ponykind, Pegasus, female	3 ft. 7 in.	180 lbs.	2d4	×4 lbs.
Ponykind, Sea, male	3 ft. 9 in.	260 lbs.	2d6	×9 lbs.
Ponykind, Sea, female	3 ft. 7 in.	250 lbs.	2d6	×9 lbs.
Ponykind, Sun, male	3 ft. 9 in.	260 lbs.	2d6	×7 lbs.
Ponykind, Sun, female	3 ft. 7 in.	250 lbs.	2d6	×7 lbs.
Ponykind, Unicorn, male	3 ft. 8 in.	260 lbs.	1d6	×5 lbs.
Ponykind, Unicorn, female	3 ft. 6 in.	250 lbs.	1d6	×5 lbs.
Ponykind, Zebra, female	3 ft. 9 in.	260 lbs.	2d6	×5 lbs.
Ponykind, Zebra, male	3 ft. 7 in.	250 lbs.	2d6	×5 lbs.
Purrsian, male	3 ft. 10 in.	250 lbs.	1d6	×7 lbs.
Purrsian, female	3 ft. 9 in.	225 lbs.	1d6	×7 lbs.
Steelheart, male	3 ft. 9 in.	260 lbs.	2d6	×12 lbs.
Steelheart, female	3 ft. 7 in.	250 lbs.	2d6	×12 lbs.
Sun Cat, male	3 ft. 9 in.	245 lbs.	3d6	×5 lbs.
Sun Cat, female	3 ft. 7 in.	250 lbs.	3d6	×5 lbs.

Some species, like gem ponies and chaos hunters, have heights and weights in accordance to what pony tribe they appear to be. An earth-bound gem pony will be as tall as an earth-bound pony, but will usually be heavier. A doppelganger pegasus will be just as tall and heavy as any other pegasus.



PONYKIND AS COMPANIONS

Show rangers a new four-legged species, and they will call it a glorious day and rush to slap a saddle on it. However, ponies are not well suited to serving as mounts. To start, their stature is insufficient for many would-be pony riders. A halfling, gnome, or other small being could in theory ride a pony, but most ponies do not enjoy the task. Being intelligent, and tool using, attempting to keep one against its will can prove quite difficult, even hazardous.

If push comes to shove, ponies can act as mounts for small or smaller riders, and this follows the usual mount rules. A rider should be wary if they have it in mind to push their intelligent mount. Employing whips or spurs rapidly gains enmity with a pony. Further, mounts that have and bring up ethical issues with their rider's actions grow tiresome.

GM Note: We do not recommend allowing rangers, paladins, druids, etc., to take a pony as a mount or animal companion (besides, they're fey, not animals). If a PC pony desires to serve as mount for another PC, follow mount rules as normal, with the following exceptions.

1. Ponies cannot be compelled to act via the ride skill, or any mount-related class feature. They choose whether to follow a given order.
2. Ponies do not receive any mount-specific bonuses granted by class abilities of their rider.
3. When a Pony is used as a mount, both Pony and rider act on the lower of their initiatives.

In case you wish to allow it anyway, here are some suggested stats for a pony animal (fey) companion.

Ponykind Earth-Bound

Starting Statistics

Size Small; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** Slam (1d4-1); **Ability Scores** Str 6, Dex 9, Con 8; Int 10; Wis 11; Cha 10; **Special Qualities** low-light vision, can wield weapons/use tools and use most magic items

4th-Level Advancement

Ability Scores Str +6, Dex +2, Con +6.

Size Medium

PONIES AS FAMILIARS

Some young ponies, eager to learn magic, may take up pacts with more knowledgeable spellcasters or adventurers to further their studies. Gaining such a familiar requires the Improved Familiar feat, a non-evil alignment, and be at least fifth level (seventh for

pegasus or unicorn). The other varieties of pony are too rare to be available as familiars.

All pony familiars gain in ability as they learn from their master. For every two levels above the minimum to gain the pony familiar, increase its intelligence, concentration, and effective wizard level (1 to start) by 1. Add two spells to the pony's known spell list, which should either be known by the master, or paid for out of the master's coin purse. The familiar also has the standard amount of memorization slots for its wizard level, specialization, and intelligence. This increase does not affect any other stat of the pony, such as saving throws, or base attack bonus, but the pony will earn a bonus metamagic feat upon gaining wizard levels 5, 10, 15, or 20, and may assign extra skill points and languages earned from its increase in intelligence. Familiars may not, themselves, have an arcane bond. This bond already exists, and is tied to their master. A pony familiar is either universalist, or the same specialization as their master, at the master's choice upon gaining the familiar. Non-wizards who gain a pony familiar always get universalists. Note, like all familiars, pony familiars do not gain hit dice or hitpoints. They have half their owner's hitpoints, or their starting amount, whichever is higher.

Use the following stats:

Ponykind Earth-Bound, Young

NG Small fey

Init +1; **Senses** low-light vision; **Perception** +5

DEFENSE

AC 15, touch 12, flat-footed 14 (+3 natural, +1 size) **hp** 7 (3d6-3)

Fort +1, **Ref** +3, **Will** +5; +2 vs. poison, Spells, and spell-like effects

OFFENSE

Speed 40 ft

Melee slam -2 (1d3-2)

STATISTICS

Str 6, **Dex** 12, **Con** 8, **Int** 11, **Wis** 11, **Cha** 10

Base Atk +1; **CMB** -4; **CMD** 7 (+4 vs trip)

Spell-Like Abilities (CL 1st; concentration +5)

At Will -- Read Magic, Detect Magic, Mage Hand
1/day -- Magic Missile, Mage Armor, Protection from Evil

Considered a first level wizard for purposes of using magic items.

Feats Iron Will, Combat Casting

Skills Diplomacy +2, Knowledge (Arcana) +10, Knowledge (planes) +2, Knowledge (religion) +2, Perception +5, Sense Motive +4,

Spellcraft +8,
Languages Common, Sylvan

Ponykind Pegasus, Young

NG Small fey
Init +3; Senses low-light vision; Perception +5

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 natural, +1 size)

hp 4 (3d6-6)

Fort +0, **Ref** +5, **Will** +5;

OFFENSE

Speed 40ft, Fly 40ft (poor)

Melee slam -3 (1d3-3)

STATISTICS

Str 4, **Dex** 16, **Con** 6, **Int** 11, **Wis** 11, **Cha** 10

Base Atk +1; **CMB** -3; **CMD** 8 (+4 vs trip)

Spell-Like Abilities (CL 1st; concentration +1)

At Will -- Read Magic, Detect Magic, Mage Hand

1/day-- Magic Missile, Mage Armor, Protection from Evil

Considered a first level wizard for purposes of using magic items.

Feats Iron Will, Dashing Flyer, Cloud Kicker

Skills Diplomacy +2, Knowledge (Arcana) +10, Knowledge (planes) +2, Knowledge (religion) +2, Perception +5, Fly +4, Spellcraft +8,

Languages Common, Sylvan

Ponykind Unicorn, Young

NG Small fey

Init +1; Senses low-light vision; Perception +4

DEFENSE

AC 15, touch 12, flat-footed 14 (+3 natural, +1 size)

hp 7 (3d6-3)

Fort +1, **Ref** +3, **Will** +4

OFFENSE

Speed 40ft

Melee slam -2 (1d3-2)

STATISTICS

Str 6, **Dex** 12, **Con** 8, **Int** 13, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** -4; **CMD** 7 (+4 vs trip)

Spell-Like Abilities (CL 1st; concentration +2)

At Will -- Read Magic, Detect Magic, Mage Hand

1/day-- Magic Missile, Mage Armor, Protection from Evil

2/day -- Unicorn Support

Considered a first level wizard for purposes of using magic items.

Feats Iron Will, Advanced Horn Magic, Practiced Horn Magic

Skills Diplomacy +2, Knowledge (Arcana) +11, Knowledge (planes) +3, Knowledge (religion) +3,

Perception +4, Sense Motive +4,
Spellcraft +8,
Languages Common, Sylvan

Unicorn Support -- This ability is a standard action for a unicorn, allowing it to support its master's spellcasting. The unicorn must ready an action to prepare for the next spell cast by its bonded spellcaster. The spellcaster enjoys +2 effective caster level for the supported spell as raw magic is funneled from the unicorn's horn into the forming spell. The casting of this supported spell provokes an attack of opportunity for both the spellcaster and the unicorn. The spellcaster may cast defensively as normal, but the unicorn has no such option.

OPTIONAL RULES



These rules are entirely optional, put here to help GMs tailor their ponyfinder game for more or less realism as they see fit for the campaign they desire. These rules may also help when meshing pony PCs in non-Ponyfinder games. If you are a player, there is not much here for you, unless your GM instructs you to look up a particular rule.

TYPE ADVANTAGE NEUTRALIZATION

There are a lot of spells that assume most PCs are humanoids. It is something of an advantage to be immune to things such as *charm* or *dominate person*. A GM concerned about this may enact the following, with its ups and downs:

- Give everglow races humanoid as a subtype,
- ☉ making them susceptible to such effects.
- +2 to saves against such effects.

REALISTIC DEFICIENCIES

If the idea of horses wielding swords or shields in their jaw disrupts your ability to suspend disbelief, here are some adjustments to bring it into line. Note that these adjustments are meant to be taken together as a package deal. Taking some but not others may give unfair advantage or penalty.

- Remove the ability to wield weapons or shields
- ☉ in mouth for fingerless characters.
- Give fingerless characters a hoof natural attack.
- ☉ Holding an object in mouth increases arcane spell failure by 20%.

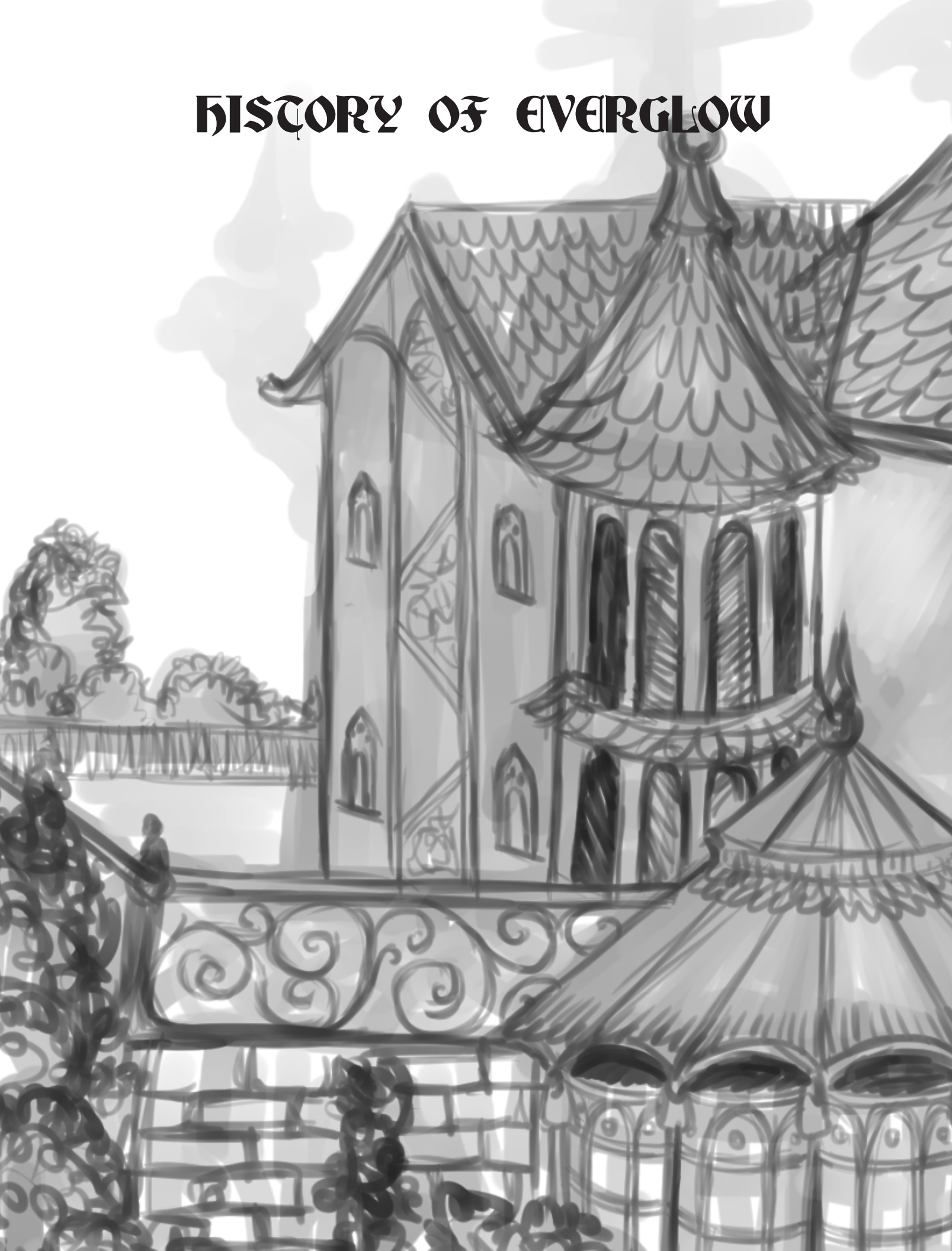
RELAXED PHYSICS

Going the other way, perhaps you'd rather your ponies have more freedom in manipulating their environment. They are creatures of magic, perhaps it is of more help than allowed in the base rules. Grabbing things with their hooves as if a constant sticky hooves spell were in effect and manipulating objects with all the skill of a human may not be too much of a stretch. This can also be used if you prefer the species of everglow to simply be bipedal.

- Remove the ability to wield weapons or
- ☉ shields, or hold items in mouth for fingerless characters.
- Hooves are considered hands for all
- ☉ mechanical purposes
- Fingerless characters are considered bipedal
- ☉ for all mechanical effects, losing their CMD bonus to tripping and extra carrying capacity.



HISTORY OF EVERGLOW



TIMELINE OF EVERGLOW

bf ??? --- creation of everglow
bf 400 --- Sun cats/purrsians enter everglow
bf 350 --- Griffons appear in numbers,
Dominate mountains
bf 300 --- Cloven enter everglow
—sun cats/purrsians dominant species
bf 275 --- Ponies appear in everglow
bf 250 --- Scar of the sun event, massive sun cat/
purrsian recession
bf 200 --- ponies form first serious villages, begin
transformations into subspecies
bf 199 --- Tramplevania founded
bf 195 --- Mae-mae's reach founded
bf 192 --- Bristenlux Ciliorem founded in shade
of shimmerpeak
bf 150 --- phoenix wolf/clockwork events
bf 100 --- Steelhearts appear, establish Kollektive 23
bf 047 --- Bristenlux Ciliorem disappears
bf 019 --- Birth of Illiana
bf 006 --- Imperials begin march
bf 003 --- Ebonsilk founded
ic 001 --- Founding of Empire
ic 002 --- Battle of Broken Bones
ic 003 --- Empire discovers Kollektive 23. Steelheart
war begins
ic 004 --- Steelheart peace brokered
ic 006 --- Attack on Queen, Viljatown abandoned as
capital, remains thriving.
ic 012 --- Dae Dream founded
ic 018 --- Ebonsilk abandoned
ic 023 --- End of Broken Bones war. Viljatown made
capital
ic 030 --- Doppelgangers cement control over Blevik`
ic 045 - Fathach founded by Anteans
ic 050 --- Discovering the underhalls

ic 075 --- Elven first contact
ic 090 --- Humans enter Everglow, become and
remain dependant on elves
ic 100 --- Dreamsorrow marches on Silverdream
Citadel
ic 115 --- Height of Empire
ic 121 --- Sun's Tears Founded.
ic 125 --- Wind's Rest Founded
ic 262 --- Camp Nickelvee founded
ic 268 --- Flutterponies form from flutter swarms
ic 273 --- Drakehooves become prominent in Dae
Dream
ic 290 --- Flutterponies found Prisma
ic 295 --- Illiana's death
ic 296 --- War of Hoof and Fire, official fall of the
empire
ic 300 --- Great loneliness, empire's influence wanes
ic 302/ae 002 - Transcendent Blossom begins
assault on civilization, Solarin unites
ic 305/ae 005 Pegaus ponies lose control over weather
ae 025 --- Loxlar becomes center of human empire
ae 032 - Bristenlux Ciliorem returns Times given in
Before Founding, Imperial Calendar, and
After Empire

**Chronicler's note: Tempus is at all times, everywhen, I've
tried determining it's foundation, and it appears to be 3500
years in the future. Good Luck. - Rough Draft*



IN THE BEGINNING

(B3 ???-1C 114)

The origin of ponies remains hotly debated, but some theories have proven more persistent than others. Most agree that their innately magical nature and strong ties to both order and destiny mean that creation by chance is very unlikely. They were clearly meant to be, and this purpose has fueled their society since the beginning.

When the land was young, and the wilds untamed, ponies emerged from the chaos. The first ponies were simple creatures. They did not have horns, wings, or fins. They were creatures of the earth, and they tended it. They worshipped primal forces, paying homage to the sun that warmed them and the rain that fed their crops. They respected the moon that guarded the night and gave them warning of nocturnal menaces. They held great festivals whenever they survived another season as they prepared for the next. And always they praised the great machine of nature for its bounties and fearsome dangers. This simple period persisted for many years, quiet and without note or even much history.

Ponies began to establish themselves and learn of the world. As they spread, they adapted. Where once all ponies looked alike, they began to develop separate breeds and races, specializing for the environments they called home. Some took to the mountains, eventually learning to balance and hop from one precipice to another, soon not bothering to land afterwards. Others took to the seas, wading further and further away from the shore, until the shore lost its appeal. Across the land, each breed found a different niche to cherish. Like druids of modern time, they were steadfast protectors of the natural balance.

Not all was idyllic and serene during this portion of pony development. As they spread, they lost cohesion. When branching pony tribes came into contact again, often due to natural disaster forcing them together as resources became scarce, it was rarely a positive event. Battles were frequent and intense when the tribes could not have their solitude. For all the love they had for their homes, it became a burning rage when forced to deal with strangers, four-legged or no.

There were some level-headed ponies at the time who did not agree with the way things were going. Surely it would be better, they thought, if the pony tribes could stand together. They were all ponies, after all, even if they did look a little different. These missionaries led dangerous lives, traveling from place to place, dealing with wickedly dangerous wildlife

and unfamiliar natural hazards. Sometimes they encountered outright hostile natives during their mission to spread their message and turn back the tides of aggression that had gripped their young race.

Though all ponies agreed to their core goal of preservation and protection of their homelands, few could come to consensus beyond that.

THE BATTLE OF BROKEN BONES (1C 2)

Shortly after the Imperialists - rallied behind the newly emerged Iliana - began to spread their message of unity under one flag, they encountered a rare tribe of ponykind. Aligned with the negative energy plane, they appeared more dead than alive, and had no desire to band with their fellows in any arrangement other than domination. They made false motions of peace when the Imperialists arrived, and sent back their animated bodies as a message to the would-be Queen.

Her people called for vengeance, but Iliana resisted the path at first, seeking peaceful resolutions. The tribe of bones would not hear of it. After narrowly escaping with her own hide, Iliana capitulated, authorizing a full offensive against the hostile tribe. It was the first war of its magnitude in written ponykind history. Sadly, it would not be the last.

The dark tribe favored battle under the stars, while Iliana's forces preferred to battle under Blaze's scorching gaze. They fought back and forth in both conditions as one laid traps and ambushes for the other, trying to gain mastery of the battlefield. Though the tribe of bones held great magic and were, as individuals, more powerful than the tribes under Iliana's domain, they were far fewer in number and slower to replace their numbers.

The war was not without its religious backings. While the Imperial army marched under the war banner of Blaze and the wisdom of the Sun Queen, the death touched bone tribe held their goddess of gentle repose, Madame Tris'do, as the highest authority. Though her name would become relegated to dusty history tomes, cast aside along with her people, her presence in the war was undeniable. She visited terrible plagues upon the Imperials, and prevented their honorably lost from resting peacefully where they were laid. Her clerics commanded small armies of the unfeeling dead to battle against the still living, never surrendering an inch of land easily.

The war ended after two decades of lost life and blood, with the tribe of bones scattered to the winds.

Weary of war, Iliana had a great city of commerce founded where the dispatched tribe once called home. This town grew quickly with the Queen in attendance, becoming the crown jewel of the fledgling empire, Viljatown. Some say that the tribe of bones still lurks in the shadows, waiting for its time for revenge. Others propose that the great mythril map was once a bone tribe device they had intended as a war machine, and that they may yet return to claim it. Regardless of these morbid tales, the city thrived and grew, becoming one of the largest of the empire.

The war was considered pivotal for another reason. Their victory over the seemingly invincible bone tribe made other tribes less willing to battle against the Imperials. The hard-won victory proved the strength of their conviction and the power of their numbers to those yet undecided, allowing them to annex peacefully several tribes that would have otherwise resisted.

DISCOVERING THE UNDERHALLS (IC 50)

The first meeting of ponykind and the dwarven underhalls was recorded by the dwarves. They remarked on the unusual nature of many of the above ground dwelling species of Everglow and approached them as a medical and scientific curiosity first. It wasn't until one of their scholars was intercepted by a curious zebra mare that the idea that ponykind was anymore intelligent than a goblin entered the minds of dwarves.

While some dwarves were eager for the chance to trade goods and ideas with these seemingly clever, if fractured, toplanders, many were hesitant. To do business with a species that was constantly at war with itself seemed like bad business at best, and inviting disaster at worst. Could they be trusted? Would they honor a bargain struck when someone else rose to power or the town they were dealing with was invaded?

It was decided in a meeting of the elders of the most powerful dwarven families that the ponies and other Everglow races would be given a chance to prove themselves worthy. One underhall was opened to their traders and scholars, where they could be watched carefully for treachery and the majority of the dwarven lands kept secure from any aggression. It took many years, and the eventual consolidation of the pony empire, for relations to truly warm between the two races.

Of the other Everglow races, purrsians got along the swiftest. Approaching the dwarves with honest trade and a seemingly unquenchable thirst for dwarven goods, the dwarves were hard pressed to dislike the greedy cats. Their greed was the dwarves' fortune. Sun cats and phoenix wolves had the least interaction with dwarves, neither having desire to enter the deep caves they call home, nor being avid traders or scholars.



Foal Sprites

Ponyfinder

MAJOR FACTIONS

This section covers the major factions of the pre empire timeline that the player characters are likely to work with or against.

SEEKERS OF THE ONE HERD

He woke before the sun. Slipping from his straw mat carefully, he crept around in the darkness. Every step he feared his parents would wake, but though they stirred, they remained in their room. As he emerged into the faint light of the stars and moon, he thought of the harvest.

When the sun rose, it would be time to begin the great harvest. He was just old enough that this would be his first harvest as an adult, and he would be proclaimed such by the town elders. It would have been the happiest moment of a simple life, but he was throwing it aside. He would not be found by his friends or family come the dawn ray. They would have to work without him. Feeling the pull of something greater, and with the truth of it burned onto his flank since birth by destiny itself, he could not resist the draw of the open road, and slipped quietly from the town to meet with the pony that would become his new mentor for a new life.

The Seekers are missionaries that have accepted their life destiny to bridge the gaps between the pony tribes. Their brands of destiny tend to display things such as hooves touching, bridges, broken weapons, or long roads.

To become a Seeker, a pony must first forsake their homeland. The very idea of it is appalling - and terrifying - but only after giving up the safety and familiarity of their birth place can they focus on the brighter future of the entire race. This act is a symbolic one; few ponies actually perform treasonous acts, despite the rumors and ill reputation.

ADVANTAGES

Safe Haven

While the Seekers have no place to call home, they are rarely without some respite. Seekers establish safe houses far across the world whenever they make a hoofhold in any territory. After securing land, the first Seeker to arrive is usually the last to leave, tasked with the responsibility of protecting this safe haven against all aggressors and assisting other Seekers that travel through or do work in the area.

This place also becomes the hub of rumors and information. The word one pony brings is passed to the next, helping them to stay informed and prepared in the hostile world.

Freedom to Roam

While many ponies of the time remained in their homeland, often never even seeing the outside of their village, Seekers are tasked with traveling to faraway places. Not only can Seekers roam, most are expected and required to do so. An order from higher in the command chain can uproot and dispatch a Seeker within the day. Accepting this as their destiny, they complain far less than one would expect.

Not all Seekers remain in easy contact. Searching for lost tribes and the key to understanding the greater purpose of their race, Seekers go off on grand quests into the unknown, sometimes never returning. Usually, such Seekers appear periodically at a safe house, reporting their findings and recovering from their adventures. While in town, such adventuring ponies will seek out other Seekers, or bold local ponies, if they have encountered something too difficult to handle alone.

LIABILITIES

Seekers are not trusted in many communities. Until ponies can shed their aggressive xenophobia, they have little reason to accept these meddling busy bodies that insist everyone do things one way. Others lay community troubles at Seeker hooves. Many think the Seekers are secretly in it for their own power. While this only harbors further distrust, it does open possibilities, as powerful local ponies are not above hiring the Seekers for jobs the adventuring ponies may excel at. A wealthy pony often has tasks that require a less traceable, less aware, outsider, to do tasks that local ponies may avoid. This gets the Seekers funds, but only reinforces the negative stereotypes.

FACTION TRAITS

Natural Diplomat: You have always had a way with words and this aspect was encouraged by your Seeker allies. Your glibness manifests in a +1 trait bonus to Diplomacy and Bluff rolls and one of these skills becomes a class skill.

Willing Separation: Your original family or community is aware of your choice to join the Seekers and is at peace with the decision. You begin play with 300gp extra reflecting the gifts they bestowed on you when you left as well as one piece of non-magic masterwork equipment at no cost.

Unerring Navigator: You have an innate knack for finding shelter. With a DC 10 Survival check, you can locate the closest town of at least one

hundred residents. The DC of this check increases by 1 per mile of distance. This ability does not discriminate on race, just that it is an organized sentient population.

IMPERIALISTS

She looked up as the lanky pony rushed into her tent. "They're coming!" he cried, panting for breath. "The Greenhood Jacks will be at the crossroads in an hour." She nodded towards him and moved to pass him, speaking, "You have done well. The quartermaster will see to your due reward." Her attention was already on the future. They had been tracking the Jacks for many moons. "At last," she said to herself, "we will end their scourge." She called for her ponies even as she slid her lance into place on her harness. They would march, for the Queen.

Whereas Seekers seek to bridge the ties of ponies through discussion, Imperialists are loyal members of a growing military force. If ponies cannot be cajoled to rally under one banner, they can certainly be forced to. Imperialist marks of destiny are more varied than that of Seekers, as the needs of running the fledgeling government only grow with time. Seen as bullies and tyrants, Imperialists are feared, perhaps rightly so as the presence of one imperialist agent usually means more are following.

Imperialist agents are often tasked with the securing of power, which can have them turning up in ruins, raiding whatever can be found to bring back to their superiors. The past is not the only place Imperialists will turn to. Following rumors, they will hunt down artifacts and new magics to pony sources. If the current holder can be convinced to sell, that is ideal, but there are other methods of getting what they want.

Not all Imperial activity concerns acquisition. As their holdings increase, they must devote ever more energy to internal concerns. Investigating corruption and magical mishaps in their own territory can keep an Imperialist occupied for days.

ADVANTAGES

Power

Imperialists are organized and militant, and therefore rarely without reinforcement. While self-reliance is a necessity, when the situation proves to be too much for a single agent to fulfill, there is no dishonor in asking for extra hooves or advice.

This organization intimidates others. It's impossible to pick a fight with just one Imperialist. In lands they control, they are the law and all the power that represents.

Unity

While barbarians decry them as bandits or warmongers, Imperialists know they serve a true Queen. Her royal majesty, Queen Iliana is the one, the first of her kind. She reflects combined strengths of multiple pony tribes. Born as a pony of the prairies, she had an unusual affinity for magic. Exploring her innate powers, she drew on the power of the mountain tribes, earning the wings that grace the flag of the Empire. Her future fate is to become the first Alicorn known to the lands, though that time has not yet come.

Rallying under the Blessed Wings gives Imperialists a shared cause they can look towards directly, and they march under that banner with pride as they enforce their laws and tame barbaric lands.



LIABILITIES

Civil Service

Imperialists have responsibilities to the territory they claim. An Imperialist is seen as a symbol of her empire. If a pony is having difficulty with bandits, crooked merchants, monsters, or magic gone wild, they may call upon any Imperialist passing through town to help and expect due diligence.

This is not always a violent or dangerous affair. Imperialists, as agents of the Queen, are charged with peaceful duties as well. Overseeing a marriage, verifying legitimacy of an heir, and attending festivals of all sorts are all also expected of them. Some perform more as priests than warriors, delivering guidance and comfort to the Queen's people.

FACTION TRAITS

For the Queen: Your loyalty to the Queen is unwavering. It is likely that the Blessed Wings appears as your mark in part or whole. You enjoy a +1 trait bonus to will saves.

Cultured: You enjoy the crowd and luxuries of civilized life and have learned how to navigate the social webs to get what you want. While in a town of at least 500, you enjoy a +2 trait bonus to Knowledge local or Diplomacy checks made to gather information.

March in Step: You have taken the lessons in teamwork to heart. So long as another person with this trait is within 100 feet, you enjoy a +1 trait bonus to initiative and Perception.

UNAFFILIATED ADVENTURERS

She stepped carefully up the slope. Her eyes narrowed at the broken stone that was once a gate to some underground structure. Had it been a temple to some forgotten god? Perhaps home to an underground race of ponies? She did not know.

She also didn't care. She would take what was in there, and let the historians decide the rest. "It's over here." Her partner trotted over at the call. The clockwork on his flank cleanly displayed his talent for mechanisms, the reason he was her top choice.

"Go on," she urged him, pointing with a hoof towards the entrance.

He nodded twice quickly, and was ahead in a flash.

"Look at her!" he whispered, examining the trap he found there. "She is a thing of beauty." He pulled out his tools. An artisan at work, the trap consumed all his attention. She barely got out a word of warning before the great shaggy beast that was lurking in the cave came charging out. It pinned him to the ground, blood already pooling under them both in the struggle. She heard a loud clank. The trap was tripped, and the entire gate collapsed over the struggle.

This was not a good start.

Not everypony aligns themselves with political factions. Whenever the lure of the unknown overrides the urge for self-preservation, an adventurer is born. Drawn towards promises of vast wealth and fame, they depart their homes, starry-eyed and often unprepared for the dangers they will face.

Those that survive their first outing become a different breed. Hardened and clever, they stand out from other ponies. While the typical pony has some measure of hesitation when it comes to

danger and violence, an adventurer learns to call it home. Their presence becomes intimidating and awe-inspiring to others.

ADVANTAGES

Independence

While there are a few scattered guilds of adventurers, they are the vast minority. Most adventurers are on their own, and that's just the way they like it. They go wherever they catch a scent of opportunity and owe allegiance only to those marching beside them. Of all the factions, they are the most flexible, capable of showing up anywhere at any time, chasing their fortune.

LIABILITIES

Alone

Besides an adventurer's immediate allies, they have no support structure of any kind. An adventurer that is doing well is living the high life, but an adventurer that is falling on hard times often does not recover, left in the ditches and quickly forgotten. To combat this, adventurers will often form intensely loyal herds that operate together.

These herds may persist for as little as one task, or until death do them part. Some persist even



longer than this, with surviving members working diligently to revive their fallen allies, or avenge their untimely ends.

FACTION TRAITS

Independant: You have learned long ago that you stand alone. When threatened by two or more enemies with no allies adjacent to you, you gain a +2 trait bonus to weapon damage rolls.

Foolhardy: Where others quail to step, you stride forward, either with courage or foolishness. Who's to say it's not a bit of both? You have a +2 trait bonus to saving throws against fear or despair effects.

One Down: You survived your first journey into the unknown. What you came back with allows you to better equip yourself for risks ahead. Begin play with 900 additional gold pieces.



ERA ALTERNATIVES

The core Ponyfinder book presumes a game set after the decline of the Empire. If you are running a game set during the empire's forming, some racial feats and traits are presented below to reflect the different times that the characters exist in. With GM permission, these options can be used in later eras, but should be considered rare and noteworthy.

ALTERNATIVE PONY RACIAL TRAITS

Antean Pony:

While all ponies share the Brand of Destiny, which guides them towards their greater purpose, only a select few have truly potent destinies. Like the chaos hunters, anteans are blessed, or cursed, with an overwhelming fate. Unlike the hunters, the nature of an antean is near impossible to hide, as they are large, towering over their fellow ponies ranging from 14 to 16 feet in length. Such ponies are compelled to protect their smaller kin, but their stature makes staying in small pony towns a challenge, driving many off to watch from a distance.

Their size has given rise to wild tales of rampaging giant ponies that can demolish settlements on an angry whim and enjoy the taste of innocent ponies. However, they are individuals equally capable of good or evil. Most are gentle giants who wish to use their stature and might for the greater good of the society, even if only to show off.

It is said there is a full and proper city of these giants, but its location is as hidden as its name. Those few anteans that speak of it reference their queen, no normal sized pony has ever seen, and leaders for clans no one recognizes. Some claim that the anteans are making up a story to feel more involved than the awkward giants in a small world they are.

Antean ponies were most common before the empire. Though the Queen bore no ill will toward her oversized subjects, they dwindled in number without explanation. Perhaps the vital power that fueled

their girth was waning, or it was simply not the right time for these great ponies. Only time will tell if the anteans will make a resurgence.

Base Speed reduced to 30ft.

Size becomes Large.

Reach remains 5ft.

Replace attribute modifiers with: +4 Strength, +2 Constitution, -2 Dexterity, -2 Wisdom

This replaces the bonus first level feat.

Ghost Pony:

Your tribe shook loose the shackles of the physical body, and slipped whole form into the ethers. Even at your height, your tribe was rare and difficult to find, and that suited ghost ponies just fine. Reclusive, but inquisitive, ghost ponies make natural spellcasters, devoting much of their time to contemplation and exploration of thoughts. In appearance, ghost ponies are slender and tall. They appear like deer with their delicate limbs. Their coloration tends towards shades of blue and purple when in the physical world and becoming a pale white in the ethers.

Despite their claims to be creatures of the ether, ghost ponies are born in the material plane. It requires much maturation and training, or expensive magic items, to enable them to reach into the ether, though it comes easier to them than it does most others. Ghost pony families are typically small, with a male and female pair and only one or two foals. Many families pass down ghost hooks to their young when they are old enough to speak, and a harness when they are ready to become adults. The creation or purchase of a harness is often considered the first step in making a family, as not having one to give to your son or daughter is a sign of true poverty and irresponsibility.



Antean

Their society favors mental pursuits, seeing the material plane as a necessary burden and sin, only to be bothered with for such base needs as reproduction. This aloof doctrine is the primary reason that ghost ponies are not seen often by the physical tribes. Young members, who still know the physical as well as, if not better than, the ethereal may feel the draw of the physical tribes. It is these immature souls that may take up the mantle of adventurer and seek their fortune in the solid world, much to their parents' dismay.

Base Speed reduced to 30ft.

Gain blindsense 30ft. that applies only to incorporeal and ethereal entities.

Unarmed attacks, manufactured weapons, and natural weapons used by a ghost pony are always considered magic for purpose of striking incorporeal creatures, or for striking at physical targets while incorporeal.

Whenever a ghost pony benefits from concealment or total concealment, the miss chance increases by 5%.

Replace attribute modifiers with: Wisdom +2, Dexterity +2, Constitution -2

This replaces Earth-Bound.



Ghost Pony

Ghost Pony Items

Ether Harness

Aura Strong Conjunction; CL 15th

Slot Body; **Price** 140,000 gp;

Weight 10lb each

Description

This harness of glimmering mithril covers the entire pony in an intricate web of hazy power. When worn by a ghost pony, it permits them to enter or exit the ethereal plane as a move action up to twice a day. These artifacts are highly prized, with each being manufactured for a specific ghost pony, though it was tradition for parent to bequeath their harness to their favored child when they grew old. Once a harness is given away, elder ghost ponies will wander into the ethers, hunting for something only they can hear. Ether harnesses are never sold to non-ghost ponies, but if one were obtained and donned, it would permit them once per day to use *ethereal jaunt* at caster level of 15.

Construction

Requirements Craft Wondrous Item, *ethereal jaunt*, Creator must be a ghost pony; Cost 70,000 gp

Ghost Hook

Aura Moderate Conjunction; CL 9th

Slot -; **Price** 15,000 gp; **Weight** 3lb each

Description

This heavy hook can tear holes in the fabric of reality. When held in the mouth of a ghost pony, 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 a day, which do not need to be consecutive. The travel is a swift 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.

Construction

Requirements Craft Wondrous Item, *Ethereal Jaunt*, Creator must be a ghost pony; Cost 7,500 gp

FEATS

Beneath Hooves

While other ponies lash out with hoof, sword, and magic, you have learned the simple art of crushing those you disfavor beneath the bulk of your body.

Prerequisite: Antean, Dex 13, BaB +5, Improved Unarmed Strike

Benefit: You gain the trample special attack that deals 1d6 + 1½ your strength bonus. The DC is 10 plus one half your character level plus your strength modifier.

Echoing [Combat]

Your natural affinity for the ethers manifests with a remarkable ability to affect things across the divide with ease.

Prerequisite: Ghost Pony, Six hit dice

Benefit: You can ignore the incorporeal benefits of a target, treating them as if they were entirely solid and on your plane. If you are ethereal, it allows you to interact with physical things.

Normal: Striking incorporeal targets requires magic to do half damage, with only specific effects allowing full damage.

Flexible Perspective

Your trips into the beyond lend you greater perspective on the true meaning of space.

Prerequisite: Ghost Pony, Caster Level 10

Benefit: Teleportation spells and effects have 50% greater distance for you and have half the chance of mishap.

Giant Companion

The vastness of your destiny is like a beacon, drawing other creatures of equal stature to your side.

Prerequisite: Antean, Ability to summon an animal companion or mount, Effective level 7+ for animal progression.

Benefit: Your animal companion or mount becomes one size larger, gaining 2 strength, losing 2 dexterity, and all other benefits and penalties for its new size. If you summon a new companion, the old one returns to its normal size if still living, and the new one grows.

Giant Dreams

Everything you do, you do large. The vastness of the universe seems ill equipped to contain the grandeur you feel swelling inside you with every motion.

Prerequisite: Antean, Large Fate, Endurance, BaB +8

Benefit: Treat your size as one category larger for the purpose of calculating CMB, CMD, carrying capacity, and any size-based special attacks you use or that are used against you (such as grab, swallow whole, and trample). Does not stack with the Powerful Shape feat.

Large Fate

Though you are always large, your soul can stir with ancient memories of truly titanic stature.

Prerequisite: Antean, character level 5

Benefit: Once per day, you may enlarge yourself with a move action as if by *enlarge person* with a caster level equal to your character level. This is a supernatural ability.

Special: This ability may be taken multiple times, each time granting another daily use of *enlarge person*.

Size Theft [Metamagic]

Where your soul gleams with the pure essence of mass, you can draw it from others that fall under your sorceries.

Prerequisite: Antean, At least one other metamagic feat

Benefit: Those taking damage from your spell lose a size category, as per *reduce person* without attribute change, for as many rounds as the level of the spell. This is a polymorph effect and does not stack with other polymorph effects.

Level Increase: +2

Unfettered Thought

The habit of ghost ponies to become lost in thought become an advantage to you when spellcasting, provided you're given time to do it right.

Prerequisite: Ghost Pony, Caster Level 3rd

Benefit: When casting a spell, you may increase its casting time by one step (swift to move, standard to one round, or increase by 25%, minimum one round extra) to increase the caster level by 1.



AT THE HEIGHT

(1E 115-295)

Over time, the empire spread across much of the known land. Those that were not drawn into its fold faded away, some waging bloody wars to the last pony, others simply vanishing as if they were never there to start. For a short time, there was peace. Those who remained enjoyed thriving trade, art, and science. It was a golden age for pony kind, at least for those who fit in.

While most ponies are born, grew old, and die, their Queen does not. She watches over the empire for many lifetimes, inspiring awe and wonder in her people as her timeless face smiles down on them. She is as much worshipped as followed, with her magnificent wings, her powerful plains pony figure, and her long and deeply magical horn. The empire favors those who share one of the Queen's tribes. This favor, though minor, accrues over the years, and is the eventual reason that only the three tribes persist, in any significant number, many years after the fall.

There are many cities of fair size, the largest being a central trade hub, Viljatown, said to be the center of the world. The Queen is not in this city. She resides in a smaller city and is quite particular about those who live in its walls.

Mayorships manage most cities and the local laws and operate with the region's nobility, in turn reporting to the monarchy. The choosing of regional leaders varies but, most often, they are selected by the powerful noble houses of the area. Many serve life terms, only deposed if they are caught in a terrible scandal.

EXTERNAL RELATIONS AT THE HEIGHT OF THE EMPIRE

With the race unified, the Empire turns more attention to the races that share the world with pony kind. Races whose work catches the eye receive the most favor. A dwarven tool or well-crafted weapon will command high prices for its artisanship. Human work, with its wildly varying ethnic touches and creativity, is always in demand. None can deny elven fineries - their delicate wines and art are inspiring. Their shared link to things fey means gnomes, in particular, make fast friends with ponies. That a gnome could, potentially, use a pony as a mount is an ongoing joke. Few gnomes are brave enough to try to make it more than that, and fewer still succeed, but such things are the stuff of legends.

Ponies share many of the same enemies of other well-mannered sentients. Orcs, kobolds, gnolls, and other known violent races are cause for concern on sight or rumor. Militias proactively keep their territories clear of such menaces, especially when they gather in significant numbers. Of course, sometimes these nuisances are more subtle, and kobold infestations have appeared seemingly out of nowhere in the midsts of pony cities. Themselves a varied race, ponies are more likely to tolerate well behaved beast races. But, while a gnoll at the gates with goods to trade will be admitted, the local guard will still treat it with extra scrutiny.

Humans, ever expanding, come into conflict with pony communities. While established cities are usually safe, newer and smaller pony villages are considered fair game for opportunistic humans trying to establish their own foothold in the world. Adaptable and clever as ponies, humans can turn up anywhere, and ponies can't afford complacency when dealing with them. Fortunately, the humans are not banded into any great empire of their own. Imagine what a mess that would be!

The gods of ponies adjusted with their devotees' perceptions of grandeur. With the Queen to emulate, their vision of their gods follow suit. It becomes unsurprising that their gods are largely female, combining the three tribes of the Queen. It is by no coincidence that the gods favored least deviate most from this template.



Wildheart

MAJOR FACTIONS

This section covers the major factions of the height of the empire timeline that the Player Characters are likely to work with or against.

SEEKERS

She entered just in time to hear the haven matron speaking to a strange voice. She looked over, curious to see that she was speaking to a tall human. The human was dressed in a mockery of the local pony fashion. She wondered why they never realized how foolish they could look trying to imitate, but the thought died away as she heard business being discussed.

"I need a representative," spoke the man, "who can guide me around the city, keep the rough element off my back, and be my face. I can pay a hundred gold a day, twice that if fighting comes up."

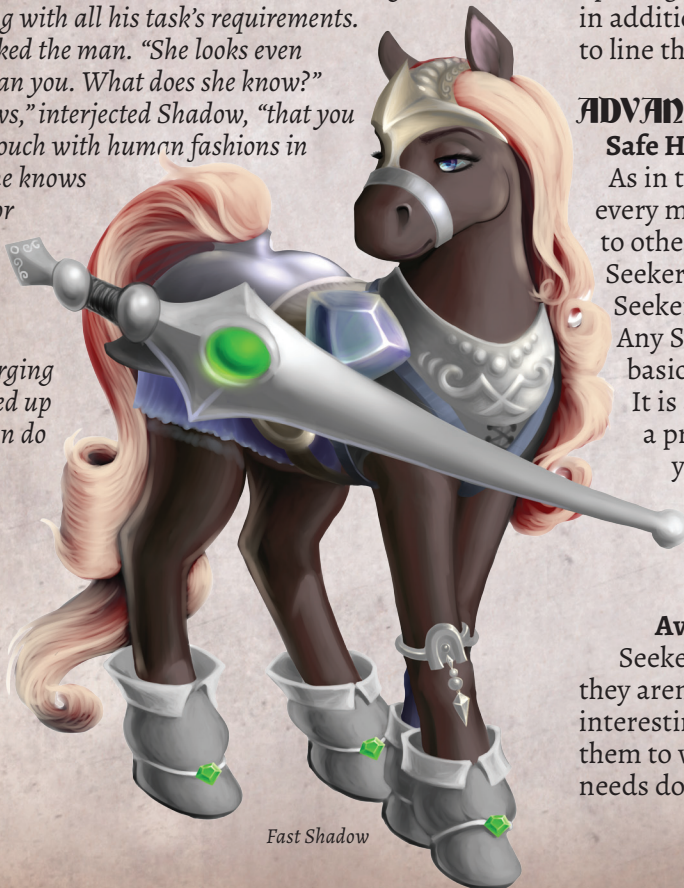
The matron smiled at him. She had to look up at him. Humans were always on their hind legs, and it gave the illusion of size, despite most ponies being heavier. "A fair price, for personal bodyguard and tour guide, but if you wish for us to serve as your representative, that will be extra. What good fortune: here is Fast Shadow. She can serve the job well, if you are willing to pay."

Fast Shadow approached at her name, and took a silent position behind the matron. Considering the payments mentioned, she had doubts the human was being forthcoming with all his task's requirements.

"Her?" asked the man. "She looks even younger than you. What does she know?"

"She knows," interjected Shadow, "that you are out of touch with human fashions in the city. She knows you are poor at aging ponies.

And she knows she will be charging five hundred up front. When do we begin?"



Fast Shadow

Evolving with the times, the Seekers of the One Herd abandoned the last part of their name. Pony kind has found its herd, rallied behind their Queen, and the Seekers are largely satisfied with this. The call of the unknown still rings loudly in their ears, as does the conflict between ponies and other races. They also pursue the Lost Tribes, those slain or simply forgotten in the tumultuous years leading to this golden age. Any hint of a Lost Tribe is doggedly pursued and investigated.

While finding living members is rare, finding their artifacts is merely uncommon. The vaults of the Seekers are full of relics that exist nowhere else, that nopony knows how to recreate. Finding treasure worthy of the vault inspires Seekers to go forth and brave dangerous ruins and forgotten catacombs for the opportunity. The pay isn't bad either.

The marks of Seekers evolved as well. It is much more common to see marks showing dark places and long roads than it is to see the older symbols of hoof tapping and broken weaponry. This is not to say that peacekeeping has been abandoned. Though fewer in number, some Seekers go out in pursuit of conflict instead of relics. They are talented diplomats sent to negotiate with other races, brokering peace and opening the trade lanes to foreign goods. This trade, in addition to their archeological exploits, does much to line the coffers of the Seekers.

ADVANTAGES

Safe Haven

As in times past, Seekers construct safe havens in every major city, but now their reach extends even to other races. Dwarves, gnomes, and elves host Seeker havens in their trade cities where traveling Seekers can find rest and news in equal amount. Any Seeker in good standing can find lodging and basic medical attention at a haven without cost. It is also where outsiders come to hire Seekers, a practice that has only gained favor over the years. Such places are often richly appointed with attractive, but functionless, pieces found in their explorations, making each have a unique blend of extinct art styles.

Available Work

Seekers do not worry about finding work. If they aren't ambitious enough to go out and find interesting things, their local haven matron will put them to work locally. There is always something that needs doing, and idle Seekers will be given the job.

While the haven keeps a portion of the pay, much of it goes to the Seeker doing the work, and provides for a high quality of life, or financing for more exotic expeditions.

LIABILITIES

Seeker Commitment

Seekers are not as free as they once were. All Seekers are expected to be available for tasks that their superiors feel require attention. Those who expect to be away from a haven for an extended period warn the haven matron beforehand, and send regular updates. This is not done simply for control. If a Seeker fails to report in, other Seekers are sent to investigate and possibly rescue their wayward kin. An expedition into the past can turn perilous without warning, and all Seekers are expected to help a Seeker in distress.

Spotty Reputation

No matter how valued Seekers can be to get jobs done, they are regarded with suspicion. Their habit of accepting shady offers and investigating things that others would rather left alone serve to reinforce this reputation.

Faction Traits

Natural Diplomat: You have always had a way with words and this aspect was encouraged by your Seeker allies. Your glibness manifests in a +1 trait bonus to Diplomacy and Bluff rolls and one of these skills becomes a class skill.

Past Echoes: You have an uncanny feel for the old. Just touching ancient things fills you with faint impressions of their old purpose. You gain a +2 trait bonus to Knowledge(history) checks and Appraise checks involving objects built before you were born.

Xenophile: When it comes to dealing with other races, you're a natural. You can't help but see things their way, and help to bridge the gaps between disparate views. When you can approach a sentient not of your race outside of combat, your Diplomacy rolls act as if they were one step more friendly, to a maximum of indifferent. This charm is far from perfect. Misconduct from your allies, especially threats or aggression, break the effect immediately.

UNBOUND HOOVES

Alex closed her book when she heard the bell ringing from below. She glided down the old wood stairs to see a middle aged stallion looking back up at her. She could see the hint of books through the barely closed flaps of his bulging saddlebags.

"More?" she asked with a smile. "You are far too kind." They met in the lobby and embraced, one leg around one another's neck for a moment. "Wherever do you find them all?"

His horn began to glow, and the pack lifted off his back and hovered, wreathed in the same glow, to rest gently on one of the few clear tables. "People are eager to see the library fully stocked."

With the saddlebags removed, she could see the shining star emblazoned on his flank. Many ponies thought this was some sort of sign of magic, but she knew better. Noticing her gaze, he returned the look with an examination of her side.

"Did it hurt?" he asked.

She glanced back. Her own flank was blank. After so many years, the scars were hidden beneath the pelt. "You ask that too often. It didn't hurt that much, and that was long ago. I'll stand on my own hooves, not what the gods want of me."

"I know," he said, his smile returning, "I know. It's what I like best about you."

Not all ponies agree with the idea that peace under the banner of the Queen is that correct path. Some feel that the true path to their race's destiny lies in self-fulfilment. Ponies should follow the convictions that ring true in their heart, not the ancient laws of a far-removed monarch or god. The Unbound pursue this by seeking out the power of self-realization. If they were simple anarchists, the Unbound would already be arrested and dispersed. The Queen is not known for her kindness towards dissidents and trouble makers.

Most Unbound go to great lengths to be useful. Their pursuit of personal perfection and satisfaction leads them to become experts in unusual fields or to become reliable generalists that can be counted on to assist with a wide variety of activities. Some members go to great lengths to express their dissatisfaction with the Queen, or their destiny. Removing the Brand of Destiny is possible, if painful. Despite their ire at higher powers, most are good neighbors and citizens, locally.

Their personal quests drive them. While some find a comfortable place to chase their dreams, many leave home at a relatively young age and trot the globe in pursuit of that unknown element that can complete them. Some join other factions along the way, always returning to the Unbound when they've found what they want or give up on finding it there.

ADVANTAGES

Will

The strongest aspect of the unbound is what others would call a weakness. They each stand firm, with the will to make their way on their own. They are bound together against the backlash that pony society has against those that buck fate or the gods. Strong willed and determined, an unbound can achieve much, alone or with allies.

Freedom

Unlike other organizations, the unbound understand the need for their members to pursue their own goal. While they are expected to make reasonable effort to see to the need of their fellows, never is someone else's crusade elevated above their own. To be an unbound is to be free to chase your own dream, to its happy or tragic ending.

LIABILITIES

Disharmony

The unbound have less cohesion than other factions. If the aid one seeks of another puts them at odd ends with their own goals, there is a good chance of denial. The people of the empire, and even beyond it, look upon this group of self-starters with caution and suspicion, and not entirely without merit. There have been unbound that caused trouble, though many are good, if worrying, neighbors.

Faction Traits

No God: You refute the power of divine beings, giving you a +1 trait bonus to saving throws against divine spells and spell-like abilities. This includes effects produced by beings summoned by divine casters.

Urge for Freedom: Nothing is going to keep you tied up. Enjoy a +1 trait bonus to Escape Artist and Disable Device. One of these becomes a class skill.

Scholar: You can't keep your snout out of books. Once per week, you may add your character level as a trait bonus to a single Knowledge check after an hour of research. This can be made untrained.



Unbound Hooves

ERA ALTERNATIVES

The core Ponyfinder book presumes a game set after the decline of the Empire. If you are running a game set during the empire's height, some racial feats, and traits are presented below to reflect the different times that the characters exist in. With GM permission, these options can be used in later eras, but should be considered rare and noteworthy.

ALTERNATIVE PONY RACIAL TRAITS

Sun Pony:

Your tribe comes into its height along with the empire. With pelts that matches the sun-baked sands, the ponies of the sun are wealthy and powerful. Able to withstand the full attention of the beloved, but cruel, sun, they manage trade lanes in places other ponies would perish trying. Sun ponies come in different breeds. Though many are built tough and earth-bound, there are winged and horned family lines. They are recognized by their chiseled features, high tail, concave profile and arched necks.

As a society, they are shrewd when it comes to business. Others see them as eager to share a drink, but more so to seal a deal, and so stay careful around sun ponies. Their easy smiles hide their cunning intent. They are a welcome addition to the empire, largely following its laws and kind to travelers. Their laws of hospitality forbid turning away a pony suffering from the sun's unrelenting gaze, which makes ponies visiting a sun pony city feel welcome,

even if the locals are already planning how to relieve them of their coin.

- ☉ Fire resistance 5
- ☉ Gain Improved Initiative as a bonus feat. +1 bonus to
- ☉ Bluff, Sense Motive, and Knowledge (local) checks. This replaces the first level bonus feat.



Sun Pony

FEATS

Day and Night [Metamagic]

Your people are well acquainted with how the sweltering blaze of day turns into the terrible chill of the desert night. Your magic reflects this swinging balance, allowing you to infuse your magic with heat or cold at your will.

Prerequisite: Sun Pony

Benefit: When casting, the spell's damage may be turned to cold if cast at night, or fire when cast during the day. If the spell already deals the correct element, increase its save DC by 2.

Level Increase: +1

Denial of Destiny

You have removed your Brand of Destiny. This can be done through intricate ritual or brute force scarification. Both are painful, but the latter is an extended process that has to be repeated several times before the brand can be banished entirely. This drastic act defies the gods and the natural order and declares that you mean to operate under your will alone.

Prerequisite: Ponykind

Benefit: Once per day, when you roll a 1 on a d20 roll, you may muster your intense will and reroll. The result of the second roll must be taken. If you are using the hero point system, the pony regains a hero point if the rerolled 1 becomes a successful roll.

Denouncer of Gods

Not satisfied with throwing off the shackles of fate, you spurn the very presence of the gods.

Prerequisite: Shrouded Destiny

Benefit: You gain a +2 bonus to saving throws against all spells or spell like abilities of divine origin (cleric or druid spells for instance).

Special: You must save against all such spells, even harmless ones.

Desert Skirmisher [Combat]

You are at home in the desert sands and know how to wage battle in it, taking advantage of your sand colored pelt and your many years of training.

Prerequisite: Skill Focus (Stealth), Sun Pony

Benefit: You can always act in the surprise round in a desert. If you could act normally in a surprise round in a desert, you can take a move action and a standard action as if it were a normal round.

Normal: Those who fail to notice an ambush do not act during a surprise round. Those who do act in a surprise round only get a single standard action.

Shrouded Destiny

Having removed yourself from the direct pull of destiny, you become more difficult to examine with magic.

Prerequisite: Denial of Destiny

Benefit: You gain a +3 bonus on saves against divination spells. If a divination spell has no will save, you are treated as if you had SR of 5 + character level.

Special: This affects all divinations, arcane or divine, even cast by you.

Sun Kissed

Since you were a little foal, you rose with the sun. You did not retreat to the shade even in the hottest of days and the warmer it became, the happier you were.

Prerequisite: Sun Pony

Benefit: Your fire resistance increases by 5.



MyKashle
2012

THE FALL (IE 296)

When something that has always been there is gone, how do you fill that space? The Queen, who has stood unshakable for my lifetime, ever present and eternal, is gone. They say the sun mourned first, an eclipse casting the city in shadow the day it happened. I can attest that it was a dark, terrible day. Court was not held, businesses did not open, music was not heard. It has been months, and still the throne is empty. The Queen's family, her students, her rivals. All have made claims for the throne while the people are lost in their grief. My only hope is that the Queen returns before it is too late. That there is a Queen to return. Long live the Queen.

— Misty Times,
Royal Historian

Some changes come gradually, over time. The death of the empire was far more sudden. In the years following the death of the Queen, factions new and old rose up in attempts to take the power she once held. The resulting conflicts, fought with hoof and wing and magic, left the land of Everglow and the trust among ponies scarred.

HER PASSING

The Queen's passing was a gentle one. Those closest to her claim that she saw it coming, and tried to prepare. In her final years, she assembled promising young ponies to impart on them her values and wisdom, that they could take her stead when she went to join the Sun Queen. Unfortunately, none of those she took under her wing showed full capability to unify. Worse, many coveted her throne more than they desired prosperity and enduring peace. When life fled her, she had yet to choose a worthy heir.

The Queen's passing was not immediately known outside her closest attendants. She had passed peacefully in her sleep, and was discovered with the dawn. Seeing the peace about her, and a complete lack of any of death's usual signs, the one who found her thought her only sleeping. When the Queen refused to rouse for the day's activities, the truth of it settled like stones in the hearts of her friends. They carefully removed her from her chambers and secreted her away. They knew her preparations for passing were not complete, and they wove an intricate lie. The people believed their Queen yet lived, while those few worked feverishly to complete what she could not.

Too soon, her students discovered the trickery. Enraged, they called court to order, and began to make their demands. Believing the empire an unbreakable thing - and how could they not, it having existed for as long as they were alive? - her students

gave it little concern. When she passed, they were first in line, each claiming the right to become the new Queen or King. Swollen with hubris, her students claimed that their last, great, test had arrived. The Queen had not selected a successor, so they would do it in her stead by displaying their natural abilities to lead. One of their numbers dissented, urging their peers to work together, rather than competing. Her words fell on deaf ears, and she chose to leave, taking a few sympathetic to her cause. Her name was struck from the records by the students that remained, claiming she had forfeited her right to the throne.

THE WAR OF HOOF AND FIRE

The first great conflict after the loss of the Queen marked the official end of the pony Empire, for the damage caused and lives lost. A herd known then as the Drakehooves, renowned for their dealings and diplomacy with the dragon races, brought forth a dozen dragons in an attempts to seize St. Moon's Reach and Viljatown. The efforts of the Storm Breaker and Unincorporated Pony Group managed to stop the Drakehooves, but at a great cost. The Drakehooves were wiped off the face of Ponykind that day, the central spires of the shattered city central square serving as their tomb. Bitter and angry, it is said that the spirits of the Drakehooves tribe still haunt those Spires with an agenda unchanged by time.

While many chose to stay in the outskirts of the city, the central area was gated away. Those traders from foreign lands who did business on Pony soil had been based in the great bazaar of St. Moon's Reach. While some attempted to establish new holdings, more sought to leave in the wake of the conflict. What persisted was not enough to satisfy outside lands and trade trickled almost to a stop. While it was part of a greater problem, the War of Hoof and Fire is blamed for the isolation of Ponykind from the other races known as The Great Loneliness.

THE GREAT LONELINESS

A dark age befell ponykind. Many tribes faded away, while others dwindled to precious few as pony towns became islands in the darkness, fending for themselves. They were ill equipped for self sufficiency in an empire that had protected their trade lanes and fostered commerce across all of Everglow. Towns that imported foods faced swift starvation while others watched their weapons and houses decay as building materials went scarce. Those brave enough to try venturing out despite the lawlessness were likely never to be seen again. Desperate people, driven from their

homes, fell to banditry for survival.

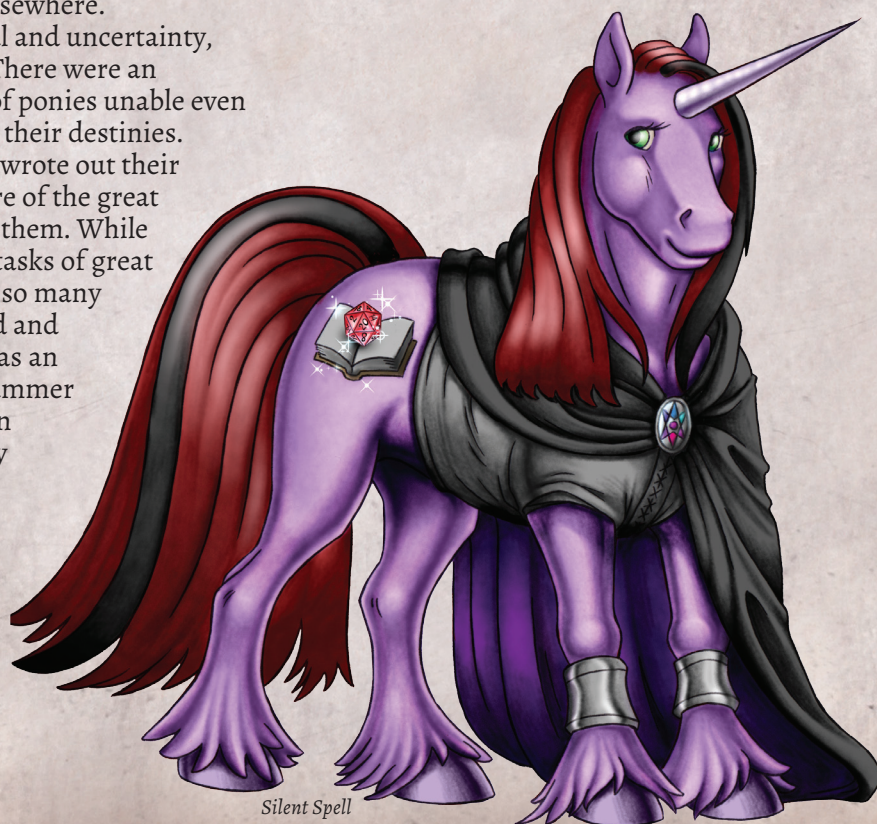
It was during this period that the humanoid races expanded. Where they had once been rebuffed by stalwart royal guards, they instead found open ground with no one to contest them. By the time the ponies had recovered enough to see it, the elves had formed a new kingdom, the humans, two. Unlike the fractious city-states of before, they were unified and powerful. The age of ponies had passed.

The city of Kadiston, once a border between pony and human territories, was engulfed and absorbed into the forming human kingdom of Three Rivers. Already heavily populated by humans, the city was taken without bloodshed when the Three River army advanced. The king of the city bowed his head to the king of Three Rivers as readily as his ancestors had bowed their head to the Queen in ages past. Melwasúl, the elven kingdom, pressed perilously close to the still thriving pony city of Prisma, though no hostilities formally occurred between them. The second human empire rose on the coast and took to the ocean waters. The kingdom of Harfoni became powerful traders and pirates both. Wielding their mighty navy, they claimed dominance over the waters. They have only been repelled once, when attempting to take Kailani. After a week-long naval conflict that proved costly for all sides, the city retained its independence and sent Harfoni seeking riches elsewhere.

In this time of upheaval and uncertainty, many ponies felt adrift. There were an uncomfortable number of ponies unable even to start working towards their destinies. It was as if the force that wrote out their lives was entirely unaware of the great change that had befallen them. While some ponies were given tasks of great importance for the time, so many more were left unfulfilled and despondent. What use was an overwhelming urge to hammer metal when one is born in grassy fields, with no way to reach where metal is worked? What was once an obscure act done by dissatisfied erudites became commonplace as desperate ponies scratched away their marks with force and magic, crying out to their gods and praying

for relief that never truly came. As time passed, and society began to recover, this habit began to wane in popularity. The black mark on pony history, however, would never be forgotten.

One great change to Everglow as a whole was the dawning of the idea that the continent and the world were truly not one and the same. For the average person, for most of history, the two were interchangeable. Academically, it was known that there were other lands, beyond the ocean, but they had so little impact in daily life that most put it out of their minds. Everglow was their home, and their world. When the pony empire collapsed, and the Harfoni kingdom began to sail its conquering fleet, it made the most solid contact across the waters. The eager humans laid claim to the coastal holdings of several foreign nations, waging war on sea and land in aggressive, bold military strikes that would see Harfoni grow rapidly. New goods and people arrived on the continent, and a new era of globalism dawned.



Silent Spell



MAJOR FACTIONS

These are the major factions of the post empire timeline that Players are likely to work with or against.

SEEKERS OF THE ONE HERD

The guild was quiet, humble, but well kept. When the human stepped inside, she watched him a moment before advancing to speak with him.

"Welcome to the Seekers. How can we be of assistance?"

He looked her over appraisingly as he spoke, "I'm told a man can get things done here, things retrieved? I've had some goods stolen that I need recovered."

"Very interesting," she said, keeping her expression neutral.

"And you didn't bring this to the guard, because?"

"Because they ask too many questions. Are you like them, stallion?"

She flushed red in her ears. Were ponykind so difficult to tell apart? "Mare. I don't need to ask too many. You don't fit the type for a merchant." She raised a hoof to gesture at the blade at his hip,

"Heavy longswords are not in style. If you want my help, come clean. We know how to be discreet, and we never divulge about our customers. We are much more useful with our eyes open."

She could see the calculation in his eyes, weighing the risk of speaking with the profit of success. The reputation of the guild would, she hoped, sway his choice.

With the collapse of the empire, the Seekers have taken up their old title. They seek ways to restore the lost ponykind to its place of unity and power, while integrating with the world as it is. Seekers have no reservation in setting up shop in foreign lands, with offices in Harfoni, and Three Rivers. The elven nation of Melwasúl has politely rebuffed advances of the guild, forcing them to operate more subtly and without the comfort of a place to call home in those strange lands.

In the tumultuous period immediately after the announcement of the Queen's passing, the Seekers attempted to aid several ponies in failed attempts to consolidate and control the crumbling empire. Each proved futile in the long run, with some candidates even turning against the guild, trying to become tyrants on their own hooves. These attempts, and the consequent cleanups, cost the guild dearly. Many of their prized artifacts were expended or lost. It would be easy to say the guild acted for nothing, but many within it claim their swift response saved several pony cities from complete destruction. Regardless, the actions have left the guild much more shy about direct intervention.

For the agent on the ground, life has not changed too much. They are given freedom to explore leads, and expected to take up tasks as assigned to them by higher ranked members. Artifacts are taken in by the guild for examination and safe keeping, and agents are well paid for their efforts, both in recovery and in performing the many odd jobs that keep the guild afloat.

ADVANTAGES

Safe Haven

Most ponies are set adrift when venturing to new exotic lands. The Seekers make it a first priority to secure permission and property to establish a safe haven for other Seekers that may follow in their steps. Because of this, Seekers are rarely without a secure place to rest and recover from their trials. These remain the place where news is gathered and shared, allowing messages to reach Seekers, even when far afield from their usual stomping grounds.

Freedom to Roam

In a time where a pony is satisfied to have one place they can call home, Seekers not only can travel far and wide, but are actively encouraged. While some Seekers stay in their home city, performing local tasks, none are exempt from the occasional call to explore. Large scale actions can have Seekers from all corners converging, ready to move as directed. Some Seekers are not comfortable waiting to be told. Following their own leads, these agents explore Everglow in pursuit of ancient lore and interesting artifacts. Such field agents are seen when they return, baring a new interesting bit of information or a forgotten object needing research and storage.

Liabilities

In pony lands, their ham-hooved attempt to place particular ponies at the seat of the failing empire has not been forgotten. Especially among the powerful, who fear the Seekers may try again to manipulate the threads of power and threaten their holdings, the Seekers suffer a tarnished reputation.

Other nations look at the Seekers as something of a curiosity. The idea of artifact hunting mercenary ponies tickles the fancy of most humanoids, who have already begun to dismiss the notion of the great Pony Empire as fanciful thinking of their grandfathers.

Faction Traits

Natural Diplomat: You have always had a way with words and this aspect was encouraged by your Seeker

allies. Your glibness manifests in a +1 trait bonus to Diplomacy and Bluff rolls and one of these skills becomes a class skill.

Humanoid Mimic: Living in a humanoid world, you have gone to great lengths to minimize the difference between yourself and the new dominant order. Your practice enables you to walk on two legs with minimal difficulty, giving a +4 trait bonus to disguise checks to hide your quadrupedal nature. Of course, hiding the fact that you have hooves instead of hands may be more difficult. While walking bipedally, reduce your land speed by 10ft. if normally higher than 30ft.

Unerring Navigator: You have an innate knack for finding shelter. With a DC 10 Survival check, you can locate the closest town of at least one hundred residents. The DC of this check increases by 1 per mile of distance. This ability does not discriminate on race, just that it is an organized sentient population.

ERA ALTERNATIVES

The post empire time is a dark age for ponykind. Rather than new options, one should consider the more unusual tribes to be unavailable without direct GM permission. While it was unusual to see an antean or a ghost pony during the height of the empire, it was practically unheard of after the end of Queen Iliana's reign. Of course, PCs are born to be exceptional, so, with GM permission, you may yet represent these fallen tribes, perhaps as a sign of brighter times ahead.



NOTABLE PLACES, PEOPLE, AND GROUPS

THE HORNED PROPHET

The arrival of the would-be Queen did not go unnoticed by larger forces of Everglow. A young cloven by the name of Toughgrass was drawn from his village by a soft voice calling to him in the morning sun. The goats had never created or found gods of their own, so young Toughgrass was bewildered. But the voice promised safety, urging him ever onward. So unresisting he ventured into the unknown. The most he ever saw of his enigmatic guide was the flutter of wings, and a scent he later claimed reminded him of home.

His path was anything but direct. He wandered the scorching sands, where he ran into Thistledew, a female purrsian old as he was young. She claimed to smell the scent of treasure on him, and guarded him against those that would take advantage of his naivety. He encountered a pride of griffons locked in feud with a clan of sun cats. His kind words, and the subtle manipulation of his guardian, defused the situation, but not without cost. Toughgrass earned a new scar, but opened the way forward.

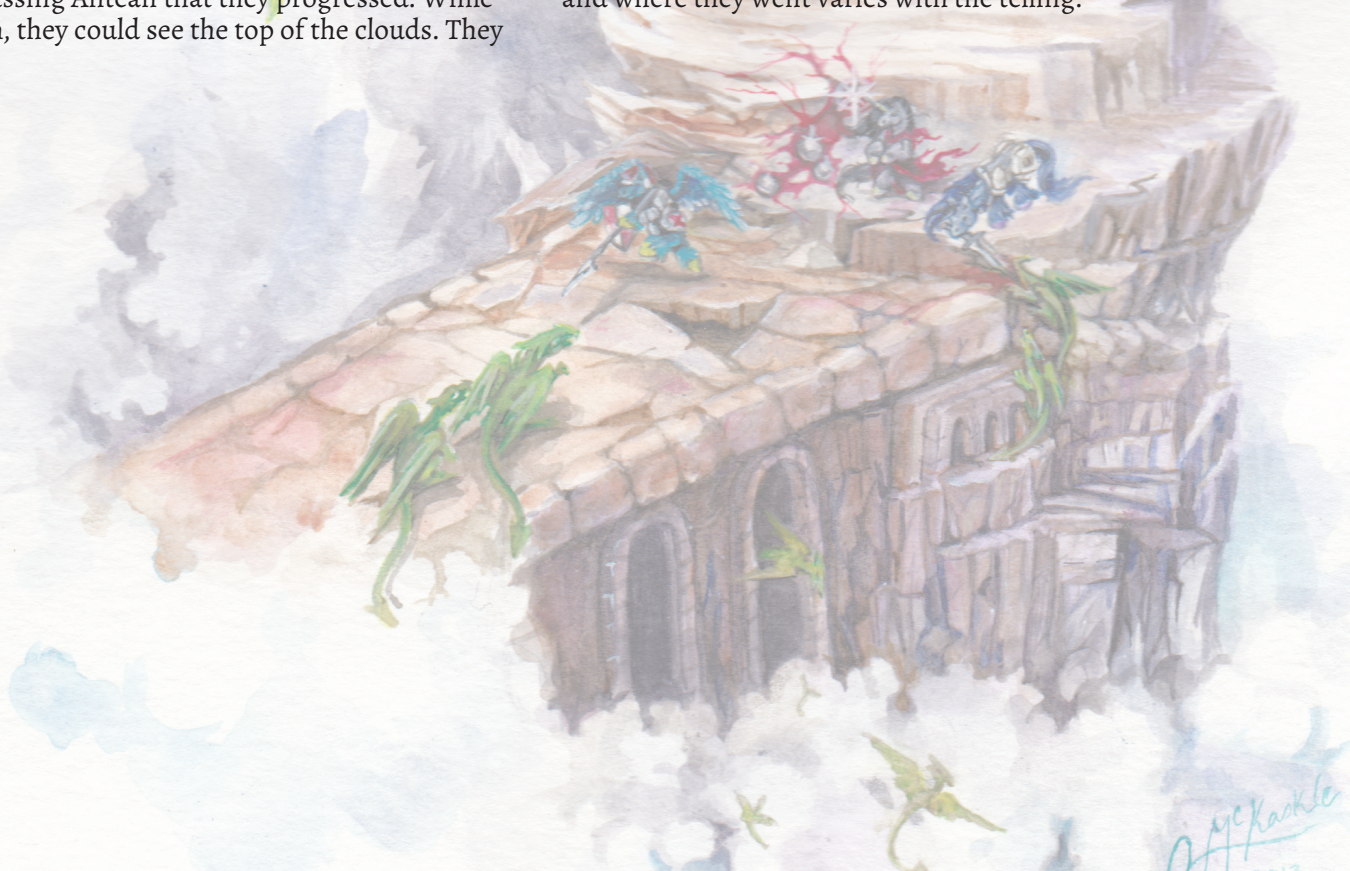
They arrived at what was once a great divide in the land, an immense crag that descended without visible bottom into the depths below. It was only with the help of a passing Antean that they progressed. While atop of him, they could see the top of the clouds. They

say Anteans were even larger then, so they rode atop his back as he leapt with such tremendous force the wound of the land closed. It was with some relief that they were set back down to continue their journey.

At last, the voice whispered that they were drawing close. They arrived at a sleepy village of earth-bound ponies. Following the voice's instructions, the goat folded himself before a particular door, and waited patiently. As the morning rays warmed the air, the door opened. Toughgrass was face to face with a startled earth-bound stallion. The cloven were not well known to ponykind, and he was quite alarmed to see such a strange creature at his doorstep.

Toughgrass departed after speaking his peace and passing on the blessings of the voice that had guided him. Thistledew left with him, but not without imparting her own gift. She placed her talons on the tiny snout of the newborn colt and spoke, "You are the treasure I scented. Your road is paved with gold, but it will be gold that you bring yourself, cemented in tears, going beyond my dim eyes." She departed in peace, wishing the newborn well and rejoining her charge. It was the first, but far from the last, sign that Iliana would lead a charmed life.

It is said Toughgrass and Thistledew wandered the world for some time following, but what exactly they did and where they went varies with the telling.



PLACES OF NOTE

AENDRILOND

Demographics

Population Large City - 19,583 (99% elf, 1% other)

Government Council of Elders

Alignment Neutral

Description

Capital city of Melwasúl, Aendrilond is the sheltered home of the elves. With the collapse of the pony empire, the city has become a center for nature wardens, competing with Prisma for druidic activity. One noted difference is that while Prisma welcomes druids of a variety of races, Aendrilond is overwhelmingly elven, and heartily resists immigrants.

Through this specialization, they have successfully wrested control of the weather from the ancient binds the pegasi wove. This ability has proven valuable leverage against other nations, ensuring favorable trade agreements on top of the health and success of their own endeavors.

There is no food like elven food. The very earth of their lands teems with a potent magic they encourage. It seeps into the plants and minerals, giving an otherworldly quality to their crafts.

As reluctant as they are to permit foreigners, a great many traders leave the city in caravans to visit the other nations. Elves find the practice of mining distasteful, and do the bare minimum necessary, instead importing most of their mineral needs from outside their borders. Let the other races mar their scenery with ugly holes.

ARCYSUS

Demographics

Population Small Town - 1,246 (70% ponykind [65% earth-bound, 20% unicorn, 10% pegasus, 5% other] 20% griffon, 10% other)

Government Mayor

Alignment Neutral

Description

Nestled in the foothills of a mountain range, the town consists largely of small thatch homes, with only the larger civic buildings getting better materials. The largest building in the town is an alchemists' guild house, found at the edge of the settlement along the tiny road that leads up the hill side. The land is unsuitable for most farming or ranching, so food is primarily imported in exchange for alchemical supplies and services.

When the town was young, a minor accident in the guild caused an explosion that revealed a vast cave

network beneath the village. Preliminary exploration turned up signs that gem gnolls had once lived in the area. A nuisance, but as the town had no gems for them to ignite gnoll treasure lust, the matter was soon forgotten. When the mayor's child and a few other citizens went missing overnight, investigation soon turned eyes back to the caves.

Adventurers were hired to explore the caves and recover the missing, but failed to return or report. Desperate, the town hired a second group, which succeeded in recovering the first group, expired, along with tales of terrible creatures staring at them from the gloom.

BIT N' BOLT

Demographics

Population Small City - 5,280 (80% ponykind [98% clockwork, 2% other], 10% gnome, 5% dwarf, 5% other)

Government Mayor

Alignment Lawful Neutral

Description

Bit N' Bolt was formed when the first of the cursed clockwork banded together and made a home for themselves. As their family expanded, so did their holdings, until a town was born. They traded intricate clockwork and mechanisms to other pony towns and had little essential imports, not needing to eat or drink. While most other ponykind find the place a little disconcerting, the city features a large number of gnomes and dwarves that were drawn to the townsfolk's engineering prowess. It is here that one of history's few gnomish pony riders came to be. The fellow not only rode his steed to greatness, but helped fine tune and repair his ally.

The largest single structure in the town is Red Gear's clocktower. Red Gear built it over a decade using only his own discarded parts for all the mechanisms. When it was complete, he declared it a gift to the city and its people. It keeps accurate time without any visible power source, to the delight of the—now more punctual—city.

BLAZE'S ROOST

Demographics

Population Small City - 5,243 (70% ponykind [40% earth-bound, 45% unicorn, 15% other], 20% griffon, 5% phoenix wolves, 5% other)

Government Mayor

Alignment Neutral

Description

Blaze's Roost was founded when an earth-bound jeweler and a unicorn fire wizard happened upon one another. The jeweler wanted to forge lustrous masterpieces using the gems that could be found in Blaze's Peak, the active volcano the city would take for its namesake. Though the lava would serve well for forging, it would also roast her hide and she knew it. She turned to the wizard for assistance, and they put their heads together to research protective sorceries that would protect the both from the scorching heat. Their findings, and the jewels they marketed, brought others to the city.

At first, only those skilled with, or willing to learn, fire magic could bare to live in the city. As wealth grew and the city became more famous, great enchantments placed allowed for a Lay Quarter. There, visitors or residents who had no talent in magic could live comfortably, if they didn't mind the constant rumbles of the angry mountain beside them. This allowed the city to grow, as no city can live on wizards alone. Craftsmen, scholars, performers, and others came to fill the Lay quarters, bringing life to what was once a quiet town of gem smithing and magical research. There are some residents who claim it was better when they had the place to themselves, but most are pleased to have these services closer than a full trek to the next town over.

BLEVIK

Demographics

Population Metropolis - 35,501 (64% ponykind[30% doppelganger, 70% other], 8% human, 5% griffon, 4 phoenix wolves, 20% other)

Government Mayor

Alignment Chaotic Neutral

Description

Entertainment capital of the empire, Blevik has a performance house for every style of every species, or so the locals claim. What the natives don't mention is that the city is infested with doppelgangers. Shapeshifters have claimed key positions in every level of society to pull the strings in the city, ensuring things go their way. The largest single community of doppelgangers, Blevik even offers a grand cathedral to their goddess, Kara, tucked discreetly towards the edge of the city, welcoming her children to give praise and thanks for their magnificent home.

Non-shapeshifters that attempt to become politically active within the city receive warning, at first subtly. Eventually, this escalates to minor vandalism, then accidents and intimidation, then outright death threats. If the intruder proves too

stubborn, the doppelgangers move to replace them with one of their own, taking their foolhardy life and undoing any harm caused in the interim. For those who simply wish to live in the city, the doppelgangers prove to be effective, if disconcerting, masters. They want the city to thrive, and their scheming ensures it does just that.

BRIGHT NIGHT

Demographics

Population Small Town - 1,621 (94% ponykind[95% unicorn, 5% other], 6% other)

Government Headmaster

Alignment Neutral

Description

Named for its founder, Bright Night rests beside a large lake up in the mountains, not far southeast of Wind's Rest. Small families comprise most of the town's population, and the town's buildings - small, one-story affairs - reflect this.

The unicorn Bright Night brought fame and notoriety to the area when he claimed he could distill the lake's particular water into a potion that greatly magnified unicorn magic. He only sold the potion at an absurd price, but offered steep discounts for those who lived in the town and served his various whimsies. When the scam broke, he was run out of his own town. Unfortunately, he escaped with most of the tithes given him. The townsfolk left behind had few other places to call home, and fewer resources to build elsewhere, so they stayed.

Years afterward, a curious young unicorn by the name of Star Song arrived and began asking other unicorns for lessons on magic. She found a few willing to humor her, who in turn found she was an eager and adept student. In less than a month, she had learned all the spells they had to offer her, and her hunger for knowledge burned just as fiercely. She began to teach as well as learn. Word of her presence spread, drawing others to seek and share arcane knowledge. She founded a school there, free to anyone willing to agree to teach the next set of students on a two-year contract. The geographic isolation ensured that students had freedom to experiment without harming themselves or others. Star Song was the first headmaster, which became the office most of the town looked to for direction from then on.

BRISTENLUX CILIOREM (B5 192- B5 47, AE 32)

Demographics

Population Small Town- 1,278 (99% ponykind[60% unicorn, 10% earth-bound, 1% zebra, 29% other], 1% other)

Government Magocracy

Alignment Neutral

Description

Believed by many to be the first true home of Ponykind magical study, Bristenlux was founded far before the birth of the empire. Formed in the shade of Shimmerpeak because of its abundance of gems, the city was originally little more than a mining village of ponies seeking to trade those gems abroad. Pioneering ponies soon discovered the value of such gems in magical studies. Great schools for mages, craftsmen, and thieves sprang up alongside temples and bazaars as Bristenlux became a hub of trade, study, and power. Over time, the city was divided into four great districts, with a common trade area in the central hub.

Here the arcane and divine spellcasters first elected to join together and form a council of the most powerful to expand the wisdom, glory, and influence of Bristenlux. This was not without protest from those temples that valued wisdom over power, but, ironically, they lacked the power to affect change. The merit of their protest was proven all too soon, as members of the council turned on one another in attempts to secure yet more power. Without a rallying central figure of reason, the city fell into a series of civil wars.

It is unknown whether it was divine or arcane intervention that caused it, but one fateful night there was a flash of purple light that could be seen by ponies for miles in all directions, after which the city - and the shimmer of Shimmerpeak - were simply gone. Many believed them lost forever, and Bristenlux became a cautionary tale of power and greed unchecked.

Long after the fall of the Empire, the area was nothing more than a hazard, as monsters trickled from the mountain to terrorize the countryside. Then a band of heroic ponies forged their way into the mountain. What became of those ponies is unknown, but the flash of purple light happened once more, and the Shimmer of Shimmerpeak returned with an abandoned Bristenlux. Ponies of all stripes have since began moving into the city, attempting to bring the once great place back to life. Where the city went, how it was returned, and what happened to those that once lived there remain mysteries.

CAMP NICKELVEE (IC 262)

Demographics

Population Metropolis - 35,280 (80% ponykind[40% earth-bound, 30% leather wing, 30% other], 20% other)

Government Foreman

Alignment Neutral Evil

Description

Founded during one of many struggles to seize the area from the native gnoll population, Camp Nickelvee was a modest mining camp that dredged up mostly its namesake of nickel. Things changed when more valuable minerals were found. Precious metals, jewels, and other resources started to pour out of the mines at the same rate that new souls came rushing to the rapidly expanding city. But strange occurrences started as the months of mining passed. Miners came out driven mad, claiming to hear voices speaking to them from within the mines. Fearing the worst, the leader of the city hired both clerics and wizards to dive into the mine and find the source. Their months of searching brought no results: no voices, magic, or wandering undead. What miners who had not been driven off entirely were now terrified to venture into the mine.

With funds dwindling, the city leaders contracted artificers to engineer massive machines to grab the resources needed. Soon, even these inventions suffered mysterious breaks when left unsupervised. When news of the Queen's death and civil war spread among the population, the mayor of the town made a dark decision. He had the miners clapped in irons, and forced them into the delves. He commanded his engineers to build more powerful machines.

Today the city is one of the richest in all the land. The mines are producing endless materials with no signs of slowing down. Those not made into slaves enjoy the luxury the riches of the mines afford them. With these riches, the Foreman has hired mercenaries to protect the city and the mine. This has made the city into its own small neutral nation, running on its own rules. Races who normally hate ponies and would never dream of working under them find the lure of gold greater than their hate, and now patrol the trade roads, the life blood of the city. The fingered races work round the clock to feed the ever-increasing hunger for arms, armor, and faster mining equipment.

The greed of the city has corrupted the surrounding countryside. Smoke clouds the skies from the rising smoke stacks, choking the trees and animals. The dark presence in and around Camp

Nickelvie nauseates druids, flutterponies, and others with close connections to nature. One in five miners is retired each year, muttering about voices. They write on the walls about a creature they simply refer to as "The Unstoppable." They mutter about the eyes and mouths that seem to ooze from the wall, and a hunger that could engulf the world.

CERULEAN TIDES

Demographics

Population Large City - 17,968 (75% ponykind[40% unicorn, 35% sea, 25% other], 2% steelheart, 4% elf, 5% human, 3% dwarf, 1 phoenix wolf, 11% other)

Government Council

Alignment Neutral

Description

Named after the shade of its bay waters, Cerulean Tides is the harbor of the empire. Most Imperial ships are constructed here by diligent unicorn and sea horse hooves. This southern city is where the pony empire first encountered the sea tribe, and has one of the highest concentrations of their kind in all the empire. In addition to their famous shipwrights, the city draws wealth through trade, not only moving the goods of others, but also exporting their own sea salt, citrus fruits, shells, and pearls.

Because the harbor makes for an ideal training ground, the Imperial Naval Headquarters and Academy are here, and eager young ponies come from all over to prove their worth to the queen. The presence of so many navy ponies can create a rowdy atmosphere, especially after sundown, but the wealth they freely, perhaps foolishly, spend at the taverns and shops is worth the trouble to local business.

CLOUD ACRES

Demographics

Population Hamlet - 35 pegasi

Government None

Alignment Neutral

Description

Cloud Acres is as much caravan as it is a town. It rests on clouds that sedately drift over the world, carrying its occupants along with it. On the clouds, the pegasi cultivate a small selection of crops to meet their own needs, and the coveted flight apples. These delicious and colorful apples that when eaten will grant the power of flight for up to four hours a day to any flightless ponykind. These apples only mature once a year, when Cloud Acres is parked just over the druid grove in Prisma. Their production is something of a secret, but smugglers have succeeded in sneaking them out of Prisma.

CLOVENHAME

Demographics

Population Metropolis - 47,378 (85% cloven, 10% ponykind, 5% other)

Government Elected council

Alignment Lawful Neutral

Description

A bustling city, Clovenhame is the home of the modest holdings of the goat people known as cloven. The city has the nickname City of Horns for its mainly horned populace. Despite being the home city of the cloven, other races are welcome within the walls, provided they are courteous guests. There are several embassies to other major races of the world, including the pony empire. Also present is the headquarters of the Order of the Goat.

During the violent period of the empire's disintegration, Clovenhame was cut off from most trade routes. While the city was isolated, its population suffered and shrank until the world stabilized many years later. As it had never been a part of the pony empire proper, trade roads shyly crept out as new nations formed, and the City of Horns began recovering.

Order of the Goat

Like the ponykind Seekers, the Order of the Goat organizes and supports cloven adventurers. The Order helps them to perform their best at the necessary tasks, and it, too, profits from their assignments. They also collect artifacts and lore that their members deliver, paying the cloven fair price and crediting them their discovery forever, which is payment enough for many cloven.

DAE DREAM (IC 12)

Demographics

Population Small Town - 378 (75% dragon, 15% ponykind, 10% purrelian)

Government Eldest Dragon

Alignment Lawful Evil (Selfish)

Description

On the coastal cliffs of Dragon's Peak, rests a small village that is both paradise and prison: Dae Dream. Early in the Pony Empire, a clever Pony merchant named Alik sought a home where his riches would be safe. Learning of a place that dragonkind had held to be neutral ground for centuries, he decided to settle there. Any who brought violence there, or sought to steal another's riches, made themselves the enemy of all dragons. Alik could think of no safer home.

Several dragons, seeing what Alik had done and realizing the same opportunity for themselves, began

to move their hordes into the territory and occupy the great caves dotting the cliffside. As merchants and dragons alike sought to turn the proximity of wealth to their own favor, the city of Dae Dream formed around them. The trade in the rare, exotic, and magical defined the young city and lured many more who sought to safeguard their wealth. It is said Alik used the opportunity to barter for ancient and dangerous magical items, which remain secured below his Villa to this day.

Dae Dream birthed many wonders during the empire, but none were as telling and tragic as the short-lived Pony tribe known as the Drakehooves. Possessing an extraordinary ability to befriend dragons, the Drakehooves were defined by their draconic greed. Rather than any positive purpose, they used their powers to lead the dragons of Dae Dream in raiding caravans just outside the protection of neutral ground. This greed ultimately caused the end of the tribe and much of Dae Dream's dragons during the fateful War of Hoof and Fire.

Under the care of the eldest dragons, generations have come and gone, but Dae Dream remains. Despite the reputation for safety and riches, traveling up the cliffs to Dae Dream is a great risk, and to leave with treasure is to draw the attention and greed of the dragons, ponies, and purrsians that remain.

DEEPCRAG

Demographics

Population Metropolis - 36,461 (94% dwarf, 4% ponykind, 2% other)

Government Hereditary Monarchy

Alignment Lawful Neutral

Description

Deepcrag is the name most commonly used by outsiders. Its dwarven name, translated to the common tongue, is Underhome. It is one of several great dwarven halls hewn from the stone of Everglow. Deepcrag is noteworthy for being connected to the great railway, making it the most accessible of the halls by far. Until the collapse of the empire, anyone with the funds could board the rail in Viljatown and arrive in Deepcrag within the day.

During this time, the city thrived, welcoming tourists, though discouraging immigrants. Those without dwarven blood that live in these halls are the progeny of those who have performed great deeds for the dwarven kings. Such people are named honorary clan members, and their descendants are welcome in throughout the dwarven halls.

When the pony empire fell to disarray and war threatened to tear the order of the dwarven nation

apart with it, the dwarves withdrew from their once allies. The railway itself was demolished with explosives, sealing the most known entrance to Deepcrag. Like ponykind, dwarves went through a long period of isolation and shared in their surprise when they emerged to find the political landscape so changed.

After the empire's fall, Deepcrag is the only dwarven hall with any contact with the outside world. They engage in cautious trade with the elven and human nations, but remain largely independent. Traders and travelers are permitted in the city, but only in the foreign quarter. While some dwarves protest this intense isolation, most objectors choose instead to seek their fortunes in the outside world. If words can't convince, perhaps deeds could.

DRAGON'S REST

Demographics

Population Village - 79 (100% ponykind[40% pegasus, 20% earth-bound, 20% unicorn, 20% zebra])

Government Democracy

Alignment Neutral

Description

A small village that persists stubbornly past the fall of the empire, Dragon's Rest earned its moniker due to a popular tale that has one of the great beasts falling in love with a local filly. If the tale is to be believed, the result of their romance, neither all pony nor all dragon, went on to great things. What can be verified is that the area is home to a large number of dragons. They do not bother the pony residents, and the residents make it a point not to disturb the homes of the dragons.

Of course, tales of dragons attract those who want what dragons collect: treasure. The town is quite cold to those who claim or appear to be adventurers, warning them away from the area, and especially away from the dragons. Anyone who has attempted to enter a dragon's nest unbidden is considered a potential danger by this town and will be refused passage, lest their trouble making bring the wrath of the dragons upon them.

EBONSILK (B5 3 - 1C 18)

Demographics

Population Hamlet - 31 (15 earth-bound, 5 unicorn, 5 pegasus, 2 griffon, 4 phoenix wolves(single family))

Government None

Alignment Neutral

Description

Before the empire had properly formed, a few ponies arrived on a spot situated near a hostile swamp. Against their better senses, they called it home. They found beneficial herbs that could be harvested from the seething morass, and the area's spiders produced a fine

black silk, after which they named their village. Time and proximity to an existing trade route enabled the tiny village to swell to a small city. A temple to the night goddesses was erected near where it was rumored they once bathed in a hidden pond.

When the town had reached its zenith, wealthy ponies had ornate mansions built. The overflow of wealth saw other houses upgraded to stone instead of wood, and the roads at last paved. Despite this, the reputation of the town was midnight sinister. By the time the silk trade had brought in all this wealth, the temple had already been forgotten, left to be covered with moss. People would vanish without a trace into the thick fogs that covered the city regularly. Strange sounds echoed out from its writhing mass, to say nothing of the lights and the wild beasts that prowled the swamp. It all came to a head when an imperial detachment clashed with a human raiding party in the swamp. The battle was fierce and both sides suffered terrible losses, most of which were left to the swamp to claim. The swamp did not want the bodies, and they rose over time to harass the living that had abandoned them.

By this time, the town was emptying rapidly, ebon silk or not. The people fled the cursed city, spreading tales of its misfortune far and wide until only a few stubborn holdouts remain. A few adventurous souls do come to plunder the swamp. There are some herbs that grow nowhere else, such as the Moonflower, a powerful herb that glows under the full moon and causes intense emotions in those that eat it. The town has no tavern proper, but adventurers willing to pay can find lodging with Night Fog, a unicorn mare that lives in one of the abandoned mansions and will share the place with guests. Just don't enter the west wing, she will warn. "Yuu vill noght like vaht yuu find zere."

EVERRAIN

Demographics

Population Small Town - 1,520 (60% earth-bound, 35% unicorn, 5% other)

Government Mayoral family line

Alignment Neutral

Description

Enduring long before and after the empire's slide into chaos, Everrain has withstood many tests. The local population consists largely of earth-bound and horned ponies, though other races occasionally settle down in the sleepy town. One such, a dwarven family by the name of Roughbeard, has produced the mayor's right hoof man and town deputy for centuries. The town has surprisingly good education for its size, sporting several small schools for a variety of subjects.

Nestled beneath the town, brooding in caverns unknown to most, are ancient ruins that predate the settlement. Those few who know of it wonder if it may even predate ponykind altogether. For good or ill, the ruins are usually not an issue for the townsfolk. When someone goes missing, or a monster seems to slip past the guard, the locals curse, "The earth took them."

On the west side of the town, an old sanitarium rests atop one of the entrances to the caverns. Was it built there once to explore the tunnels? Was the original inhabitant driven mad by what lurks beneath? None can say for certain, but the sanitarium does its job well. Restful Oak is its name, and its doors are open for those whose minds need of care.

FATHACH (IC 45)

Demographics

Population Small Town - 1,780 (90% Antean ponykind, 10% sea horse)

Government Queen

Alignment Neutral Good

Description

The large anteans, having no proper place in pony society proper, sought a place to call their own. They discovered it in the ocean, when a family of anteans, borne on the back of their largest, found an island ringed with tall mountains. These heights were treacherous and horrific to most ponies, but were not enough to dissuade the anteans. They climbed over to discover a fertile valley nestled within. The anteans colonized, and eventually inhabited the valley. Though Fathach is not the only town, it is the largest, and the most dear to the antean race.

Though separate from pony society, they were not backwards in development or culture. As silent watchers, they learned much from their smaller kin, and traded with them through sea horse proxies. The sea horses claimed the goods belonged to their own people, and the ponies and other trading partners had no reason to doubt them.

About fifty years after Queen Iliana came to full power, the anteans found their own leader. To speak of her name with outsiders is forbidden. She is simply their queen, and they must say no more. Their ruler and their home are both sacred secrets only shared with their sea horse allies. The queen, with a council, has led the town and its large people well, steering them clear of war while guiding them against what threats that venture over the mountains.

GALLOPINGDAM

Demographics

Population Small City - 7,378 (50% earth-bound, 20% pegasus, 15% unicorn, 15% other)

Government A duumvirate of two mayors

Alignment Neutral

Description

Gallopingdam began as a small trading outpost snuggled beside a hospitable river. The industrious pony founders welcomed trade from all races for quite some distance around, and prospered for it. The town slowly grew into a city, then two, side by side, straddling the river that fed them wealth. It was decided that a dam would be profitable for all involved, and provide a bridge for land travel to pass over the river. It would bind the two cities together, and when it was complete, ponies galloped across in in either direction all day long, giving the now unified city its new name.

The galloping was not entirely for business purposes. To test the strength of the dam, and as something of a publicity stunt, a yearly race was organized to cross the dam and return. Ponies from across the empire would gather to show their endurance and speed. Flying ponies had their wings bound for the competition, galloping only.

Though the maps and paperwork proclaimed a single consolidated city, neither mayor wished to relinquish their position. In the end, neither did, and both claim the title, even as it gets passed on. While both theoretically are mayor of the city entire, in practice each manages the affairs of their half of the city, and confers with the other on matters that affect the whole city. This works well enough most of the time, but political infighting occurs out of public sight as the two vie for power, attempting somehow to become the one true mayor of the double city.

HOOF-LIN

Demographics

Population Small Town - 952 (90% ponykind[30% sea, 30% earth-bound, 1 zebra, 40% other], 10% other)

Government Mayor

Alignment Neutral Good

Description

Located between the pony empire and the far off lands beyond the Ocean of Tears, Hoof-lin is a valuable island trading city. Though primarily inhabited by ponies, the town claims independence from the empire whence it came. The town imports food through its sea trade routes, while it exports surprising amounts of metal. Surveyors claim a meteor crashed into the island long ago, and is the

source of deep veins of iron, adamantite, and other star metals. Though several nations, including the pony empire, covet the town, none have succeeded in taking it, and it outlasts the pony empire to persevere into the post imperial age.

KADISCON

Demographics

Population Large City - 12,502 (40% ponykind[27% earth-born, 20% pegasus, 15% unicorn, 38% other], 42% human, 5% griffon, 13% other)

Government Monarchy

Alignment Lawful Neutral

Description

This was once a small trading town, but its serendipitous positioning between a prosperous human kingdom and the pony empire caused its numbers to swell ever larger as trade brought prosperity to its people. Despite being nominally a part of the empire, a human succeeded in securing power over the city and has bequeathed the title to his heirs ever since, creating one of the only monarchies on imperial land that isn't the Queen herself. The king's line has paid taxes and obeyed laws of both neighboring kingdoms, making his self-proclaimed title somewhat hollow, but no one has forced him or his descendants to change it.

The city is the definition of metropolitan, with people of all races mingling at cultural events from around the world. When one isn't busy trading, opera houses, near nightly dances and festivals, plays, pageants, and more beside tantalize the cultural taste buds of residents and visitors alike.

KAILANI

Demographics

Population Large City - 18,467 (60% ponykind[20% earth-bound, 20% sea horse, 14% pegasus, 10% unicorn, 10% sun pony, 7% clockwork, 19% other], 15% dwarf, 25% other)

Government Mayoral family line

Alignment Neutral

Description

Perched a single day's sailing from Port Mareheart lies the grand Mountain of the Heavens. Said to have been formed when the sky itself came crashing down into the ocean, the island and its mountain are full of immensely valuable sky metals. Hovering over the island are constant rain clouds, disgorging water across the island nine days out of ten.

When a boat destined for Port Mareheart was blown off course and came aground on the curious island, the ponies aboard were surprised to see that despite

the constant rain, the island showed no signs of erosion. When scholars arrived, they confirmed that extremely dense minerals such as adamantite and mithril compose much of the island. It was scarcely a week before the first huts were erected, with a town to follow, swelling rapidly into a city proper.

The city never wanted for defenses, with the pony empire establishing a secondary naval base there. Some few ships were constructed entirely of the skymetals, becoming the crown jewels of the navy and nigh unsinkable in conflict. With the materials needed, there was much call for mining the mountain flat, but those that lived there had no desire to work so destructively. Aside of that, the minerals were too tough for common blasting or mining techniques to work so easily. As a compromise, the mountain began to be carved out, formed into housing for the wealthy and influential to live in, with the excavated metals put to work, and the mountain remaining where it has stood for untold years.

Many of the less fortunate live in the lowlands of the island, or even small neighboring islands, where they fish, trade, or help refine and smith the metal coming down from the mountain. Besides exporting fish and metal, the constant rain makes water a heavily traded item, bound for drier cities in return for wood and other supplies.

When the empire collapsed, the city persevered, retaining its place as a hub of trade and a premier place for ores, as well as its wealthy inhabitants' habit for expensive imports from countries across Everglow.

KOLLECTIVE 23 (B5 100)

Demographics

Population Small Town - 1,615 (95% steelheart, 5% other)

Government Anarchy

Alignment Chaotic Neutral

Description

A strange place, Collective 23 is more of a factory than a city proper. Steelhearts, created by that very factory, call it home. At its iron gates, two large steelhearts greet travelers and explain the rules of the city: cause no harm to others, do not take what is not yours, and have a pleasant visit. Only select priests know how to operate the delicate, life-giving machinery, and access to factory internals is otherwise strictly forbidden. When someone attempts to break these rules, the guards also serve as part of a policing force.

Although run by non-living steelhearts, there are shops to meet the needs of the town's minority

living populace, as well as weary travelers. The price of perishable goods is markedly high compared to other cities. The residents do not seem to mind the presence of the living, ponykind or otherwise, and are perfectly willing to trade. All gold is accepted, even if the user is a slowly rotting meat bag.

The city at large lacks a governing body. The steelhearts simply do as they were made to do, and do not usually interfere with one another's tasks. They see no need for a queen or mayor when they so rarely have friction amongst themselves. If they need something, they make it happen. If they cannot do so alone, they bring the matter up with their neighbors until they convince enough to do it as a collective.

When neighbors are at odds and cannot resolve a matter among themselves, they will settle it in the Court of Open Debate. There they petition the public to side with their logic. The side that wins the debate, through sheer logic, or more frequently, showmanship and presentation, wins the argument, and the public considers the matter closed. Naturally, not everyone is willing to let things drop.

Despite the lack of government, some steelhearts, like the gate guards, have accepted the mantle of guardians. They serve both as militia against external threats, and watch for those breaking the rules of the city. Steelheart lawbreakers are counseled and examined for damage, while living members are chastised. Repeat offenders for serious or violent crimes risk expulsion from the city. Visitors of the city are expelled on the first offense if it is of a serious nature. Attempts to enter the city after expulsion are refused, with violence if necessary.

LAS PALIMINAS

Demographics

Population Small City - 8,519 (90% ponykind[70% unicorn, 10% pegasus, 20% other], 5% griffon, 5% other)

Government Mayor

Alignment Chaotic Neutral

Description

Located on a sun drenched coast in the unicorn dominated portion of the empire, Las Paliminas offers luxury and relaxation to those wealthy nobles, merchants, and adventurers who come seeking a good time. Under the warm gaze of the sun, ponies laze on the beach, drink exotic beverages and receive first class pampering. For those looking for more active enjoyment, the resort offers all sorts of watersports, from fishing, swimming, to magically assisted underwater tours. Small boutiques line the broad city streets, offering souvenirs and knick

knacks to suit every shopper's taste.

At night, the city is a glowing jewel of entertainment, with shows, gambling, and loud parties set to all the music money can buy. Las Paliminas will satisfy any vice for enough coin.

Some come in celebration. Wealthy imperials consider the city an excellent honeymoon destination. Several inns specialize in the trade, providing comfort and privacy to newlyweds in the tropical paradise of a city.

Of course, one can't have so much wealth and revelry without a criminal element taking root. The local syndicates are as widespread as they are merciless. Fortunately for visitors, their interests lay more in the businesses of the city instead of random muggings. They create stress on the business ponies behind the scenes and enjoy relatively easy wealth by providing certain illicit delights to visitors that legitimate businesses do not dare offer.

LOXLAR

Demographics

Population Metropolis - 32,479 (80% human, 10% ponykind, 10% other)

Government

Alignment Lawful Neutral

Description

Capital city of the kingdom of Three Rivers. The city itself is perched on those three rivers, sprawling over them and onto the countryside beyond in the haphazard way that humans do best. The city was little more than a tiny trading outpost, but the collapse of the pony empire gave it room to expand unchecked. As goods flowed freely, people came. Within a hundred years, a huge new city graced the face of Everglow.

Most of the pony residents of the city are descendants of ponies that fled the empire during the collapse. Though they are self-sufficient in the post-empire times, the fact that they began as refugees is not easily forgotten. The human populace sees them as tolerated freeloaders, despite any amount of usefulness they may provide in the current day.

There are two centers of governance in the city, with two castles to house them. The grand palace seats the king of Three Rivers entire, while a smaller is home to the duke's family, charged with governing and caretaking of the city in the name of that king. The king is free to concern himself with matters of kingdom import, confident that his capital is both close at hand, and ruled properly.

This odd setup came up organically when the new king of the forming Three Rivers decided he wished the capital to be in Loxlar. Before that, the ruling family was unquestioned. While the king did entertain the idea of ejecting the ruling family and installing himself or a trusted chancellor to the position, the people were loyal to the reigning family, and they had proven skilled in the management of the city. Rather than risk troubles in his still young kingdom, the King gave the family head the title of Duke.

MAE-MAE'S REACH (BF 195)

Demographics

Population Small Town - 1,448 (95% ponykind[80% pegasus, 20% other], 5% other)

Government

Alignment Neutral

Description

The evergreen Lowwater Forest is dangerous for those not trained in the survival arts. Almost lost within its untamed expanses resides this small town. Originally, a simple band of druids, rangers, and a few nature lovers wanted to live in a place far removed from society. They came under the banner of Mae-Mae, a pegasus druid devoted to protecting nature and combating chaos. She was one of the first chaos hunters, destined to clash with such forces with all of her fury.

Mae-Mae's visions proved true. The attack came in the dead of night. Mae-Mae was already awake and alert, and she led her followers to battle against the minions of chaos. As she flew from skirmish to skirmish, her brand blazed across the night sky. Though she would surrender her life in the attempt, the battle would be won. Her final wish was for her followers to remain, defend the forest against further attack, and train those future warriors of law and truth.

The town has since expanded, slowly. The surrounding environs are kept safe, and the town welcomes those willing to listen to nature's lessons. Rangers and druids accept students, while herbalists can learn new healing tricks. The druid's grove there is second in size and attendance only to the one in Prisma.

MURRAGE

Demographics

Population Metropolis - 31,247 (60% purrsian, 35% ponykind[90% sun pony, 10% other], 5% other)

Government Monarchy

Alignment Lawful Neutral

Description

Long ago, the purrsians had many more cities, but in their endless quest for treasure, they brought about their own downfall. Several purrsians conjured a demon they believed they could force to surrender its infernal treasures. In its wrath, Apep, a terrible vision of serpentine coils, rewarded them only suffering. Breaking free of the felines' meager control, it began destroying settlements as a child might knock over sand castles. Four purrsian heroes created powerful columns to hide their last city, Murrage, with expert illusion magics. With the city masked to appear as the same sun-baked dunes surrounding it, they went to do battle with Apep. Though lost in the attempt, their sacrifice delayed the serpent demon until the spell holding its baleful presence to Everglow finally faded.

The demon has not been seen for centuries, but the columns, each now carved to resemble their makers, remain, watching and guarding. The once small town grew outwards into a vast metropolis, filled with sun ponies and purrsians, trading and haggling side by side. The ponies came to the city after it emerged from the illusion-bourne retreat. The hardy sun tribe eagerly found kinship with the wily traders and became easy neighbors in the rapidly swelling city.

Despite the harshness of the desert, the city itself is home to several oases that provide the needed water. The sands are home to jewels, for those with the fortitude and patience to retrieve them. The purrsians claim this wealth was once theirs, artifacts of their old cities that survived Apep's wrath, but none can verify the claim. Besides jewels, the city is well known for its intricate weapons. Many are hesitant to use them in battle as they appear more as works of art than works of war, but their quality is exquisite, edges sharp, and metal firm.

With the apparent threat removed, the purrsians have established smaller towns, creating a new trade network through the desert and beyond. When the pony empire rose to its height, the purrsian kingdom became an allied force while remaining independent. The proud cats would not bow their head to any Queen of the ponies, even if the equines treated her as a living god.

PORT MAREHEART

Demographics

Population Small Town- 920(80% ponykind[50% earth-bound, 30% sea horse, 20% other], 20% other)

Government None

Alignment Neutral

Description

A sleepy town by the sea, Port Mareheart is most known for its distillery. Many taverns dot its main road, regularly hosting more people than actually live in the town. It's said adventures start here, and many young ponies come seeking their future. More tempered souls say that is just a rumor started by one of the tavernkeepers. Whether the rumor came before or after the fact, it has successfully proven to draw in adventurer coin. Ultimately, the town has become a fine place for aspiring world travelers to start their journey, or at least get a fine drink.

PRISMA (IC 290)

Demographics

Population Small City - 8,208 (90% ponykind[75% flutter, 25% other], 10% other)

Government Elected mayor

Alignment Neutral

Description

Snuggled deep in the Forest of Dreams, Prisma is the gleaming jewel of the temperate rainforest. It would have been a proud imperial adornment, had the Queen not died shortly after its establishment. Instead, as the empire dwindled in the increasing chaos of the succession struggle, Prisma rose to prominence on its own. In the post-empire era, it remains, an out of the way city whose gleam in the night invites travelers.

Alynnna, a flutterpony, founded Prisma when she brought a small collective of the newborn species to a level portion of the forest and began creating a home. Unlike the smaller, swarming, flutter monsters, this town welcomed strangers and began trading almost immediately. When Alynnna succumbed to wanderlust and went off to adventure, a new mayor was elected. Once elected, mayors have life tenure unless they retire. Though any citizen of the city is able to run for mayorship, descendants of the founder win more elections than not.

The forest is filled with hazardous flora and fauna, and only the natives know how to navigate them safely to harvest its bounty of herbs and fruits. Of particular note are the apples. They appear normal, but when pressed and treated in the city's traditional method, faerie cider is created. A powerful drink with delightful flavor, merchants willing to brave the forest to reach the city will find welcome markets the world over.

Druids have been a part of the city since its forming, and their influence kept a large portion of its center untouched. Wild and untamed, it is the largest druid glade known to ponykind. Pony druids gather there to discuss issues affecting the whole of nature and to organize themselves. It is also a place of respite and healing for those in need. New druids find mentors and counsel, while old druids may retire in peace when their work is done.

CUTANGLE

Demographics

Population Small Town - 1,026 (10% ponykind, 7% human, 3% elf, 4% gnome, 70% slimes, 6% other)

Government Council

Alignment Neutral

Description

Cutangle is a town of wizards and their servants. The servants are green slimes, sentient and mobile, wearing stone armor. Though the armor protects what they handle from harm, it weighs several hundred pounds, making it quite impractical for most others. The town is ruled by a council of their most talented, be it through shown merit or social maneuvering. The townspeople delve deep into the arts of conjuration, abjuration, and enchantment. They strive to forward the knowledge and craft of those three schools of magic. Though the mages put up a united front, they constantly argue amongst themselves and undermine one another's efforts. While there is always a market in this town for new artifacts for study and use, negotiations with the magically inclined of the town always carry a risk, from the wizard one is dealing with, to their easily agitated peers. Working with the town may offer great rewards, but Cutangle doesn't deal in large amounts of currency, and ensures that stealing their arcane artifacts may be the last thing an adventurer does.

ST. MOON'S REACH

Demographics

Population Small City - 6,257 (90% ponykind[70% earth-bound, 10% pegasus, 4% antean, 16% other], 10% other)

Government Militia Commander

Alignment Neutral

Description

A city that's purpose has changed little since founding, St. Moon's reach is a fortress designed to protect vital pony trade lines. Its defenses have stood the test of time in many fierce sieges and conflicts over the centuries. Its strong military presence and

central location to trade caravans have attracted non-combatants to call the place home, and have spurred the fortress to expand slowly to fit its growing populace.

Looking at its thick and imposing walls, one would think they were designed for enemies far larger and stronger than the average pony, and one would be right. The walls have stood against angry dragon attacks from the nearby mountain of Dragon's Peak, though these incursions have slackened since the founding of Dragon's Rest.

THE SCAR OF THE SUN (B3 250)

Demographics

Population Hamlet - 7-20 (Varies)

Government None

Alignment Neutral

Description

When the spell holding the Serpent King demon Apep finally faded from the world, he had left behind a smoldering scar upon the deserts that time refuses to heal. This place was once a purrsian city, some say the biggest, but now it is little more than a tiny outpost with a handful of residents. Those who choose to live here say they were called to the task, to protect the site from intruders, both from within and without.

The blighted circle of blackened and razor sharp glass occasionally ejects other denizens of the lower planes, as if remembering the moment of Apep's arrival, and it is the people who dwell here who take arms against them.

Casual visitors are strongly discouraged from approaching, lest they agitate the wound. Those who prove insistent are treated with much the same violence as the demons that try to emerge. None can say what force calls these defenders to stand their positions. Each soldier of the tear claims their own story of visions and dreams, unique to them.

SILVERDREAM

Demographics

Population Small Town- 1,327(70% ponykind[80% unicorn, 20% other], 15% cloven, 15% other)

Government Dictator

Alignment Neutral Good

Description

Silverdream is a walled town situated around the base of the acropolis, Silverdream Citadel. The citadel was the former home to a varied cast of villains and their minions, the majority of which were evil spellcasters. During the both storied and frustratingly vague centuries of its existence, every one of the

occupants of the citadel was either slain or otherwise evicted by adventurers or the next aspiring occupant. This ended when the renowned arcane researcher, Dreamsorrow marched her minimal yet elite forces into the Citadel and took up permanent residence there after hours of pitched battle.

The citadel had become a vast repository of dark knowledge over its many years of service to its vile masters, so Dreamsorrow settled within to study it all, turning the citadel into a military research outpost for the betterment of ponykind, as well as giving the place a new coat of silver paint. As the needs of Dreamsorrow and her personnel grew, the town of Silverdream sprung into existence at the base of the citadel. As more personnel were brought in the town expanded accordingly to suit their needs. Less military ponies were eventually invited inside to provide services to the others already living there or to do their own private research and experimentation, free of the distractions of normal city life. Unfortunately, during Silverdream's early years, the lure of the knowledge contained therein became too great, and a significant number of skirmishes were fought for possession of the citadel.

Dreamsorrow's forces managed to rout or outright destroy every one of those early invading forces, but more protection for the budding town was necessary. The town erected a protective wall and a great variety of other defenses to discourage would-be tyrants and the more powerful dark arts practitioners. Today, Silverdream is military run, heavily defended by both its specialized standing army and all manner of arcane devices developed by Dreamsorrow and the magical researchers in her employ.

The town is overwhelmingly Unicorns, and its primary exports are the arcane inventions of its residents. Silverdream's military forces consists primarily of spellcasting classes clad in one of Silverdream's most notable creations, magical suits that provide varying physical, as well as magical protection without compromising spellcasting ability, the most potent of which being the Golem Carapace.

Used exclusively by Silverdream's elite military melee forces, the Golem Carapace is magically powered armor that significantly protects from both physical and magical attacks. Despite its specialized design construction, it is impossible to cast spells while wearing the Golem Carapace.

SOLARIN

Demographics

Population Small Town - 1,460 (98% ponykind[45% earth-bound, 45% unicorn, 10% other], 2% other)

Government Duumvirate of house leaders

Alignment Neutral

Description

The Flare family of unicorns and the Synthesis family of earth-bound were once bitter rivals. Even as they tried to make a meager living side by side, they butted heads again and again over every matter imaginable. When the destruction-loving druid, Transcendent Blossom, passed through the area, all of that changed in a blink. Though she did not turn her own eye on the village, her mad horde would try to raze anything in its path. To combat the menace and protect their homes, the families were forced to band together. By the time safety was assured, they had not only settled their differences, but seen new merits in each other. They declared the day they beat back the horde a holiday, Victory Day, where both families rejoice in their unity. In the first celebration the new crest of the town was unveiled: a horseshoe and horn crossed over a sun.

STONE BRUISE

Demographics

Population Small Town - 1,164 (90% ponykind[30% earth-bound, 25% pegasus, 10% clockwork, 35% other], 5% griffon, 2% cloven, 3% other)

Government Mayor

Alignment Neutral

Description

Stone Bruise is a small town in the foothills. The sleepy town subsists primarily on farming, but is well enough to have a small temple to the pony gods. The townsfolk also pride themselves that their mayor is a spellcaster. They always pick the most talented spellcaster of the town to lead them when a replacement is required. The town once had an apparently rich vein of valuable gems and adamantite ore, but the mine played out as quickly as it was found. The locals speak of a great battle that took place at their doorsteps between the imperial army and a band of ransacking gnolls. Despite that no records to corroborate the battle can be found, they insist, and erected a monument to this unknown battle just outside town.

SUN'S TEARS (IC 121)

Demographics

Population Small Town - 680(100% unicorn)

Government Mayor

Alignment Neutral Good

Description

During the height of the empire, a squad of the Queen's elite agents met with ambassadors from an orc kingdom. It was supposed to be talks of peace and cooperation, but this was not destined to end well. The result of their mistake was discovered mounted on pikes. The strangest thing was that the area surrounding the grisly sight had become a pond, with the pikes resting on a small island in the middle of it. The local's called it Sun's Tears, deciding that the Sun Queen had wept over the sad fate of such good ponies.

A small town blossomed along the shore of this new pond. Its waters, while mildly salty despite being inland, proved to be healthy and even restorative. Alchemists found they could make better potions if they incorporated a little of the divinely touched water, but kept this knowledge largely to themselves. The town is populated entirely by unicorn, located wholly within their portion of the empire. This may yet change, should the town grow, but for now, the unicorns are content with their fellow horned for company.

TEMPUS

Demographics

Population Large Town - 3,916 (40% unicorn, 20% earth-bound, 10% pegasus, 30% other)

Government None

Alignment Neutral

Description

A town that has inspired a thousand scholarly papers, Tempus is where time itself has rebelled. The natives seem to do things forwards and backwards at the same time. Some ponies will be walking backwards, others speaking backwards. A pony may sit down at an empty plate and leave behind an exquisite feast, looking satisfied for the experience. In the center of the town, a great clock tower rises up. Despite all the temporal strangeness, the clock is quite accurate and shows no signs of disturbance.

The most disturbing part, for visitors, is that time on the inside of the town does not mesh with time elsewhere. Most visitors find they exit into the same time from which they entered. Sometimes, at a whimsy none understand, the town hurls someone forward or backwards along the rivers of time, causing them to emerge in a dramatically changed world. This can be as little as a few hours, or as long

as centuries. One such pony subjected to this was a simple imperial soldier. He delayed leaving with the rest of his squad and was sent one thousand years after the fall of his beloved empire. Repeated attempts to enter and leave Tempus never returned him to his original time, until he surrendered to his fate and settled in the town.

TRAMPLEVANIA (B3 199)

Demographics

Population Small City - 7,621(70% pegasus, 20% griffon, 10% other)

Government Mayor

Alignment Chaotic Good

Description

Tramplevania was one of the first of the mountain tribe's settlements and has since become one of its longest lasting. Though other ponykind are present in small number, pegasi and their griffon allies abound. The city's people are proud of the fact that they prefer a more separatist lifestyle, and resist the idea of one nation to rule all ponies. Loud proponents of unification tend to vanish quietly, with everyone pretending they never heard of the pony, or that they went on a trip without explanation.

Its remoteness allowed it to be ignored by the empire, and those loyal to the Queen learned that it was just easier to find another place to live than to risk life and hoof arguing the point with the heathens of the mountain, as they came to be called. Those that remained kept their beliefs to themselves and were left alone as long as they didn't share.

This isolation makes Tramplevania appear to be vulnerable to invasion, but that mistake has cost aggressors dearly. Every attempt to march an army on the city has met with mountain trained pegasi harassing from all angles, using the terrain they knew so well to wear down invading armies before they could reach the city gates. The frequent violence has given rise to restless spirits of those same invaders lurking in the trails leading to the city, seeking revenge on the living. This undead presence keeps most proper ponies from considering an idle journey to Tramplevania. Few desire to go to such a haunted city, with its ghosts and spectres rising as the sun falls.

Adventurers, especially clerics, paladins, and others interested in the matter of undead are drawn to the place, attempting to exploit or exterminate the undead. Despite many attempts, the undead seem to return, no matter the number put back to rest. Necromancers find it a delightful mystery, but those who draw too many undead away from the city find their new horde turning on them before they finish

descending the mountain.

The locals live on despite all this, farming and building as if none of it existed. They have accepted their lot and have developed into a boisterous people, embracing their history. Tourists and fillies find the shops offering wooden effigies of the undead that haunt the city.

TROTTING WATER

Demographics

Population Small Town- 1,145 [87% ponykind(70% earth-bound, 25% sea, 5% other), 13% other]

Government Mayor

Alignment Neutral

Description

Situated upriver from Gallopingdam, Trotting Water owes its success to the same river that feeds the larger city. Easy trade along the river keeps the town connected, but it is not what it's most famous for. The artisans of the town love reeds. River reeds and kelp that grow densely under the tender care of the people of Trotting Water become the crafting material of choice for baskets, clothing, and all manner of baubles sold both within the town and at the bustling markets of Gallopingdam.

TURVES

Demographics

Population Village - 208 (180 earth-bound ponies, 12 pegasi, 11 sea horses, 5 unicorns)

Government Sheriff

Alignment Neutral

Description

The sleepy town of Turves is surrounded by wetlands. Sparse forests and fens provide ample area for the industrious ponies of the town to make a living with lowland farming. They raise wheat, cabbages, flowers, and sugar beets to send to market in larger settlements. Reed and peat cutting supplement the trade, along with a modest export of bricks from a local brickyard.

The small town enjoys an annual festival that swells its numbers for a few days as the outlying farmers join in the party. The annual winter Star Bear festival has ponies dressing up in straw costumes of varying creativity and intricacy. Young ponies are escorted around town, receiving small gifts of homemade toys, candies, and baked goods. A procession of those dressed marches through the town at sundown with much singing and music playing, to say nothing of the dancing in celebration of another year.

A small tavern exists to handle the occasional traveler or merchant called the Three Horses. It is

right on the main thoroughfare of Burnthouse Road, which connects to the town's most opulent possession, a rail connection to Viljatown. The rail was constructed in the early days of the empire by dwarves trying to prove the worthiness of the invention. They thought Turves would expand into a city with such a direct line to such a large metropolis, but this never came to be.

VILJATOWN (IC 1)

Demographics

Population Metropolis - 34,720(20% earth-bound, 20% unicorn, 20% pegasus, 5% antean, 10% zebra, 25% other)

Government Mayor elected by local nobility for life terms

Alignment Neutral

Description

A bustling metropolis that served, as capital of the empire. The Queen resided within its thriving walls for a little over a hundred years, allowing residents and pilgrims easy access to make their cases known. Her departure took the title of capital with her, but some of the divine glory of her passing still lingers as a pride in the heart of its residents.

One of the city's crowning achievements is the great Mythrill Map. Constructed of silvery mithril, it depicts the world entire, spread out over an acre. None are entirely certain who built it originally, but the city erected a building around it to protect it and prevent unauthorized use. If users stand on their destination and perform a simple ritual, the Map is capable of acts of instant teleportation. After being transported by the map, any user may teleport back to the entrance of the map's building as if it were intimately known using other teleportation magic, within a week's time.

While the ritual is easy enough to learn in minutes, it does require specific gem spell components, conveniently close by for sale. Securing permission to travel to another pony city's gate is simple, almost automatic, but to go elsewhere requires petition and filled forms. If the empire's enemies thought they were using the map offensively, the diplomatic backlash could be severe, so travel is strictly monitored.

The city serves as a magnet for scholars. It's Academie d'Grace specializes in conjuration, a side effect of generations spent trying to unlock the mysteries of the city's prized artifact. The school provides training to any willing to pay the tuition, even to advanced theories on planar travel. Though not as famous, the other schools of magic are present

and on offer.

There is a thriving underground in the city, profiting primarily from smuggling. Researchers who dabble in things the constables find unseemly pay a premium both to get their goods and be rid of unsightly waste. Sufficient funds allow discreet access to the map. Cartels blackmail, extort, and traffic in anything that will turn a coin. When an upstanding citizen suddenly is found with contraband, it is rarely coincidence.

WIND'S REST (IC 125)

Demographics

Population Large Town - 3,167 (70% ponykind[35% pegasus, 36% unicorn, 29% other], 20% griffon, 10% other)

Government Unstable Military Dictator

Alignment Neutral

Description

Once a fortress of the empire, Wind's Rest has become a mountain city in its own right. Constructed within the old fort, the town offers secure accommodations for its ponykind population. There are a lot of griffons, as it was griffon land originally. Negotiations permitted construction of the fortress, provided griffons were free to live there at their choice. Many did chose, and their descendants still live and work there. With the lack of stability provided by the empire, the fortress has been conquered and passed on from hoof to hoof as warlords with great ambitions seize it for its tactical position.

Fortunately, most would-be warlords don't interfere heavily with the day to day operations of the common citizens. The populace has grown jaded, and much smaller than it once was, under the

frequent regime changes, quietly wishing for better, but expecting more of the same. At least the walls keep the predators without authority at bay.

YISHENG

Demographics

Population Large Town - 5,103 (70% ponykind[80% unicorn, 20% other], 10% human, 20% other)

Government Mayor

Alignment Neutral Good

Description

Long ago, a pony was said to have uncovered the secret elixir to cure death. True or not, this fabled pony established a school where she instructed others in the alchemical arts, focused on curatives and remedies. The presence of this college has turned the town into a premier source of potions, tinctures, and alchemic devices of all sorts.

The town lies on the east side of the empire, pressed against the border of a region of gnolls that have proven quite inhospitable. As a result, there is a paid residents militia. The easy access to alchemical supplies results in often explosive defense against would-be intruders and raiders. The leader of the militia and the town proper is chosen by general acclaim amongst the citizenry. If the majority of the people are not certain who is in charge, the potential mayors will host a contest to settle the matter, with the victor being immune to challenges for six

months time.

This challenge, traditionally, is chosen by the one doing the challenging.

Frequently, those about to contest will negotiate in private.



Sky Shock

NOTABLE PERSONS

CRYSCAL

A unicorn with a midnight blue coat, her indigo mane drapes over her brilliantly buffed plate armor. Her favored weapon is a falchion with a blue hilt. The rest of her possessions are stored in a rucksack on top her back armor. Her Brand of Destiny is a pale yellow aura surrounding a golden sword. Even as the pony empire declines, Crystal feels honor in her heart, and roams the world as a free sword looking to stomp out injustice. She worships a human god of justice, to the confusion of her more conservative pony friends. Despite her divine quest, she is surprisingly care free, perhaps too much so. She always takes time to render aid to innocents she encounters on the way, taking the extra time to ensure her passing leaves the world a better place.

GM Note: Crystal is a crusader for good and can become a fast and good ally to players if their causes are just. She treats rulers with proper deference but rankles under those who believe they are better than her for any reason. She is not above seeking help if over her head, and may approach the players to join her in her current venture if they have a reputation for good.

CURIOSITY SPARKS

A horned pony of wizardly bent, Curiosity Sparks earned his mark for his innovations in electrical enchantment. It was his work, at the side of the dwarves, that powers the railway from and to Viljatown. His brand is a spiral of crackling electricity. He is most often found inspecting and servicing the rail network, where he might happen upon the PCs if their aid can help with issues along the rail. His actual residence is in Viljatown, where he serves as a very-part-time professor at the Academie d'Grace when he's not out doing field repair.

GM Note: Curiosity is a focused pony. Since constructing the rail, its expansion and protection is his number one priority, and likely to be the topic of any exchange between himself and the PCs. This puts him comfortably in the quest-giving role, as there are many dangers to the line for adventurers to thwart.

DREAMSORROW

Dreamsorrow is a white unicorn mare steadily creeping into old age, yet she possesses a startlingly youthful appearance. Her long mane and tail consist of strips of black, light purple, and dark purple. Her Brand of Destiny is a silver cloud pouring black rain. Her eyes are a vibrant electric purple, but somehow

bleak and cold to any who meet her unsettling gaze. Dreamsorrow is a powerful arcane spellcaster and a renowned magic researcher who currently makes her home within Silverdream Citadel, a glorified storeroom for the wicked powers. From there, she works to better understand, protect against, and potentially repurpose the ruinous magics contained within for the betterment of Ponykind.

She dominates her emotional state and wears a cold, blank expression. She was born to a humble household with very little wealth. Although she had a passion for magic, she didn't have the money, or the raw magical talent to be accepted into the academies of Viljatown. As soon as she was old enough to do so, she left home to become an adventurer, with hopes to hone her magical ability and earn the necessary currency to receive proper magical education, while also helping those in need. Of course, nothing ever goes according to plan, especially for an adventurer.

After her many years of adventuring, she was no longer the exuberant young mare she was when she began, so full of hope and the desire to make the world a better place to live for all. An adventurer sees a cross-section of the way the world truly functions, and the underlying motivation of the majority of those that live in it. She had seen magic constantly wielded in a reckless and vulgar manner. A tool she thought best used to improve the lives of others was a weapon. Worse, it was the most dangerous and destructive weapon in existence: the very stuff of nightmares. Things needed to change, but in order to accomplish such incredible change, she needed a to work from different position.

It wasn't until her retirement from adventuring a few decades later that she began her education proper. She had enough practical experience and knowledge to surpass any of her instructors to come. It wasn't long until she was finished with her schooling, and became a teacher herself. Her tenure was rather brief as she left the school a few short years later to establish her own, using her adventuring wealth and connections. She took in underprivileged ponies with magical talent, and gave them a proper magical education, guiding them to her idea of a righteous path. Here most treasured techniques she kept reserved until after the student proved worthy.

Around the same time, she began her career as a magical researcher, as she pored over the texts, scrolls, and grimoires she had accumulated over her lifetime, trying to discern where to take her next step, what place would provide the greatest impact.

She discovered a particular black citadel with a long, twisted history.

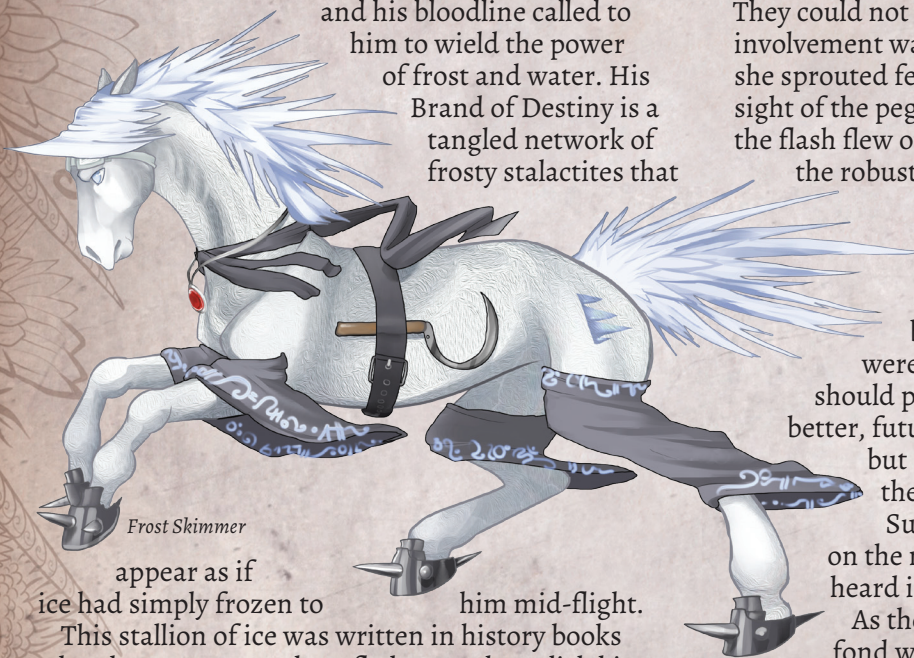
When the time was right, she marched out of her school with her force of hoof-picked arcane warriors, and stormed what would later become Silverdream citadel. Thus began Dreamsorrow's campaign against the misuse of magic. She has no doubts in her mind that her life's work is likely to be an extraordinarily protracted struggle, and despite her seemingly ageless appearance, she will one day pass on to the next life. For this reason, she secretly seeks a Pony worthy enough to take up her torch when she is no longer able to carry it.

GM Note: Cold and ruthless, this pony can become the antagonist as easily as an ally in any given encounter with the PCs. Talented spellcasters may capture her interest, and players that catch her eye can find themselves with opportunity and peril in equal measure as she guides them and tests them to become her heir.

FROST SKIMMER

Frost Skimmer is a pegasus of tall and dextrous build. He has a blue mane that seems to come forward to a point before cutting sharply back, forming stalactite icicles along his neck. His tail follows the same pattern, pale frost blue and jagged like the worst winter ice. The rest of his pelt is driven like pure snow. He was born with a talent for sorcery,

and his bloodline called to him to wield the power of frost and water. His Brand of Destiny is a tangled network of frosty stalactites that



Frost Skimmer

appear as if ice had simply frozen to him mid-flight.

This stallion of ice was written in history books when he rose up as others fled to combat a lich king and its undead army. He challenged the lich singly and emerged haggard, but victorious. With their

master slain, the undead could be dispatched one by one, a task in which Frost Skimmer took great delight. Though his personality was quite cool, his willingness to endanger himself for the greater good earned him respect throughout the empire.

GM Note: Frost Skimmer is a loner, and prefers to get things done on his own on his own terms. The players are more likely to hear about him than to be called to assist him. Of course, Frost can get in over his head, and timely arrival of the players may save his frosty flank.

ILIANA, QUEEN OF THE EMPIRE

Queen Iliana is the longest-lived ponies in documented history. Born Sun Burst, a healthy earth-bound in the grasslands, she had an early knack for magic and intuitively began to explore it. In the wild times before the empire, there were ample opportunities for its practice in the defense and support of her family. She was well liked, but not considered special, until her twelfth birthday, when she went with her parents on a trading expedition to a mountain tribe.

As they traversed its winding trails toward the mountain pegasi, she told her parents that she could hear the mountain speaking to her. Her parents took it for the playings of youth, and told her to listen, if it was speaking. She went quiet and resumed walking, and they were pleased, until she began to talk back. They could not make out her words, but magical involvement was unmistakable. Wreathed in light, she sprouted feathery wings just as they came into sight of the pegasus village. The pegasi investigating the flash flew out to find a strange pegasus filly with the robust build of an earth-bound, escorted by two fretting earth-bound.

Her transformation inspired others. Her words inspired more. She spoke that she was a bridge between tribes, and that all tribes were one people, the ponykind, and should put aside petty differences for a bigger, better, future. Not all listened, especially at first, but many in her original herd and from the pegasus village rallied to her side.

Sun Burst set down her name, and took on the name of Iliana, which she claims she heard in repeated dreams.

As the empire became more than her fond wish, she matured with the idea. Her youthful idealism gave way to adult pragmatism. She learned that tough decisions had to be made, with serious, sometimes even deadly, consequences.

She accepted the crown stoically, and bore it through the centuries of diligent service to her people. Her horn appeared when she brought the unicorns into the fledgling empire. Some believed she would earn traits of all the tribes as she won them over, but there is a limit to all things.

At first, she wanted to be among the ponies she had led to unity, that she could gaze out a window, see her smiling subjects, and know she was doing right. She lived in Viljatown, an ideal capital city that was teeming with ponies, home to the amazing Mythrill Map, and center of the dwarven constructed rail network. She was quite pleased with her seat of power.

Not all were pleased with her, their seemingly immortal ruler. They came as the sun cast dull red shadows across the palace. Her personal guards were of little use: large crowd of dissidents stormed the palace, and attempted to put an end to her reign with blood. Before that day, she never made habit of keeping many soldiers close by. They were more useful out in the empire, doing what needed to be done, or so she thought. She survived the night, but was forevermore disillusioned with the city. She fled with her most loyal to a smaller city, where every citizen could be chosen. Her public appearances became much less common, and her friends say that some of her divine light was dulled that night.

LIGHTNING TWIST

A winged stallion who favors subtlety, this rogue was raised on the streets of Viljatown. Much to his mother's lament, he spurned traditional professions to, instead, join the local Thieves' Guild. He performed well there, navigating the intrigues of the underworld while avoiding the law with equal talent. He rose to the top, becoming the first pegasus guildmaster of thieves. He ran the guild more as a family, encouraging the growth of the junior members, fostering teamwork, discouraging competition and punishing the usual backstabbing, all to mutual benefit.

"I know we all want a piece of the pie," he is quoted as saying. "But we work together, the pie gets bigger for all of us."

His name entered the public sphere when his guild secured a shipment being smuggled through the city. When they cracked open the boxes, they found apples, piles of apples. Each apple was a different shade, a few were many. Using his contacts, Lightning Twist discovered the apples came from Prisma, but were usually reserved for only the highest order of druid and not for export. Overcome with curiosity, he bit into one, and discovered a whole new level of sweet flavor exploding in his mouth. He shared his



apples with his team for the score, and they discovered something new. An earth-bound devoured one and, as she wobbled under the impact of the taste, her hooves left the ground. The apples could, for a short time, give flight to the flightless. Lightning called them flight apples in a fit of originality.

GM Note: Player rogues and underworld characters have ample reason to run into Lightning Twist or his guild, especially in Viljatown or Prisma, where he continues to smuggle out flight apples. Lightning Twist is supportive and helpful to those that join his guild, but ruthless to any competition. He wants his crew to succeed, and plans accordingly.

MELDORA

Born to the earth-bound tribe, Meldora is a tall and lithe mare with a dark green pelt. Her silvery white mane is said to shine like the moon itself when she performs her haunting flute melodies. Her Brand of Destiny is a black tragedy mask surrounded by wisps of wind. She moves constantly from place to place, learning new things and performing to mesmerized crowds. There are whispers that she was touched by the moon princess herself, though Meldora does not confirm such grand claims.

GM Note: Meldora is a good information source for PCs, as a giver of clues or initial prodder towards the quest at hand. It is her business to listen as much as to play, and she does both equally well. She is not a violent pony, and will flee from most conflicts.

RANGER

A pony of ill intent, Ranger is in no hurry to give away details about himself. Ranger is the only name known of the stallion, though it is fairly certain it is not his true one. His clothing conforms to the lines of a pegasus, but he has not been seen to fly. They say he was the younger of two brothers in a noble family. Spoiled and egocentric, when the small city they ruled over began to decline, he took action against his family, who he saw as the source of his birthright's destruction. He played brother against father, father against mother, sowing discontent and conflict until the family was destroyed from within. It was for the best, or so he claims.

His methods have grown more skilled, but the principle remains the same. He plays world powers against one another, setting them up for falls in his ongoing campaign to put things to right – his right. Filled with an unmatched patient calm, he is sociopathic, brilliant, remorseless, and takes great pleasure in making other ponies' ignorance be their downfall. His mad lust for power fuels as steeled rage that occasionally breaks his calm, but few exist who can take advantage of these moments. His loyalty to those who work for him extends only as far as they do not weigh him down. Though he sees his followers as those of premium stock, not many can tell if he sees them as a follower or cannon fodder.

While none of the dissidents captured during the attack on St. Moon's reach admitted to his involvement, rumors persist that the attack was his responsibility. He has not been formally charged with any crime, and he does little to invite such action. After all, he is never present when things go foul, never takes credit, and always has an alibi.

GM Note: Rarely encountered in the flesh by those he finds distasteful, Ranger makes for a good long term antagonist working behind the scenes. An evil genius of the classic stripe, his is a subtle force, driving against the player's heroics from the shadow by encouraging the right people to take action.

SOLICARY PERFORMANCE

A doppelganger from the city of Blevik, this pony's calling shines from his Brand of Destiny: theatre's masks, combined into one face, with the sad face with laughing eye, and the happy face with a mournful gaze. He obediently serves Kara, goddess queen of the changelings, but his true calling is performance. He took great pride in performing as many parts as the director would permit. Male, female, young, old, any ethnicity, accent, or variant of pony, he wooed the crowds and dazzled them to the point that they

could scarcely recognize the master performer. His shapeshifting blood certainly assisted in the effort.

He enacted his crowning performance when an army of plundering goblinoids were to besiege his beloved home city. He played the parts of their leaders in a classic pony play of treachery and intrigue, though the army was unaware of its theatrical nature. By the time he was finished, every goblinoid tribe was convinced they were being betrayed, and the army fell to disarray without harm to a single pony.

SPICED RUM

An earth-bound pony of deep red pelt and white-streaked black mane, his mark of destiny is a wooden barrel. This rogue was a lout for much of his adult life until the day raiders arrived in his village. They were determined to take everything and burn what they couldn't, and he barely survived the encounter. When royal guards arrived in pursuit of the same bandits, he volunteered to join them. He fought furiously, but without discipline, almost getting himself killed several times over. With the bandits defeated, he swore fealty to the queen and joined the army, so that

other towns could be spared the treatment his home village suffered. Steel Prism accepted his offer, on condition that Spiced Rum be trained to fight like a proper soldier. He chafed under the strict training of



Spiced Rum

the imperial army, but persevered, becoming a prized, if unorthodox, soldier.

GM Note: Players will most likely encounter Spiced Rum either on duty for the Queen, or before he joined. In either situation, he is a rash sort that prefers action to discussion, which can cause trouble. He is loyal and will not go back on a deal once struck.

STEEL PRISM

A unicorn warrior that serves faithfully at the Queen's side, he has been a member of the guards since coming of age, and long after the Queen's death. Before that, he is the guards, sent out on her guidance and of honor in the an eye. begins

When the empire to crumble, it is he that guards over her resting place, warding off would be treasure hunters or those who



Steel Prism

think the key to becoming the next queen rests with her.

When an attack cost him a leg, he decided to relocate the Queen to a safer place, unwritten in any history book. The tales say he remains there, defending his mistress faithfully against all who would dare trespass upon her well deserved rest. He has a red pelt and blonde mane, and a stout build compared to other unicorns.

GM Note: If the players run into Steel during the height of the empire, he is a proud stallion. He carries the burden of representing the best of the Queen's army with dignity and holds himself to high standards of etiquette and chivalry. He is constantly performing tasks to make the Queen's life easier and to safeguard the empire he has sworn to protect. After the fall, Steel can only be found at the Queen's resting place. Should the players happen on him by accident, they would be warned away and allowed to leave in peace. Insisting on staying or, Sun Queen forbid, moving to take anything from her crypt will incur his wrath.

STORM BREAKER

The unicorn Storm Breaker's mark is a storm cloud with a single ray of light shining through.

Storm Breaker, besides a knack for lightning magic, was not considered special for most of his life. Born in the grand city of Viljatown at the height of the Empire, he was able to tap the wisdom of countless travelers and pilgrims who passed through the city, learning and improving themselves. Yet he faced no threats or challenges that called upon them to demonstrate his worth.

That changed in the War of Hoof and Fire. Rising up where others fled, Storm Breaker saved the lives of thousands and perhaps changed the course of history. Using the city's capital structure in a magnificent ritual, he filled the sky with a terrible storm and cutting winds, forcing the invading dragons and their ponykind leaders to land. Then, while the city was obscured by thrashing wind and the smoke of fire, Storm Breaker led the greatest of the lumbering brutes onto the mithril map.

No one knows what ritual Storm Breaker enacted that day, but there was a great conflagration, after which both Storm Breaker and the worst of the invaders were simply gone, never to be seen again. The mark of this sacrifice is forever etched into the once perfect mithral map of Viljatown, the outline of a storm cloud pierced by a single ray of light obscuring the northern reaches. The end of that ray of light shines down upon Viljatown.

GM Note: Storm Breaker's role during the peak of the empire was often missed. His appearance could imply that he is there to learn from the party, or to pass on information from another great pony of the time.

TEMPTATION

She was born a unicorn, but became something more, or perhaps less. After a romantic falling out with a noble pony, she fled her life and everything that reminded her of what she had lost. She wandered wide and far across the world, making new friends and enemies, though her heart remained sore. She dutifully made notes of each place, eventually assembled into the most accurate map to date of the known world. On her last journey, she ventured where wiser ponies dared not tread; a wilderness the locals swore no good could come of. It was an oppressive place, but not apparently dangerous. As she bedded for the night, she chided herself for being scared of local wild tales. She would discover her mistake.

She was captured in her sleep, and awoke in darkness to the taunts and jeers of emaciated ponies who promised she would make a fine snack. Hopeless,

she awaited her fate, only to find herself instead herded before an obsidian altar.

"She will see you here and judge you. Say nothing unless she asks you a question," hissed one of the thin ponies before shoving her roughly to the ground. Chanting filled the darkened



Temptation

chamber, and something heard.

Emerging from the black of the altar came a pair of wickedly attractive eyes. They studied, then questioned her. She was interrogated for all she knew of her old home, and why she left it.

The dreadful presence decided she could serve as better than food. While draining all the information the mare had out of her, the presence drew her close and consoled her. Days turned to weeks, and eventually all the mare knew was the cunning love of this alien presence. It asked her to join them. With her heart whole once more, she hesitated but a moment before advancing. The presence emerged fully and engulfed her. Kara, queen of the doppelgangers, welcomed the lost mare to her brood, and Temptation was born.

She was bade to take her new kin back to her old city, to use what she knew and conquer it. "Yours will not be a conquest of swords and destruction. I have taught you well. You know their weaknesses. You will gently sever the head, and replace it with our own, and they will welcome us with blind eyes. You will make for us a city where we will thrive," spoke Kara to her in the sweetest of promises, weaving grand

tales of the future before the eyes of her loyal convert. Temptation did as she was bade, and Blevik would never be the same.

GM Note: Should she encounter the PCs, bear in mind that she has been taught well, and values survival over all else. There will always be another time to make Kara's will, but not if you are dead. Being pressed into battle is a sure sign that her machinations are already at fault. She has no hesitation in offering adventurers whatever they want to get her way. If the request is easily within her power, she will usually deliver on her end of the bargain. She can be playful and charming to those not in her disfavor, and has a powerful reputation as an upright and pleasing pony to be around. Scheming and pragmatic, she can prove to be quite the troubling recurring antagonist if the players run afoul of her.

THEA WINTERS

A brown-coated, long black-maned, earth-bound pony, Thea Winters is known for her scholarly works. Her Brand of Destiny is that of an opened book, a quill poised over a half-written word. She enjoys reading as much as writing, and can be found wherever there is a mystery worth investigating. She wears spectacles perched on her snout to correct her vision, ruined in part by many long hours at the writing table. As a warrior, she is hopeless, trusting in bodyguards and mercenaries to protect her hide when things get dangerous.

GM Note: Thea is a natural quest giver. She will need the help of capable adventurers to get things for her, to guard her, and to deliver things for her at any given time. She is a bit flighty, with her mind in constant motion about whatever topic currently has her fascination, even when mortal danger is looming over her.



Thea Winters

TICK-TROT

A Clockwork unicorn, his saw-tooth gear of destiny is inlaid with a unicorn running toward a clockwork sun. Tick-Trot is an especially blessed clockwork pony: he has a rare connection to the flesh and blood, born upon the day of the sun goddess's blessing. The people of Bit N' Bolt took this as a good omen, so were shocked when a young Tick-Trot left his family in pursuit of greater destiny. He wandered far and entirely alone into the Everfreeze Woods, and the tale of Tick-Trot may have ended there, were it not for the elderly earth-bound that found him.

Tick-Trot bonded with this pony, taking on a role as his apprentice. He helped the old stallion to work his crops of wondrous plants and learned over time to use them in the ways of alchemy. Tick-trot loved alchemy, turning one thing into another, and it would become his lifelong passion. Tick-Trot grew into a fine clockwork stallion during this time, but the elderly earth-bound was already far in years and grew weaker by the season. Tick-Trot tried everything he could think of to save the old stallion, but as he had been taught, there was no cure for old age. Soon after his mentor passed, Tick-Trot left to seek out new knowledge and share that which he had already gained.

It is said that Tick-Trot is responsible for the breaking of the frost on the Everfreeze Woods, and that his mixtures mended the Sunchime Dam. While rumors of this clockwork alchemist's good deeds have traveled far, the people of Bit N' Bolt can only wonder if the prodigal son will one day return.

GM Note: Tick-Trot becomes especially interested in situations where an area is under an unnatural effect that is pony-made and without a traditional remedy. He could give party member tasks related to correcting the situation, or potentially save a party member who has fallen to a normally uncorrectable ailment. Players can meet Tick-Trot towards the height of the empire and afterwards.

TRANSCENDENT BLOSSOM

When the pony empire was no more, not all ponies could accept their loss. Transcendent is one such pony. A pegasus drawn to nature's way, she decided that nature was the answer, the final answer. If the world could not be unified under pony flag, then civilization wasn't worth having around. She marshals the forces of nature, rousing plants, animals and even the weather against civilization, starting with those of the ascending humanoid races.

Though she has spared pony settlements thus far, it is only a matter of priorities. The ponies had their chance and failed their bid for relevance. When their time comes, she will deliver the consequence nature gives all failures.

GM Note: An unashamed force of destruction, Transcendent can be a great initiator. Being direct and unsubtle, she can also be a cog in others' machinations. The players are most likely to encounter her if they are dealing with humanoid races she is likely terrorizing.



NOTABLE GROUPS

Agents of Purity

A group of adventuring ponies also known as the Redeemers of the Wastes, they risked it all and came out on top. They recovered the artifact that soothes and slowly heals the Scar of the Sun, keeping it from expanding.

An airy, bubbly, pink unicorn paladin is quite a sight indeed, but that hasn't done a single thing to hinder Cherry Blossom's ambition. Her mark is a heart of flame. With her youth and blissful naivety comes the determination, dedication and rock hard morality of paladins. Though she still has yet to fully mature, wisdom beyond her years hides behind her cheery, even silly, disposition. Her compassion for others has gotten her in over her head many times, but her drive is such that fixing her own accidents has led to some of her greatest accomplishments.

The zebra mare Shine, a psychopath and self-declared genius, spends too much time polishing and maintaining her extensive gun collection. The favorite of which is her first, Cuddles is a blunderbuss no one may touch on pain of pain. She comes off as mysterious, both because her accent is very thick and she answers all questions with lies. She quests not for money or the greater good, merely for fun, and fun means shooting things. The last things any enemies witness are her crazed smile, mad laughter, and the flash of gunfire. Abrasive as she is, she tends not to get along with many ponies. She'll always put up with her good friend Cherry Blossom, the one pony that keeps Shine in check, even if Cherry is a filthy magic user. Her mark is a red triangle with a flame in the middle.

Picante Picado is a pegasus bard whose mark is a gold coin picking the strings of an unseen instrument. His driving force is to entertain and aid others, regardless of work required, sense, or danger. Only an average singer, he learned to play guitar with his wings, allowing rapid, complex rhythms that spoke of a spicy fire in the soul. In the bars where he performed to fund his bard schooling, he developed an exceptional skill for mimicry and ventriloquism. Cherry Blossom recognized the use of these beyond music, and recruited Picante with the promise of enough wealth to enter a hundred colleges. Someone who seeks to only to aid others connect emotionally, he has qualms about the harm they must occasionally do, and turns a blind eye only when it is strictly necessary.

Sapphire Night is the most visibly recognizable of the group, blessed with both wings and horn. She is a tall, solid Unified pony with vividly blue, heavily

lidded eyes, a pale pink coat and pale two-toned teal mane and tail. Her cutie mark is a blue-green flame surrounded by a black jeweled circlet. She appears unkempt. Her long, stringy mane - usually full of twigs and leaves - covers the right side of her face. She's strangely quiet and unemotive, looking half-asleep and talking in a light, dreamy tone. Around her neck is a necklace she never removes, made of a thick cloth band from which hangs an oversized blue sapphire. Though Sapphire appears dreamy and wistful, this comes from a constant state of alert against the supernatural. Rather than relying on her eyes, she spends her energy on keeping her other senses sharply focused, most especially for nearby auras. She is also usually very quiet and shy around other ponies, preferring to quietly observe and think rather than speak. When she does open her mouth, she usually is very direct thanks to a decided lack of social graces. When alone she sketches, sings off-key, or talks to herself, though someone else appearing won't always stop her.

The Five Port Mares

The Five Port Mares, named in part for the town where they met, Port Marehart, galloped into history when they embarked on a campaign of thrill seeking and exploration. It started with bandits lurking near the town road and culminated with the dispatching of Flamescar, an ancient red dragon that had ruled Dragon's Peak undisputed. His destruction spurred the creation of the town of Dragon's Rest, whose inhabitants were far less inclined to hunt dragons.

The group had no official leader, but to outsiders, Crystal seemed to fit the role. The midnight blue unicorn called herself a free knight, and served as a paladin of the Sun Queen. Ever ready to battle against the forces of evil and chaos, she stood proudly in gleaming armor between her friends and danger.

Leaf served as the group's seer. A brown earth-bound druid that strode with a wolf larger than herself, she spoke softly, but always with importance. Her wisdom and healing talents were invaluable to the team.

Firefly was as fast with her wings as she was with her tongue. This sky blue pegasus was eager to get into the mix of things, sometimes causing up more trouble than she solved. She was a skilled shot, however, and her knowledge of nature was rivaled only by Leaf, and Firefly's ability to consume cider.

Quiet but skilled, Naomi was a small yellow unicorn with a gentle personality. When battle broke out,

she became a whirlwind of skill. She strikes at the weakest points of the enemy, leaving them clutching at wounds they barely realized they had received. She called herself a simple traveler, but her friends and enemies agree that her talents mark her as a pony of extraordinary ninja training.

Scarlet was a red unicorn that hid behind the others. Strangers made her uneasy, and crowds could incite panic. She had great magical talent, but did not use it to harm their enemies. Her skills were put to work bolstering the others and hindering their foes. A talented wizard, she always had the right spell for the situation and got the group out of tight binds.

GM Note: Players can run into this adventuring team during the height of the empire. While eager to win glory and set right to wrong, they are not above assisting other adventuring groups if the cause, or pay, is right. While famed for their effectiveness, trouble does follow at their heels, and they could seek help from the PCs to rescue one of their own if things had gone poorly. Additionally, the players may encounter Crystal on her own.

Unincorporated Pony Group

As their quest for the Elements of Destiny took them through St. Moon's Reach, they aided Ranger in its defense from the last great army of Drakehooves from the nearby Dragon's Peak, The War of Hoof and Fire. They were all declared heroes, Ranger included, even as he spirited away the group's dear friend Levi. Now, in addition to leads on the Elements, they seek clues to Levi's whereabouts and evidence confirming their suspicion Ranger orchestrated the Drakehooves attack.

Tempest is a lavender-eyed pegasus monk whose wings, tail, mane, and muzzle are all tipped in black. Under an altered himation she wears steel blades on her wings, a silver circlet, and a silver spork in her braided tail. From Dragon's Rest, she is loud and callous, but loyal to her comrades, even those she dislikes. As is traditional for her tribe, she roars as both a greeting and opening to battle.

Lysnoi Pozhar is an eccentric unicorn fire sorcerer known for burning down both part of his hometown's sacred forest and his uncle's tower. He has a penchant for spoons that's led him to enchant several of the fancier ones he's found with his own fiery brand of magic missile and suchlike. He is deathly afraid of coasters since one caused the accident that haunts him when it fell and broke

his concentration. His comrades use this to their advantage, as he now wildly overreacts with explosive force to destroy any coaster he sees.

Viridian Night is a spring green pegasus ranger with gold eyes who keeps his dark green mane and tail short. He wields a curved longsword with a gold hilt and gladius with a clockwork hilt. A beastmater, he travels with Gaelle, his black wolf companion. Called "Bloodstorm" for blender style tactics, he is determined to a fault when hunting his favored enemy, often to the detriment of his party in battle.

Formerly the bodyguard of a high-ranking earth-bound pony widely regarded as insane, Rushing Resolve is now an earth-bound pony cavalier of the Order of the Dragon. He wears O-Yoroi armor colored white fading to jet black at the bottom to match his coat. His trusty lance bears as his banner his family crest: a green half-leaf and golden half-shield on a red background. His steed, an antean pony named Llena, has glowing green eyes and stands roughly two feet taller than he.

From the war stories on which she was raised, the unicorn magus Dusky Lights has come to believe firmly that the more diversely skilled a group, the more capable it is. From this she has become the diplomat of the group, though her natural place is weaving in and out of battle wielding her unicorn-magicked hammer. The destructive forces she wields are frightening her as she realizes how easily she could tear her comrades apart should she be used against them. Now the lives she must take haunt her dreams, and she's spiralling into depression.



Beggar Pony

PLOT HOOKS

This section is primarily for game masters looking for inspiration on conflict and stories to weave for their pony players. Tabletop roleplaying has been around for some time, and most violent scenarios have been explained and re-explained countless times, so we will be focusing on a sampling of more peaceful situations in which our four-legged heroes can find themselves entangled.

BEFORE EMPIRE

The time before the empire had great need for brave souls. Whether one was on the side of the Imperialists, or out for their own benefit, it was a dangerous time.

- The party is asked to travel to a relatively nearby town as diplomats. The other town is comprised of another tribe or race, and begins as unfriendly towards them. By presenting a good face and possibly doing some favors, perhaps they can make inroads with them to establish trade with a player's home town. Learning the local customs and what they value in a person is key to victory, as well as demonstrating that their character and beliefs are worth tolerating in kind.
- A colt has vanished overnight. Its parents are quite worried and beseech the players to recover their child as quickly as possible, fearing the worst. The child, who has fled the town entirely, must be tracked through the wilderness. Eventually it can be found in the company of an older pony. Confronted, the younger admits that they left willingly, to pursue greater things in the world beyond with the Seekers of the One Herd. If the players are hesitant about leaving right away, they are invited to help explore the ruins they found, to see the merit of the colt's chosen path in life.
- While the players are passing through a larger town, an invitation is sent to them. Their reputation as adventurers of prowess has preceded them, and they are to be guests of honor at a feast held in two days time. During the feast, the players are challenged to be charming guests without breaking too many upper class rules. While they are there, they are solicited for their time by several competing factions seeking the adventurers' public support on various matters. Siding with one faction makes others unhappy, so the players must select carefully, all while watching their words

and manners. Turning them all down will give them a reputation for being difficult, making future employment all the harder.

- At lower levels, the players hear about an enraged dragon causing terrible destruction. Investigation, and possibly speaking with the dragon itself, reveals that its most prized possession was stolen by a pony in a nearby town and they plan to get it back, even if they have to raze the town doing it. The problem is that the thief is a highly respected member of the community, and does not wish to relinquish the item. The players must figure a way to convince the thief of their error or otherwise get the item back to the dragon before time runs out.

HEIGHT OF THE EMPIRE

A civilized time, with ponies ruling over much of the world in prosperity. But this was not a time without its challenges. Terrible beasts lurk in dark places, dissidents scheme of a world without the Queen, and other nations stare enviously at the pony empire's holdings.

- The party is recruited by an explorer to sail across the oceans of the world and be part of the first full trip around the entirety of Everglow! Promises of glory and everlasting fame are used to convince them, but surviving the journey will not be easy. Besides weather, navigation, and possible sea monsters, there are foreign ports and races, some of which the players may never even have heard of. Navigating them to resupply, explore, and finish the trek will make for a story worth singing.
- He Who Should Not Be Named (see the Gods section) has been spotted, in the distorted flesh. His power is such that physical violence results in little but frustration for those attempting it, and amusement for the foul being. Can the players find a way to distract him away from the innocents of the town before being driven mad, or perhaps find something that could placate his unending need to spread utter chaos wherever he goes, even if for a small time?
- The Queen's agents have unearthed an artifact of great importance, and possible danger. They have enlisted the players to see it safely to her castle directly. Despite going under blessing of the Queen, there are those, both within and without the empire, that covet the artifact, possibly envisioning themselves seated upon

her throne instead. Securing allies while keeping their progress discreet is the players' challenge. Being overt will draw the wrong sort of attention, as there are agents willing to bring great numbers against them.

AFTER THE EMPIRE

Ponykind's influence wanes as other races rise to new heights. Our adventurers deal with a, while not always hostile, certainly stranger and more foreign world. Humanoids tend to look down on those with the wrong number of legs, but our heroes have the drive to make their mark, without help of their Queen.

- ❶ Shortly after arriving in a large city, the party is stopped and informed that they are accused of a terrible crime. Underestimating their wiles, they do not arrest the PCs immediately, instead simply warning them not to try leaving the walled city, and that their trial will take place in a few days. Can the players gather the evidence to clear their name, or will they slip out of the city and leave other quadrupeds to bear the anger left behind?
- ❷ The humans have invented a new sport, a sport of sports. Running, jumping, swimming, throwing, if there's a physical activity, it seems to have been folded

in. The local ponies want to be represented, but the local lord has proclaimed that only representatives of nations can play, and ponies have no nation to call their own anymore. It falls on the PCs to earn an exception, then to perform well enough to reflect positively on their people. Of course, some of their competition may not be so noble minded...

- ❸ With the unraveling of the empire, the Seekers have begun seeking their one true herd once more. They beseech the players to help gain access to some ruins that are, unfortunately, located beneath a great dwarven hall. The dwarves are hesitant at best at the idea of anyone, four-legged or otherwise, down into the closed off tunnels. The players will have to win their way in, then navigate the traps of the ruins, ranging from tunnels ready to collapse from time to devious devices created by ancient dwarves and ponykind to protect the relic sequestered deep below.



Chickadee '13"

PONY INGENUITY AND MAGIC



RACIAL EQUIPMENT

These are items invented and used by ponies. Most are suited to their particular anatomy, but nothing prevents other species, if they got their hands on them, from using many of them, provided the item doesn't rely on hooves or a quadrupedal stance.

Equestrian Shield: Coming in the same varieties, sizes, effectiveness, and prices as humanoid shields, 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.

Mouth Kit: As per Thieves' Toolkit, in normal and masterwork version, simply adapted for use in the mouth instead of two hands.

Pony Saddle Bags: As per Pack Saddle in price and function, but constructed with easy to open and access flaps suitable for pony hooves and mouth manipulation. Many are decorated with art of the wearer's Brand of Destiny.

Saddle Rack: 50gp, 5lb, The saddle rack is a harness worn about the body of a pony with a strong and stable slot for a weapon. The rack does not occupy any magic item slots. Traditionally, a lance or other polearm is placed in this position, allowing the pony to strike with it. The rack is too far back to accept light weapons, but ponies can and often do rack two-handed weapons. A pony making a charge attack activates any advantage the weapon may have for mounted use.

Special: This item only functions for races with the fingerless quality such as ponies or cloven.

Striking Horseshoes: These metal horseshoes operate like, and are priced as, spiked gauntlets, but are designed for pony use. Adventuring ponies often enchant these. It is possible for a pony to wear different shoes, as the price only covers one shoe at a time. It is not an uncommon tactic to have different elements for each hoof. Striking with hooves is just like striking with any other weapon. Any strike after the first is handled as a secondary weapon, handled under two-weapon fighting rules.

GM Note: The rules of two-weapon fighting must be obeyed. Nothing presented here is an exception to it. Any pony wanting to dual-wield must use a one handed or light weapon for their secondary

attack. Even a pony with strong horn magic or jaws cannot wield a two-handed weapon, have a two-handed weapon in their rig, and attack with both at once, unless they want to flail about for the entertainment of their foes.

MAGIC ITEMS

Elements of Destiny

Aura: Moderate Transmutation; CL 9th

Slot Head; **Price** 20,000 gp; **Weight** 1lb each

Description

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. While pursuing this long term goal, those wearing it enjoy a +1 morale bonus to ability checks, attack checks, caster level checks and saving throws.

If the entire set is worn and those wearing them are within 100ft. of one another, this bonus increases to +2 for up to five rounds a day. These rounds do not need to be consecutive. If any pony takes advantage of this increased bonus, the time is used for all members. You are aware when your element is in its active state.

This bonus is increased by 1 against chaotic effects and outsiders of the chaotic sub-type and aberrations.

If the bearer of this casts *blast of harmony*, the bonus is applied to the DC of that spell.

Construction

Requirements: Craft Wondrous Item, *divine favor*, Creator must be a ponykind; **Cost** 10,000 gp

Flight Apple

Aura: Light Transmutation; CL 5th

Slot --; **Price** 750 gp; **Weight** Neg.

Description

This apple, when consumed as a standard action, imparts the ability to fly for five minutes. Besides being useful, it is also delicious. Though it loses its flight giving abilities, it is often ground, sliced, or otherwise processed to be added to other foods.

Helping Hand Pendant

Aura :Light Evocation; CL 3rd

Slot Neck; **Price** 6,000 gp; **Weight** Neg.

Description

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

Construction

Requirements: Craft Wondrous Item, *helping hand*;
Cost 3,000 gp

Queen's Slippers

Aura: Moderate Enchantment; CL 7th

Slot: Horseshoes(Feet); **Price**: 42,000 gp;

Weight: 8 lbs. for a set of 4.

Description

These horseshoes appear 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 +2 to any charisma based roll. Twice per day, the wearer may extend a hoof towards a target and enchant them as per *charm monster* with a DC of 16 and a caster level of 7. If the target fails their save, they will take a standard 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 must be worn at once to function.

Construction

Requirements: Craft Wondrous Item, *charm monster*; Cost 21,000 gp

Spectacles of the Brand

Aura :Moderate Divination; CL 7th

Slot: Eyes; **Price**: 15,000 gp; **Weight**: 1lb each

Description

These spectacles are rimmed with delicate looking mithril and finely carved glass. Besides operating as a masterwork 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 +2 to Sense Motive and Perception checks against the target. Against a target that once had a brand but no longer does, a DC 30 Perception check reveals what it used to be, but gives no further advantages against the target.

Construction

Requirements: Craft Wondrous Item, *arcane sight*;
Cost 7,500 gp

NEW SPELLS

Most of these spells are of specific use to ponies, with limited function for other races.

Ancestor's Grace

School Necromancy **Level** Wiz/Sorc 3, Witch 3

Casting Time 1 standard action

Components V, F (An ornate wooden mask worth at least 100gp)

Range Personal

Target Self

Duration 1 rd/Level (D)

Save Will negates(harmless);

Spell Resistance no

This zebra spell conjures forth the spirit 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 spend much time venerating the wisdom of their forebears. For others, a DC 15 wisdom check is required or the spell is wasted. On successful casting, the mask becomes that 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.

Blast of Harmony

School Evocation [Lawful] **Level** Wiz/Sorc 4, Cleric 4, Oracle 4, Magus 4

Components V, S

As per *order's wrath*, but available to pony wizards and sorcerers. This variation of the spell is affected by the Elements of Destiny.

Curiosity's Lightning Wall

School Evocation **Level** Wiz/Sorc 4 Magus 4

Casting Time 1 standard action

Components V, S

Range Medium (100ft + 10ft./level)

Effect wall 20ft./level long, 1ft./level high

Duration 10 min/Level (D)

Save see text; **Spell Resistance** yes

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. Standing within 5ft. of the wall on that side, by being present when the wall is cast or ending a movement there, causes 2d4 damage and requires a fortitude save or become stunned until the start of their next action. The other side of the wall is safe. Actually passing through the wall inflicts 2d6 + caster level(max +20) damage and a fortitude save to avoid becoming stunned for 1d4 rounds. Creatures stunned trying to pass through fail to move and are pushed back to the square they occupied just before they entered the wall.

Grazing

School Transmutation **Level** Wiz/Sorc 2, Witch 2, Alchemist 2, Druid 1, Ranger 2

Casting Time 1 standard action

Components V, M(Available grass or other edible plant life)

Range Touch

Target Herbivore Touched

Duration 1 min/Level

Save Fort negates(harmless);

Spell Resistance yes

Early cloven explorers mastered this ability to seek out and devour herbs that would speed their healing from grievous injuries. This spell makes it much easier, and potent. After casting it, the target may graze, which is a full round action that provokes attacks of opportunity for every round they wish to do so. While grazing, they gain fast healing 1 as plants they consume become the healing herb of the past. Only cloven may learn this spell.

Helping Hand

School Evocation **Level** Wiz/Sorc 1, Witch 1, Magus 1, Summoner 1

Casting Time 1 standard action

Components S, V

Range Touch

Target Quadruped Touched

Duration 10 min/Level (D)

Save Fort negates(harmless);

Spell Resistance yes

While this spell is active, a quadruped can wield items that normally require two independent hands. The spell creates temporary force grips

as long as the wearer goes through the motion of using the device, enabling pony archers, slingers, crossbow, and firearm users. This spell does not allow two-handed melee or double weapon use as the second hand is transient and most good at 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

School Transmutation **Level** Wiz/Sorc 2, Witch 2, Alchemist 2

Casting Time 1 standard action

Components S, F(A preserved or fresh humanoid hand)

Range Touch

Target Ponykind Touched

Duration 10 min/Level

Save Fort negates(harmless);

Spell Resistance yes

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. Any hoof attacks are lost for the duration. Upon spell's end, any hand or ring slot items that cannot be used by normal ponies becomes anklets, reshaping to fit hooves. It is a particular quirk that this spell cannot be dismissed early.



Pegasus Blessing

School Transmutation / Air elemental **Level** Cleric 3, Oracle 3, Wiz/Sorc 3

Components V, S, DF

As per fly, but only castable by a worshipper 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

School Enchantment **Level** Druid 3, Ranger 3

Casting Time 1 standard action

Components V, S

Range Medium (100ft + 10ft./level)

Target One plant + one plant per four levels, no two of which are more than thirty feet apart.

Duration 1 min/Level

Save Will negates; **Spell Resistance** yes

A quick few words and gentle motions soothes the hunger and rage of the target plants. The plants become 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 allies. If the druid or any ally harms any affected creature, the spell immediately ends. In the event of plant swarms, consider every five foot square as a target.

Pony Way

School Transmutation **Level** Wiz/Sorc 2, Summoner 2, Witch 2

Casting Time 1 standard action

Components V, S

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

Target Single living creature with hands

Duration 1 rd/Level

Save Fort negates; **Spell Resistance** yes

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 purposes of spellcasting. The target immediately drops anything they were holding. Victims may spend a move action struggling against the spell. This causes 1d4 damage as they fight their own muscles, but allows a new saving throw to negate.

Rainbow Wings

School Transmutation **Level** Wiz/Sorc 2, Summoner 2, Druid 2

Casting Time 1 standard action

Components S, V

Range Personal

Target Self

Duration 1 hr/Level (D)

Save no; **Spell Resistance** yes

This spell causes flight to become faster and easier. It does not create flight where none already existed. Increase fly speed by 5 ft per 2 caster levels, to a maximum of thirty feet at level 12. Increase maneuverability by one step per five caster levels, to a maximum of two steps at

level 10. Flying while this spell is in effect causes a rainbow of otherworldly hues to trail behind the spellcaster. This spell can only be cast by pegasi.

Sticky Hoof

School Conjunction **Level** Wiz/Sorc 1, Witch 1

Casting Time 1 standard action

Components S

Range Personal

Target Self

Duration 1 hr/Level (D)

Save no; **Spell Resistance** yes

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 other spell trigger item can be activated while stuck to a hoof. While an item is stuck to a hoof, movement is reduced by 10ft. Picking items up from the ground of the square the pony is occupying with a sticky hoof does not provoke as snatching something with its mouth or a human stooping to grab something would.

NEW TRAITS

Blevik Dissident (Regional): While others quiver in silent fear, you have taken a stand against the doppelgangers. Any time you come within 30ft. of a creature not in its natural form, you may make a reflexive Sense Motive (vs bluff or disguise) to spot the disguise, be it magical or mundane. You are not aware of when you make these checks. While you may know a creature is not what it seems, you are not made aware of its true form.

Bone Heritage (Magic): Your ancestry includes a member of the death-touched tribe of bones. You have a +1 trait bonus to saves against death or negative energy effects.

Cautious Flyer (Race): You prefer to play it safe, or you were just always a slow, but steady, flyer. Your natural fly speed is reduced by 5 feet per 15 feet of movement, but your maneuverability increases by one step (maximum perfect). This trait is available to any race that has a natural fly speed.

Day Greeter (Faith): You shine with the glory of the sun. You gain a +1 trait bonus to Diplomacy and Intimidate and one of these (your choice) becomes a class skill.

Dragon Friend (Regional): You hail from the small town of Dragon's Rest, where you have learned to respect dragons as more than fearsome beasts of legend. You gain a +2 trait bonus to Diplomacy and Sense Motive checks against dragons.

Dream Forester (Regional): Your home in the wild forests around Prisma has taught you many tricks of survival. You gain a +1 trait bonus to Survival and Knowledge (nature) and one of these (your choice) becomes a class skill.

Earth Dreamer (Race, Purrsian): You have learned the distinctive shines of brass against well polished gold, rose gold, copper, and other metals. You adore them all, but will not be fooled by them. You have a +2 trait bonus to Appraise and it becomes a class skill.

Humanoid Acclimated (Campaign, post empire): You do not begrudge the humanoids their rise to power. In fact, you find most of them fascinating and seek to learn more about them. You gain a +2 trait bonus to Knowledge (local) and it becomes a class skill.

Instinctive Distrust (Campaign, pre-empire): You understand that the presence of other tribes means trouble and are ever wary for it. You gain a +1 trait bonus to initiative and Sense Motive, and Sense Motive becomes a class skill.

Night Walker (Faith): Your worship of the night gods has honed your ability to operate when your eyes cannot be trusted. Your miss chance with a melee attack is reduced by 5%.

Prisma Circle Inducted (Regional): After learning some tricks of nature worship from the druid's circle in Prisma, you gain a 0 level druid spell as a spell like ability that can be used once per day. This spell is cast at your highest gained caster level, minimum 1.

Queen's Flyers (Campaign, height of the empire): You spent a significant amount of time trying to join or serving in the Queen's Flyers, an elite group of aerial soldiers. You gain a +2 trait bonus to Fly.

Sea horse (Campaign, height of the empire): You have served time in the Imperial navy, sailing across the waves under the banner of the Queen. You gain a +1 trait bonus to Swim and Profession (sailor) and Swim becomes a class skill.

Sky Dreamer (Race, Purrsian): In the deep of night, you can remember when your people were one with the sky. The DC for your air spells increases by 1.

Star Bear Celebrant (Regional): You won the competition for best costume at the Star Bear celebration. Your skill at costume disguise serves you well with a +2 trait bonus to Disguise. Disguise becomes a class skill.

Time Adjusted (Regional): You call the time displaced city of Tempus home and are used to its strange temporal qualities. You gain a +2 trait bonus to saves against time and aging effects and instinctively know the date at all times.

Willing Mount (Combat): While others find the task beneath them, you have, for reasons your own, decided to learn the way of the mount. You gain the benefits of any feats or class abilities your rider has that would affect its mount while you are serving it, and understand the signals given by the knees to direct your movements. This trait can only be taken by quadruped races.

NEW EVOLUTIONS

1-Point Evolutions

Improved Flight (Ex): The eidolon's fly maneuverability increases by 1, to a maximum of perfect. This evolution can be taken multiple times. This evolution can only be taken by races with natural flight, and only if the eidolon can fly.

Razor Teeth (Ex): The eidolon's bite inflicts bleeding wounds. This starts at bleed 1 and gains 1 die size(1, 1d2, 1d3, 1d4, 1d6...) per additional evolution point, to a max of 1d8. This can only be taken by leather wings.

Verdant Rebound (Ex): When the eidolon is below half its maximum hitpoints, its fast healing increases by 1. This evolution can be taken multiple times(max 5). This evolution can only be taken by earth-bound.

2-Point Evolutions

Chaos Foe (Su): Once per day as a swift action, the eidolon chooses one target within sight. If this target's alignment is chaotic, the eidolon deals an additional +1d6 points of damage with one of its natural weapons. This attack is treated as lawful-aligned for the purposes of overcoming damage reduction. This smite persists until the target is dead or the eidolon is dismissed. At 10th level, the summoner may spend 1 additional evolution point to allow the eidolon a second daily use of this ability. The summoner must be at least 5th level before selecting this evolution. Only chaos hunters may select this evolution.

Adaptation (Su): Where most eidolons remain static without intricate ritual, this eidolon adjusts itself to fit the need of the moment. Any amount of evolution points of two or more can be spent on this evolution. As a move action, the eidolon may spontaneously assign half those points to evolutions as it pleases. For example, an eidolon with 4 points of adaptation can gain any 2 point evolution, or two 1 point evolutions as need be. It cannot improve an existing evolution, and changing evolutions causes it to lose any old adapted evolutions. The eidolon must qualify for any evolution selected. Evolutions taken this way can be from other pony tribes. This can only be taken be doppelgangers.

Clockwork Innards (Ex): In addition to the usual healing methods an eidolon can employ, your eidolon also benefits from effects that repair objects, such as *mending* or *make whole*, or healing effects that operate on constructs. This evolution can only be taken by constructs or half-constructs.

Glimmer of Heart (Su): Any time the eidolon passes a will save that an ally fails, it may, as an immediate action, inspire the target if it can see the eidolon and grant a fresh save against the effect. This evolution can only be taken by gem ponies.

King of the Mountain (Ex): When the eidolon scores a hit with a gore attack it may make a free bull rush attempt. This does not provoke an attack of opportunity. This evolution can only be taken by cloven.

3-Point Evolutions

Flame Eater (Su): When the eidolon is struck with fire damage, they take no damage and the eidolon is healed for 1 hit point per 3 damage should have suffered. The summoner must be 7th level to select this evolution. This can only be taken by sun ponies or phoenix wolves.

Made Big (Ex): The eidolon gains the Giant Dreams feat. This can only be taken by anteans.

Meditative (Ex): The eidolon's Intelligence and Wisdom increases by 2. This can only be taken by zebra.

Pride Dreams (Ex): Any teamwork feat that its summoner possesses are shared by the eidolon. Only one feat at a time can be shared, but this feat can be changed once per round as a free action. This evolution can only be taken by sun cats.

PONIES AS BARBARIANS

Few are the ponies branded for this task, but those that are become horrible battlefield menaces. Pony barbarians do not use specialized techniques alien to their humanoid companions, except for how they hold the axe. The increased speed that barbarians enjoy is a true delight for ponies, especially earthbound ones, who can compete with their airborne cousins for mobility as they race like a streak across the ground.

PONIES AS BARDS

Like many fey creatures, ponies appreciate good song and dance. Members of their community that remember and share tales of the golden era are celebrated. As a result, pony bards are highly valued in any pony community. If they turn to adventure, it is an emotionally charged event. Sorrow for their leaving mixes with giddy anticipation that the bard may yet return some day with new songs and stories to share. Of all the classes, pony bards are most likely to keep contact with their home community. Regular letters and missives keep their family and friends updated on

their latest exploits, world news, and current events.

The lack of fingers does not hinder pony bards as sharply as their humanoid neighbors would imagine. Pony bards have no hesitation in using their hooves in addition to their mouth, pounding beats on drums and even, with much practice, strumming a string instrument. A pony that holds a wind instrument in mouth and knows how to play it (has at least one rank in the appropriate perform skill) can do so, without manipulating the instrument with hooves. This is a supernatural ability that all ponies share. Some say that hoof string-strumming is powered by the same ability. This talent aside, most ponies express themselves in song first.

PONIES AS CLERICS AND ORACLES

Ponies are a faithful people. They are raised into it: with their life's skill etched onto their side by forces beyond their control, ponies find achieving true faith in higher beings natural. This does not mean that ponies often become clerics. Most ponies find the meaning of their Brand of Destiny guiding them to much more mundane tasks. The most frequent sign of an up-and-coming pony cleric is to develop a brand that matches the holy symbol of a god.



Such ponies often become enamored with their god. Some claim the god has chosen them, others, that they are drawn to the god. In

either event, they will begin studying all there is to study of the god. If there is a church or other organization that the pony can reach, they will soon leave home to join it. Not every such pony makes it through to becoming a cleric(some become simple priests) but all are fanatical about their chosen deity.

Having a brand of fate that matches your god (See Pious Brand feat) counts as a divine focus.

PONIES AS DRUIDS

Druidism is a primal and natural fit for ponies. Their own stories speak of the ancient past, when they ruled the land with other fey and helped to watch over it: controlling the weather, tending the animals, and ensuring the balance of nature. Their global role has waned, but individuals can still feel the pull of their ancestral duty.

Despite being herbivores, pony druids have little compunction about traveling with sharp-fanged wolves or cats. Most ponies that have decided upon a life of druidism push past their equine skittishness to embrace the brutal equality of nature. A predator is just as valuable as prey. All deserve to live, if they are fit and can survive. Not all ponies travel with animal companions. Their brands draw them to different paths and varied journeys of self discovery. A pony druid often determines to become stronger and tougher: to be a survivor first, then explore their role in the wider schemes of nature.

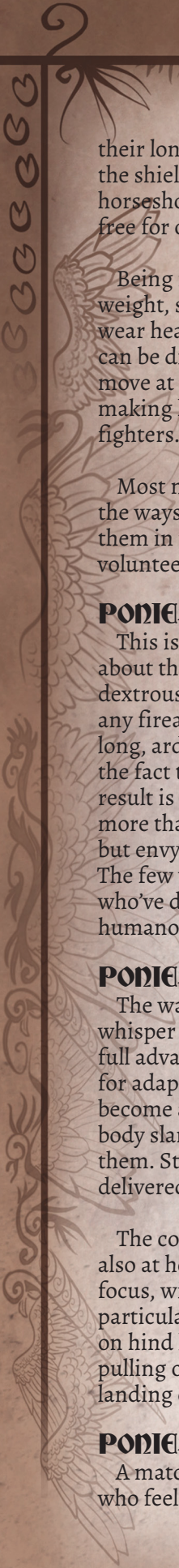
A common sentiment amongst pony druids is that the world has fallen to imbalance due largely to the proliferation and exploitation of humanoids. Those that succumb to bitterness of lost glory and spreading humanoid cities risk a fall from serenity with ever darker thoughts, and can become implacable foes to civilized folk.

PONIES AS FIGHTERS

Ponies can make for a variety of warriors. Their lack of hands means that most ponies do not entertain the idea of using shields, favoring agility and swordplay to prevail. Unicorns have an advantage here. With practice, they can wield shields with their innate magic, but pure fighters rarely practice with their horns long enough to make this stick.

It is possible to get around this if a particular pony prized defense. Wielding their shields in mouth, a polearm or other large weapon can be placed in their saddle rack, allowing them to strike with





their long weapon while warding blows away with the shield. Rearing up and striking with hooves and horseshoes is also quite effective, keeping the mouth free for other weapons or shield.

Being four-legged, ponies can bear quite a lot of weight, so it is not unusual for trained warriors to wear heavy plates of armor. Even encumbered, which can be difficult to inflict upon ponies, they tend to move at least as fast as their humanoid counterparts, making heavy armor quite attractive to these equine fighters.

Most non-adventuring ponies do not practice in the ways of war, trusting in their military to defend them in times of war and raids. The army accepts volunteers, and tends to be a lifetime vocation.

PONIES AS GUNSLINGERS

This is a troubling combination. Almost everything about this calling benefits from having hands and dextrous fingers, which ponies sorely lack. Reloading any firearm, especially with pellets and powder, is a long, arduous, task for most ponies, to say nothing of the fact that gunpowder does not taste good. The end result is a vanishingly tiny number of ponies that give more than a single glance at a firearm with anything but envy for the clever fingers of their neighbors. The few who do take up the art tend to be unicorns who've dedicated enough effort to replace wriggling humanoid fingers with clean horn magic.

PONIES AS MONKS

The way of the monk occasionally sends a serene whisper into fuzzy pony ears. The pony form takes full advantage of monk techniques without the need for adapted tools. A well-trained unarmed pony can become a flurry of hooves, horn, teeth, head, and body slams to knock sense into those that cross them. Stunning fists, and other related attacks, are delivered via hoof with equal precision and efficiency.

The concentration required of the profession is also at home with most ponies, allowing them to focus, without reservation, on perfection. To imitate particular styles, some ponies become used to rearing on hind legs almost instantly for short periods, pulling off fantastic feats of martial finesse before landing elegantly back on all four hooves.

PONIES AS PALADINS

A match made in heaven, possibly literally. Those who feel the draw to a bright god and possess

strength of body and soul can be drawn to the orders of paladinhood. The single-mindedness of ponies turns to righteous fervor as they crusade to protect the innocent and stomp evil beneath their hooves. Donning gleaming suits of polished metal and typically wielding the largest sword or polearm they can find, pony paladins cut an intimidating profile on their quest for the forces of good and justice.

Pony paladins appear much like a small paladin's mount, missing its paladin. Also, most ponies do not opt to gain a mount. Not because it's impossible to ride (it isn't) but it's awkward and a horse on a horse rarely feels or looks right. Leave the humanoids to their equine exploitation.

Gem ponies are especially drawn to the path of the crusader. Heralding back to the glory of their lost kingdom, they become beacons of light in a dark world, readily championing their ideals.

PONIES AS RANGERS

Keeping to natural climes is a common desire of many ponies. Like the calling of druids, ponies who take to ranging feel a special connection to their lost past. Of course, a pony has to be careful with their combat style specialization. Most ponies can't make good use of bows. Two-weapon fighting is possible, with a racked weapon and a mouth-held light weapon, but this is awkward and usually avoided. Unicorns can, with practice, use their horn magic to dual-wield gracefully. Using horseshoes is a more reasonable option for the rest, allowing multiple strikes that take advantage of the style. For other ponies, two-handed style or sword-and-shield style tends to win out. Saddle racks mean both can be executed without special training.

Chaos Hunters are drawn to this path, most commonly hunting aberrations, chaotic outsiders, and undead in their quest to purge the world of festering wrongs. They offer no quarter or mercy, typically harrying their quarries to destruction or dying in the process.

PONIES AS ROGUES

The life of a rogue is not a natural one for most ponies. It distances ponies from the communities that draw them, but fate is fickle. When a pony feels the draw of the subtle, they chase after it with all the fierce resolve that any other path would inspire.

Pony rogues learn to make use of belt pouches within easy reach of their mouth to keep the tools of



their trade close. They are perfectly capable of using lockpicks and daggers held in maw at a moment's notice.

Pony tools look a little different than humanoid sets. Shaped somewhat like scissors, they allow the pony to perform two-handed manipulations of the lock or trap entirely with their mouth. This gets the job done, but means the unfortunate rogue has their face that much closer when things go wrong.

Pony rogues avoid hard covering on their hooves, and will go to pains to wear soft leathers over them after the first time a stray clop betrays their existence. Ponies that go brigand will leave survivors more often than not, if their victim complies with their demands. Such outlaws can be almost comical for the unprepared, as few expect to be waylaid by a small horse with a dagger or rapier in maw, mumbling something about throwing down jewels. Surprise becomes outrage when the joke turns out to be reality.

PONIES AS SUMMONERS

Most ponies are shy about forging relationships with mysterious extraplanar beings. Many ponies trot down this path chasing after the ancient ties of their people. There were once many grand beasts, intelligent and not, with whom the pony nations consorted as allies, pets, and enemies. Many have since passed away, but leave echoes to be found in the varied realms outside the material. Pony summoners tend to create bonds with these extinct beings, or at least shadows that claim to be related to them.

PONIES AS WITCHES

It is an unusual pony that signs contracts with extraplanar beings of shady and undefined nature. For those who take steps along this trail, their trials are similar to those of sorcerous bent. With their spells granted by their familiar, rituals are translated through the filter of this guiding spirit, saving them the wizard's extra hassle. Ultimately, ponies serve adequately as witches, though suffer from some worried looks and shunning from their more mild-mannered kin, who do not kindly look on the idea of it.

PONIES AS WIZARDS AND SORCERERS

While magic comes most naturally to unicorns, even a down-to-earth-bound pony or a flighty pegasus can become drawn to its promises of power and answers. Ponies have an inherent disadvantage

when it comes to magical study, at least to start. Performing delicate rituals, as well as drawing out scrolls and spells are a challenge to the hand impaired. Many ponies never study magic because the bridge between performing somatic gestures with humanoid hands and doing so with their own hooves is too far/difficult to cross. This is not to say it's impossible, but it is a constant challenge for any pony wizard, who must make this adaption for every new spell they encounter.

Non-unicorn wizards have earned the pejorative title of 'black lips' due to the spell writing ink that inevitably stains their face. Many of these issues can be worked around by getting a humanoid mentor to get them a hoof in the door of learning the arcane arts. This is a big reason why ponies consider becoming apprentices, or even familiars, for famous wizards that can help them with their studies. In return for faithful service, they have someone that can help them translate motions, and use a quill more easily while they learn the basics. See Ponies as Familiars for details.

Sorcerer ponies have it easier in this regard. The rituals come intuitively to them as they explore their potential. That in many cases they don't need to reach for components is also a welcome relief. This results in far more pony sorcerers than wizards. Unicorns are born with sorcerer bloodlines occasionally appearing as their Brand of Destiny, marking their future and awakening the potential within them. This makes the choice clear, and most such ponies pursue its perfection doggedly.



Wizard

Due to their focused nature, most pony spellcasters, sorcerer or wizard, tend to specialize rather than generalize. Many try to excel in a single school of magic, neglecting others in the process. This tunnel-minded pursuit of perfection is not universal, but common enough to give rise to stereotypes in magic communities where ponies are present.

PONYKIND FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/4 to the alchemist's natural armor bonus when using mutagen.

Barbarian: Add +1 to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature.

Bard: Add 1 to the pony's total number of bardic performance rounds per day.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Fighter: Add +1 to the Fighter's CMD when resisting a disarm or sunder attempt.

Monk: Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Ranger: Add +1 hit point or +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus hit points or skill ranks.

Rogue: The rogue gains +1/6 of a rogue talent.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

Summoner: The eidolon gains DR 1/Cold Iron. Every additional time this is selected, the DR of the eidolon increases by 1/3.

Witch: The witch gains 1/6 of a witch hex.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

OTHER RACES

Though in no way as numerous as the races detailed above, there are other four-legged races that make quiet lives for themselves. The world of Everglow was kind to many species, giving rise to slow but kindly cows, skittish sheep, and even pony-like mules and donkeys. One common thread through them is that they do not have brands of destiny, and none of them have forged nations of their own, before, during, or after the pony empire. It is possible to run into a town comprised of such a species, but they are more likely to be found living on the sidelines of another race's settlements. It is not unusual for those capable of it to trade themselves for coin and/or lodging, if one does not mind a sentient cow as a source of milk, or a chatty sheep for one's wool.

In terms of humanoid races, the usual assortment is present. Humans, elves, gnomes, dwarves, orcs, and all the rest. Nature-attuned elves and fae-touched gnomes find most ponies easy company, while dwarves thrive where ponies find rare metal in need of a proper forging. All have smaller nations of their own, which expanded once the pony empire had collapsed to make room for them. Of these nations, the pony empire has had the longest relation to the dwarven underhalls, trading goods and exchanging populace since the earliest days. The great Viljatown rail line connects to those underhalls, dipping beneath the mountains to the home of the dwarves.

RACIAL ARCHETYPES

The following options are available to ponykind and/or quadrupedal races.

Aerial Warrior (Barbarian)

The pegasi have worked out unique ways to take fury to the skies. They maximize their flying mobility to strike at foes from all directions at once. This archetype can only be taken by barbarians with a natural fly speed.

Swift Wings (Ex): Aerial warriors apply their bonus movement from fast movement to their flying speed, but do not gain land speed. This modifies fast movement.

Ultimate Mobility (Ex): At 3rd level, aerial warriors gain a +1 insight bonus to AC vs attacks of opportunity due to movement. This bonus increases by one for every three barbarian levels beyond 3rd. This replaces trap sense.

Dive Bomb (Ex): At 4th level, when charging while flying, the aerial warrior does not gain a bonus to hit. Instead, the bonus goes to damage. After the

first attack, the aerial warrior gains a penalty to hit until the start of their next turn equal to the bonus they had received. This replaces improved uncanny dodge.

Artifact Tender(Rogue)

Some rogues just like toys. These rogues are specialized in finding and using all manner of magical devices. Eventually they are better at it than the spellcasters that originally made them.

Careful Examination (Ex): At 1st level, the rogue gains a +1 to use magic device per 2 levels of rogue(minimum 1). This replaces trapfinding.

Discerning Eye (Sp): At 2nd level, the rogue gains the ability to cast *detect magic* as a spell like ability at will. This replaces the 2nd level rogue talent.

Powerful Release (Su): At 7th level, the rogue may activate an item with a surge of power. This requires a Use Magic Device check with the DC increased by 5(minimum 25). If the item would normally use a charge to perform the function, it uses one extra, and performs as if its caster level were two higher. This replaces the sneak attack increase at level 3 and 7.

Conservative Use (Su): At 10th level, the rogue may attempt to activate an item without depleting its resources. As a full round action, make a Use Magic Device check(minimum DC 20). Success activates the item. On a failure, the item does not activate and the action is wasted. For every five the DC is beaten, one charge is not spent(to a minimum of 1). This replaces improved uncanny dodge.

Anatomical Adaptation (Su): At 14th level, The rogue can adapt a magic item to fit their anatomy. This could mean turning horseshoes of speed into boots of speed or converting a ring of protection into anklets of protection. The slot remains the same, but it becomes adapted to a new type of creature. This process takes one day per 10,000 gp of market price and costs 1,000 gp. If the rogue has or assists with the enchantment of items that have racial requirements, these requirements are considered met. This replaces the 14th level rogue talent.

Artifact Preservation (Su): At 14th level, the rogue gains use of make whole as a spell-like ability three times per day with a caster level equal to their rogue level. This replaces the 14th level rogue talent.

Elemental Savant (Druid)

Everglow resides in a state of intense, gracefully balanced friction among elemental planes. Some druids are drawn towards that interplay, becoming puissant in the arts of elementalism above that of naturalism as the vibrant energy of the world flows through them.

Wild Empathy (Ex): An elemental savant can use wild empathy on elementals instead of animals.

Elemental Bond: A savant that chooses a domain must select an elemental one(Such as water, fire, etc...)

Totemic Summons (Su): At 5th level, a savant may cast *summon monster*(Which they gain instead of, and can cast spontaneously in the same fashion as *summon nature's ally*) as a standard action when summoning elementals, and summoned elementals gain temporary hit points equal to her druid level. She can apply the young template to any elemental to reduce the level of the summoning spell required by one. She can also increase the level of summoning required by one in order to apply either the advanced or the giant template, or increase it by two to apply both the advanced and giant templates. This ability replaces a thousand faces.

Wild Shape (Su): At 6th level, a savant's wild shape ability functions at her druid level -2. If she takes on the form of an elemental, she instead uses her druid level +2.

Mobile Cannon (Gunslinger)

Four-legged races face unique challenges when they pursue the way of the gun. Those trained as mobile cannons trade finesse for raw power, leveraging their enhanced ability to endure heavy loads to their advantage.

Quadrupedal Reload (Ex): Mobile cannons may attach two-handed firearms to their weapon rack. Any such weapon can be reloaded and fired by the gunslinger as long as they have a single hand available(even if that happens to be a mouth in the case of most ponykind).

Heavy Calibre (Ex): At 3rd level, a mobile cannon learns to use their namesake. They may use a two handed firearm that is one size larger than they are. Attacks with this oversized weapon suffer a -5 penalty. This replaces Nimble.

Double Cannon (Ex): At 9th level, a mobile cannon can attach two two-handed firearms to their weapon rack. This is handled as per two-weapon fighting and the gunslinger is considered to have the two-weapon fighting feat. The off-hand firearm is handled as light, unless it is oversized. This replaces the 8th level bonus feat and the gun training upgrade at levels 9 and 13.

Manic Reload (Ex): At 11th level, a mobile cannon can spend a grit point to increase their reload speed by one step until the start of their next action. This replaces the 11th level deed. Mobile cannons may not take lightning reload.

Mystic Prancer(Bard)

Music is an important part of pony culture. Those who leave pony lands in pursuit of new songs bring with them the history of their people and display it proudly to all who will see it.

Prancing Step (Ex): Living up to their name, prancers move with a springy motion, causing attacks to fall high or low against them as they move about the battlefield. They gain a +1 per 4 levels dodge bonus against attacks of opportunity due to movement. This replaces proficiency with shields.

Multitasking (Ex): Prancers gain the benefit of the cunning linguist feat, allowing them to cast spells, talk, and sing unimpeded while holding items. This replaces proficiency with shields.

Well Mannered (Ex): Prancers are very eager to make a good impression with other cultures. The prancer gains a bonus to Diplomacy and Bluff equal to half their bard level. This only works on someone they do not yet know well. This replaces countersong.

Lead the Horde (Su): When a prancer uses fascinate, their victims become drawn to the pony. Targets will follow the prancer where they go, moving as closely as they can without actually entering the prancer's square. Prancers can affect beings that are normally immune to mind-affecting abilities. A prancer's fascinate does not work on any creature larger than small.

Natural Magus(Magus)

In the world of Everglow, magic runs thick through many of the race's veins. It is only natural that some learn to use this inner magic to enhance their spellsword abilities.

Inner Reserves (Su): At 1st level, the magus may as a standard action recharge their arcane pool by sacrificing spell like abilities. The spell like ability must have a limited use of 3 per day or less. The amount regained is equal to the spell level of the sacrificed ability(0 level spells cannot be so sacrificed). In this fashion, the magus can regain a maximum of points equal to their caster level per day. This replaces their light armor proficiency.

Distant Strike (Su): At 7th level, the magus may strike a foe up to 30ft. away with their held weapon as a standard action. This is calculated as a ranged attack, but does not provoke attacks of opportunity. Use of this ability consumes one point from their arcane pool. This alters their medium armor proficiency gained at 7th level, which becomes light armor proficiency instead. This replaces the 9th level arcana.

Mind over Nature (Ex): At 13th level, the magus may elect to use intelligence instead of charisma for any spell-like ability they have. This replaces heavy armor proficiency normally gained at 13th level.

Pony Scholar(Wizard)

Ponies that delve into magic become eager to learn any spell that they can get their hooves on. Their natural focus on their destiny lends to a more intuitive approach.

Pony's Focus (Ex): At 1st level, the pony selects two additional schools of opposition. The pony also uses the highest of intelligence, charisma, or wisdom for purpose of spellcasting DCs, number of spell slots, and related factors.

Rigorous Memorization (Su): At 10th level, the pony may choose not to lose a spell when cast, but becomes fatigued. If already fatigued, the pony becomes exhausted. This ability cannot be used while exhausted. This ability may be used once per day, plus one additional time for every five levels past 10. This replaces the bonus feat gained at 10th level.

Scholar of Tribes(Wizard)

Throughout ponykind history, there are those who have delved into the secrets that divide and connect the ponykind tribes. Some do it out of jealousy, some for power, and others are simply curious. Scholar of Tribes wizards must specialize in transmutation.

Tribal Guest (Ex): At 5th level, the pony may learn and cast spells that are restricted to specific other tribes of ponykind. They also gain +2 to Bluff and Disguise checks made to impersonate other tribes. This replaces the bonus feat gained at 5th level..

Tribal Member (Su): At 10th level, the pony may imitate another tribe of ponykind. While doing so, they appear as one of them, with the specifics up to the wizard, though imitating specific ponies is not possible. This is a polymorph effect and acts as per *beast shape IV*. This ability may be used for up to ten minutes per level. These ten minute segments do not have to be used consecutively. While imitating a tribe, magic items and spells perform as if the wizards were of that tribe. This replaces the bonus feat gained at 10th level.

Tribal Leader (Su): At 15th level, the pony may empower tribal gifts. With a touch, the target pony's connection to their tribe deepens and any effect related to it gains a +1 effective level per 4 caster levels for up to caster level rounds. If the effect has a DC, increase it by 1 per 8 caster levels. This ability may be used once per day, plus one per point of intelligence bonus. This replaces the bonus feat gained at 15th level.

Tribal Thief (Alchemist)

Some ponies are jealous of the gifts given to other tribes and races. They concoct mutagens that allow them, for a time, to imitate them. Some say that this art is what caused doppelganger ponies to come into existence.

Tribal Mixture (Ex): When creating a mutagen, the alchemist may choose to add one effect from the following list: Fly 30ft.(poor), Earth-Bound, mage hand as a spell like ability, or Swim 30ft. If a mutagen is laced with an extra effect, the imbiber will gain only half the normal amount of natural armor given by the mutagen.

Explosive Thief (Ex): At fifth level, the alchemist may choose to enhance their bombs at time of creation with special ingredients that cause it to deal only half its normal damage. Instead of this damage, the alchemist gains use of one racial ability the target has that is available in *beast shape I*. The theft only occurs on a direct hit and persists for one minute per level and expends an additional daily use of the alchemist's bomb ability. This replaces the fourth level discovery and +2 poison resistance.

Enhanced Thief(Ex): At level 9, their ability to steal powers grows, and they may take any one ability listed in *beast shape III*. This replaces the eighth level discovery and +4 poison resistance.

Supreme Thief(Ex): At level 14, they reach the zenith of their stealing abilities, and may choose to actually become their victim as per *beast shape IV*, *elemental body II*, or *vermin shape II*. If this option is chosen, the bomb does no damage or special effects at all, and uses three daily uses of bombs to create. This replaces +6 poison resistance, poison immunity, and the level 14 discovery.

Thieving bombs do not stack. If an alchemist would gain the bonuses or effects of a new thieving bomb, the old effect or bonus is immediately lost. Ponies are considered valid targets for these bombs(use mechanics from *beast shape*, equipment does not meld).

Warden of the Night (Paladin)

These paladins serve the moon princess. They wear darker colors and their divine powers manifest in silvery hues of the moon's fullness instead of the blinding golden glow of the sun. They are dedicated to fighting off evil in its home turf, keeping it safe for innocent ponies.

Moon's Mercy (Su): At 4th level, wardens gain the ability to banish darkness for a time. When they channel to harm, it manifests in a bright glow of silvery moonlight as per *daylight* with a duration of 1 round per paladin level. It is effective against

shapeshifters and aberrations, but only half damage to undead. Wardens may not channel to heal.

Lunacy Reprieve (Su): Wardens may select confusion as a mercy, curing confusion effects when they perform a lay on hands.

Lunar Wisdom (Su): The paladin may expend a memorized spell as a move action to share the wisdom of the moon. All allies within 30ft. gain an insight bonus to Perception and Sense Motive equal to the spell level expended for as many rounds as your caster level.

Silver Touch (Su): Instead of dealing double damage to evil dragons while smiting, wardens do double damage to evil shapeshifters.

Witch Doctor (Witch)

Some ponies listen to the soft whispers of the land spirits, rather than pledge their services to any single entity. These sorts of witches are more easily accepted in pony communities.

Patron: These patrons are common amongst witch doctors: Wisdom, Animals, Transformation, Endurance

Hexes: These hexes are common amongst witch doctors: Ward, Tongues, Healing, Fortune, Flight

Herbal Remedies (Ex): At 8th level, as a full round action, a witch doctor may prepare and administer a remedy of mashed herbs to an ally within reach. This remedy cures bleeding, stun, paralyzation, and sleep effects. If the target is poisoned, they may take a new saving throw to immediately end it. This ability may be used once per day per two witch levels. This ability replaces the 8th level hex.

Bubbling Brew (Su): The image of a witch tending to their cauldron is not one without roots in reality. At 10th level, witch doctors may prepare a brew. This requires a fire, a large container(cauldrons are popular), a supply of herbs worth 10gp per witch level, and an hour. The result is one dose per four witch levels and functions as per Restoration. Three doses will remove one negative level. The brew can be bottled, but if a new brew is made, any existing batches become inert. This replaces the 10th level hex.



EVERGLOW BESTIARY



Below is a sampling of some of the unique creatures of Everglow. These are not the only creatures to lurk in the nightmares of ponykind. As GM, you are encouraged to make full use of the Bestiary (and 2 and 3) to populate your adventures with adversaries worthy of your four-legged heroes.

DEEPCIDE HORSE

An equine head stares balefully from the waves. As the water dips at the low point of a wave, its fish lower half is visible for a moment, its scales glinting like metal in the light.

DEEPTIDE HORSE CR 5

XP 1,600

LE Medium Fey (aquatic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +10, low-light vision

DEFENSE

AC 19, touch 12, flat-footed 17

(+1 Dex, +7 natural)

hp 52 (8d6+24)

Fort +6, **Ref** +7, **Will** +7

Weaknesses light blindness

OFFENSE

Speed 10 ft., swim 60 ft.

Melee bite +7 (1d6+2), Tail Slap +8 (1d4+3, Grab)

Special Attacks water spout, rake(2 claws, 1d4+3, Bleed 1d6)

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 14, **Wis** 13, **Cha** 9

Base Atk +4; **CMB** +7 (+12 to grapple with tail); **CMD** 18

Feats Great Fortitude, Toughness, Weapon Focus(Tail), Dodge

Skills Perception +10, Stealth

+10, Survival +6, Swim

+15, Acrobatics +9, Sense

Motive +9, Bluff +6,

Perform(Singing) +6

Languages Aquan,

Common



ECOLOGY

Environment temperate or warm ocean

Organization Solitary, pair, or team (5–8)

Treasure NPC gear (other treasure)

SPECIAL ABILITIES

Water Spout (Su) Twice per day, an deeptide horse can unleash a torrent of water, allowing them to bull rush enemies with a CMB of +10 at a range of up to 60 ft. They enjoy using this ability to knock sailors off of docks or boats into the water where they can be attacked more easily. This ability is constitution based.

FLUTTER

A tiny four legged creature that resembles a cross between a horse and a butterfly colored with the brightest hues.

FLUTTER CR 1/3

XP 135

N Tiny fey

Init +3; **Senses** low-light vision, Perception +8

DEFENSE

AC 16, touch 15, flat-footed 14 (+3 Dex, +1 natural, +2 size)

hp 11 (2d6+4)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Speed 10 ft, Fly 40 ft. (good)

Melee bite +3 (1d4+1)

STATISTICS

Str 13, **Dex** 16, **Con** 15, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +7 Perception +9, Survival +4, Fly +10

ECOLOGY

Environment jungle

Organization solitary

Treasure none

While flutterponies usually migrate in great, dangerous, swarms, occasionally a single flutter will be found on its own. They make passable familiars if captured without harm.

FLUTTER SWARM CR 5

Your field of view is suddenly filled with countless forms, each a clashing jangle of colors. Picking out an individual from the mass, it appears to be a very small pony with pixie-like wings. The sound of their many fluttering wings grows louder as they approach, screeching and taunting in some pidgin of a language.

XP 1,600

N Tiny fey (swarm)

Init +2; **Senses** low-light vision; Perception +15

DEFENSE

AC 18, touch 15, flat-footed 15 (+1 Dodge, +2 Dex, +3 size, +2 natural)

hp 26 (6d8)

Fort +4, **Ref** +9, **Will** +4

Defensive Abilities swarm traits, magic theft

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (2d6)

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

Special Attacks distraction (DC 13)

STATISTICS

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +4; **CMB** —; **CMD** —

Feats Lightning Reflexes, Skill Focus (Spellcraft), Dodge

Skills Fly +12, Perception +11, Spellcraft +12

SQ swarm traits

Special Abilities

Magic Theft (Su)

Any being capable of spellcasting, be it spells or spell like abilities, that is damaged by the swarm finds spellcasting more difficult. For ten rounds, any attempt to cast a spell must first pass a concentration check (DC 20 + spell level) or fail, wasting the spell. As an immediate action, the swarm may inflict its swarm damage on a creature up to 60ft away that is suffering from magic theft. This ends the magic theft. A spell lost to this effect reduces the duration by twice its spell level.

GEM GNOLL

Hunched and feral, this furred, hyena-headed humanoid stands slightly taller than the average human. Dangling from its dirty coat are glittering bits of gems and baubles.

GEM GNOLL CR 2

XP 600

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 16, touch 10, flat-footed 16 (+3 armor, +1 natural, +2 shield)

hp 16 (3d8+3)

Fort +4, **Ref** +1, **Will** +1

OFFENSE

Speed 30 ft, Burrow 20ft

Melee spear +4 (1d8+3/×3)(+3/1d8+6 if power attacking)

Ranged spear +2 (1d8+2/×3)

STATISTICS

Str 15, **Dex** 10, **Con** 13, **Int** 8, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 14

Feats Power Attack, Desperate Battler (+1 to attack/damage when no allies are within 10ft.)

Skills Perception +2, Appraise +4

Languages Gnoll, Common

ECOLOGY

Environment warm plains, underground or desert

Organization solitary, pair, hunting party (2–5 gnolls and 1–2 hyenas), band (10–100 adults plus 50% noncombatant children, 1 sergeant of 3rd level per 20 adults, 1 leader of 4th–6th level, and 5–8 hyenas), or tribe (20–200 plus 1 sergeant of 3rd level per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 7–12 hyenas, and 4–7 hyaenodons)

Treasure NPC Gear (studded leather armor, heavy wooden shield, spear, longbow with 20 arrows, gems worth 1d4x10 gp, other treasure)

Gem gnolls are a specific sub type of gnolls that have long been enemies of the Purrsians. Both covet the same gems and treasures of the earth. To the purrsian's disadvantage, gem gnolls are good at burrowing directly to the prize. This has caused Purrsian mines to suddenly intersect with gem gnoll tunnels and to the discovery that the beasts have already taken the prize right from under the felines' noses.



Gem Gnoll

INEVITABLE, VANGUARD

This hulking creature seems comprised largely of thick sheeted plate armor, with two malignant orbs that judge your worth staring from its small helmeted head.

VANGUARD CR 12

XP 19,200

LN LARGE outsider (extraplanar, inevitable, lawful)

Init +8; Senses darkvision 60 ft, low-light vision; Perception +22

DEFENSE

AC 27, touch 12, flat-footed 24 (-1 Size, +3 Dex, +15 natural)

hp 158 (12d10+92); regeneration 5 (chaotic)

Fort +14, **Ref** +9, **Will** +11

Defensive Abilities: constructed; DR 10/chaotic; SR 23

OFFENSE

Speed 30 ft.

Melee +1 bastard sword +20/+15/+10 (2d8+11), or 2 slams +19 (2d6+7+grab)

Special Attacks Constrict(2d6+7)

Spell-Like Abilities (CL 12th; concentration +15)

At will—discern lies (DC 17), enervation, fear (DC 17), hold person (DC 16), invisibility (self only), locate creature, suggestion (DC 16), vampiric touch

3/day—hold monster (DC 18), mark of justice, quickened suggestion (DC 16)

1/week—geas/quest

STATISTICS

Str 25, **Dex** 16, **Con** 23, **Int** 10, **Wis** 17, **Cha** 16

Base Atk +12; **CMB** +19(+23 to grapple); **CMD** 33

Feats Alertness, Combat Casting, Combat Reflexes, Improved Initiative, Lightning Reflexes, Quicken Spell-Like Ability (suggestion)

Skills Diplomacy +22, Knowledge (planes) +15, Perception +22, Sense Motive +22, Survival +18; Racial Modifiers +4 Diplomacy

Languages truespeech

ECOLOGY

Environment any

Organization solitary, pair, or inquisition (3–6)

Treasure standard (+1 large bastard sword, other treasure)

Vanguard are refugees to Everglow from a subplane of law. They seek to bring justice by merit of enforcing agreements. Word is bond, and to break your word is to suffer judgment. While they pursue oathbreakers and liars, those guilty of the greater deceptions draw the worst of their ire. For this reason, some smaller villages

have established a practice of inviting a Vanguard as a guest of honor during their elections.

While there are stories that Vanguard once held other forms, all Vanguard upon Everglow have the outward shape of a mighty gorilla adorned with shimmering armor, though inside that armor appears nothing but wisps of lawful energy. Unfortunately, all finer details of their origins was rendered unobtainable when the first pony spoke with the recently arrived Vanguard.

The pony said they should put the past behind them, and the Vanguard agreed.

Vanguard are not anti-social, and have been known to ally with Everglow forces if their current mission leads them on the same path. Such alliances are short-lived, however, as the work of a Vanguard is never done. For ponykind, this is a mixed blessing. Some admire their dedication to their destiny. It is a fine trait, even if it ensures that Vanguard will always move on in pursuit of liars.



UNFULFILLED

The vague form of a pony approaches, chains dangling where it should have a mane. Its Brand of Destiny seems almost solid, unlike the rest of its wispy visage. Its black eyes gaze towards you with an unaging hunger.

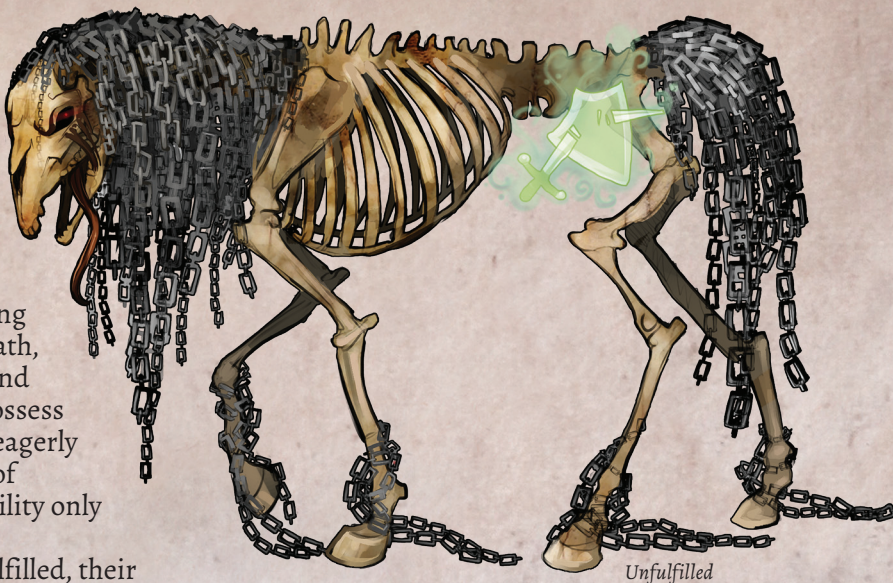
UNFULFILLED CR 7

As per ghost with the following exceptions.

Unfulfilled are ponies that have died in the middle of a task they consider to be vital to their life's destiny, usually in a very sudden and/or traumatic fashion. Occasionally, an unfulfilled can be created when a pony dies thinking their destiny never had a chance. In death, they seek out others to finish the task and lash out angrily at all others. They all possess the malevolent ghost ability and use it eagerly on any ponykind that appears capable of making their destiny complete. This ability only functions on ponykind.

While a pony is possessed by an unfulfilled, their Brand of Destiny becomes that of the unfulfilled. If their flank is uncovered, this may be the only clue their friends have as to their sudden strange behavior.

When an unfulfilled has accomplished their task, they immediately depart the material plane to peaceful rest, to trouble the living no longer. If their host was willing and cooperative, they may whisper a secret as they go, but there are no assurances when dealing with the undead, save for their innate malevolence.



NEW FAMILIARS

The different breeds of ponykind favor different animal companions to join them in their journey for knowledge. Fen dwelling ponies enjoy the company of miniature alligators, while those that call the plains home admire many qualities of the loyal dog. The city of Prisma offers exotic options from under the canopy of the Forest of Dreams.

Familiar Name	Familiar Bonus	Source
Alligator, Miniature (Small-sized Young Crocodile)	Master gains a +2 bonus on CMB checks to start and maintain a grapple	Bestiary
Dog	Master gains a +3 bonus to Sense Motive	Bestiary
Flutter	Master gains a +3 bonus to Diplomacy	Above



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