

Ponyfinder

Tactics of Everglow



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PanypFINDER

TACTICS OF EVERGLOW

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Ponyfinder

Unless stated otherwise, rules elements with the superscript [™] refer to the official guide to technology published for the Pathfinder Roleplaying Game, the rules from which can be found online on the Pathfinder Reference Document (www.paizo.com/prd). There are also some superscript references to other books published by Paizo:

ACG—Pathfinder Roleplaying Game: Advanced Class Guide
 APG—Pathfinder Roleplaying Game: Advanced Player's Guide
 B1—Pathfinder Roleplaying Game: Bestiary
 B2—Pathfinder Roleplaying Game: Bestiary 2
 B3—Pathfinder Roleplaying Game: Bestiary 3
 B4—Pathfinder Roleplaying Game: Bestiary 4
 B5—Pathfinder Roleplaying Game: Bestiary 5
 GMG—Pathfinder Roleplaying Game: Gamemastery Guide
 MA—Pathfinder Roleplaying Game: Mythic Adventures

MC—Pathfinder Roleplaying Game: Monster Codex
 NPC—Pathfinder Roleplaying Game: NPC Codex
 OA—Pathfinder Roleplaying Game: Occult Adventures
 PLGPP—Ponyfinder Princess Luminace's Guide to the Pony
 Pantheon
 TOE—Ponyfinder Tribes of Everglow
 UCA—Pathfinder Roleplaying Game: Ultimate Campaign
 UC—Pathfinder Roleplaying Game: Ultimate Combat
 UI—Pathfinder Roleplaying Game: Ultimate Intrigue
 UM—Pathfinder Roleplaying Game: Ultimate Magic

Tactics of Everglow provides material for use with *the Pathfinder Roleplaying Game and 5th Edition*.

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

PATHFINDER



5TH EDITION



FINGERLESS RULES

Many of the races of Everglow lack a basic feature of humanoids, fingers. Here are the rules reprinted from the core campaign book for your convenience.



- Hand and ring slot magic items automatically adjust to fit, becoming anklets that otherwise function normally.
- Any worn magical foot slot items (boots, shoes, etc.) adapt to cover all four hooves.
- They may use horseshoe items, but doing so occupies the foot slot, preventing boots, shoes, and other such things.
- Ponies may wield/use items with their mouth as if their primary hand.
- 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.
- 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.
- Somatic components are handled with hoof and horn.

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Many of the races of Everglow lack a basic feature of humanoids, fingers. Here are the rules reprinted from the core campaign book for your convenience.



- Hand and ring covering magic items automatically adjust to fit, becoming anklets that otherwise function normally.
- Any worn magical foot items (boots, shoes, etc.) adapt to cover all four extremities.
- Those with hooves may use horseshoe items, but doing so occupies the hooves, preventing boots, shoes, and other such things.
- Creatures with fingerless may wield/use items with their mouth as if their primary hand.
- Abilities requiring touch can be made with paws, talons, hooves or horn. There is no mechanical benefit to this and it resolves exactly the same as a humanoid touch with a finger.
- Unarmed attacks 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 attacks.
- Somatic components are handled with hoof, talon, paw, and/or horn.
- One-handed weapons with the ammunition property may be loaded despite lacking a free hand.



THE WORLD BEYOND EVERGLOW

Is Everglow a continent or a world? That depends on who you ask, but ultimately over time it becomes both. To the humanoid races it once had another name and the elves christened it in their long and flowing tongue, a monicker meaning the Land of Warm Spring, but few others cared to repeat it. The dwarves favored a rougher title, referring to it as Hell's Anvil—a meeting place of conflicting elements that forged things of incredible value at the hands of those skilled and able to wield them. The humans called it Gaia, or world. It was simple but it spoke nothing of what made Everglow special. In the end even while sliding out of primary attention, the fey's title is what stuck. The world truly became Everglow, always awash with power from other planes, the continent of the same name burning brightest where the realms frequently burst across the delicate barrier of the planes to crash violently.

To the west of Everglow lay the Adra'sta Ocean, named by the elves that had fled across it so long ago before most of the fey races had even come to be. Foelvan rests there, the home of the elves surrounded by water at every side. To the east (or to the far west if one were insane enough to venture into the terrible waters beyond the elven lands) lay what most races call "the human lands" and those dwelling there are offended at the idea. They have many proud nations with various histories and each one of them is worthy of recounting—at least that's what the humans

say. Then there are orcs. Proud and warrior-like, they have ever been the rival of humanity, constantly bickering and struggling for supremacy wherever their races came into contact. It was not that the two were inherently incompatible; orcs have settled in human cities and humans have earned their respect. Half-orcs are a recognized race all of their own, mutually distrusted by all their full-blooded kin. These are far from the only humanoid races but are easily the most numerous besides goblins, the troublesome small folk never building cities large enough to matter on an economic scale, safely ignored by most civilized races except for when they were making a nuisance of themselves.

The countless nations of the humans (be they technically human or not) stand as a colorful array of obstacles to fey travelers. Some of them greet fey kindly but most behave with guarded suspicion, and a great many with open hostility. It does not help our case that many that share the title of fey are difficult to barter with, prone to violence and mischief, impossible to predict in any good way. Beware the friendly nations—the hostile ones are clear in how they feel about you. A few of the nicer ones are simply waiting for your guard to fall, then they will bit and bridle you just the same as a simple hoof, setting you to work.

Beyond the human lands things change subtly. It is another wild place like Everglow but much smaller, magical creatures and peoples drawn to its borders. There we found bipeds that wore fur proudly, and tails to match. The big mao, kitsune, ratfolk, and countless others called the region home. Many lived in the big mao lands, welcomed so long as the simple laws were followed. Others had to make do; the humans were there in all their variety and they were never complacent. The more we reviewed the history of the region the clearer it became that land that is not vigorously defended was just waiting to be taken—fortunately our new allies excelled at protecting their land.





PLACES OF LEARNING

BRONZE SEXTANT COMPANY

History: Near the docks in Cerulean Tides is an unassuming warehouse. Most ponies could simply walk past and never give it a thought, but those in adventuring circles or inquiring at local inns would know that this warehouse is actually the front for a type of mercenary trade school. The owner and lead instructor is a Sandy Fortune, a pegasus mare that decided to create the organization so new adventurers wouldn't have to struggle to get their hoof in the door like she did.

Specialization: Sandy's reputation from years of adventuring on contract means there is no shortage of available jobs from those who'd hire her when something needs to be done right. These expeditions are just as important as any others and aren't watered down for newcomers. Having the opportunity to personally train the next generation of adventurers is simply a bonus for her. The jobs are not easy and student or no, they are mercenaries on a contract and the school will not allow them to break a written agreement—everyone's reputation is at stake so failure is not an option. While the mentors are strict when it comes to matters of renown and safety, the atmosphere of the organization is light-hearted since their goal is to train while also preserving

the thrill of experiencing the unknown.

Joining: The school is not restricted to young individuals and accepts anyone interested in adventuring, young or old, experienced or not. There are no books however, only resources for learning firsthoof. Aspiring adventurers looking to gain experience can apply to be selected for a job, receive an interview where they are graded on how well they'd fit in with other applicants, and if approved are allowed to work in a real adventuring party led by a mentor willing to train them and further evaluate their performance.

FEATS



IT BELONGS IN A MUSEUM (GENERAL)

But only after I've determined there are no better uses for it.

Prerequisite: Education at the Bronze Sextant Company

After 10 uninterrupted minutes of concentration you may evaluate an item as though you had cast detect magic, using Appraise instead of Spellcraft to determine what is learned.

ONCE BURNED (GENERAL)

Fool me once...

Prerequisite: Education at the Bronze Sextant Company

When dealing with a trap you have experienced the effects of within the same area (castle, dungeon, etc.), you may roll twice and take the better result. This counts for finding, disarming, or simply avoiding the effects of traps. Any trap subjected to this feat must roll twice when attacking you, taking the worst result.

THRILL OF THE UNKNOWN (GENERAL)

You live for that wonderful thrill when you first enter a new place and danger lurks around every corner.

Prerequisite: Education at the Bronze Sextant Company

Against the first attack or trap effect encountered in a place you have not been to before, your AC and Reflex save is increased by +1. At 10th, 15th, and 20th level this bonus increases by +1 (to a maximum of +4 at 20th level). If you have no reason to expect danger, this bonus is doubled.

FEATS



TRAINED ADVENTURER

Prerequisites: Education at the Bronze Sextant Company

Your education has allowed you to gain an almost supernatural sense for adventure and exploration. You gain the following benefits:

- You have advantage on the first saving throw you make against an enemy or trap when entering a place you have not visited before.
- Once you or an ally within 30 feet has experienced the effect of a trap, you have advantage on saving throws against that trap and any other traps that are identical to it and in the same area (building, dungeon, etc.).
- You may cast *identify* as a ritual without providing material components.



THE CITY OF ZURICH

History: Perched on the easternmost mountains of the griffon heartlands, Zurich is composed of multiple, cross-linked towers. The largest and central tower houses the university of psionics that the city is most famous for, as well as its ruler, the Baroness. Though the city has enough people to qualify as a metropolis, its economic activity feels like that of a smaller settlement, with all the positives and negatives thereof. This is due in part to the city's lack of easy trade routes, with land navigation being impossible. To compound things many of the residents of the city are transient, always coming and going with a core of about only a thousand full-time students.

Specialization: The colleges of Zurich specialize in magic oriented around the harnessing, focusing, and mastery of the mind. While students of more traditional supernatural arts are not turned away entirely, the schools have little to offer them other than refinement of the mind (which can turn dividends when applied elsewhere).

Joining: Joining the city of Zurich is not difficult, though the specific colleges one may wish to join have differing terms for admission. Presuming the student has strong mental abilities (Intelligence, Wisdom, or Charisma of 13 or higher), a willingness to learn, and the admission fee, they are rarely turned away. Qualifying for reduced rate requires greater feats of prowess and talent to impress a given college to waiving their fees (uncommon but not impossibly rare.) These recruits are held to very high standards of performance and can be evicted from the school if they fail to meet those expectations.

FEATS



DEEP MEDITATION (METAMAGIC)

The mind can only hold so much power at any time, but careful discipline and training can help it relieve the fatigue and strain a little faster.

Prerequisite: Character level 9th, Wis 13, ability to cast spells, education at the city of Zurich

Once per day you may intensely concentrate as a full-round action that provokes attacks of opportunity, regaining one spell. If you are a prepared caster, this must be a spell slot already spent for the day and restores the spell already stored there (as a *pearl of power*). As a spontaneous caster, it returns one use of a desired spell level.

EMERGENCY COMA (COMBAT)

When your mind and body have succumbed, you can withdraw and wait patiently for better times.

Prerequisite: Greater Fortitude, education at the city of Zurich

When unconscious due to hit point loss, ability damage, or ability drain, you heal at twice the normal rate. You also gain a +4 circumstance bonus on checks made to stabilize. When you spend a day resting, your recovery rate increases to three times the normal rate.

EXPANDED MIND (GENERAL)

You have looked so far into yourself that you have seen nothing at all.

Prerequisite: Iron Will, education at the city of Zurich

When making a Will save, you can gain a +4 circumstance bonus against it, becoming staggered for 1d4 rounds afterward. This choice must be made before rolling the saving throw.

MIND OVER MATTER (GENERAL)

Where the body fails, the mind can prove to be more stubborn.

Prerequisite: Education at the city of Zurich

Benefit: Whenever you gain a level, you may choose to substitute your Intelligence modifier for your Constitution modifier when gaining hit points.

OCCULT STUDIES (GENERAL)

Your education at the schools of Zurich have left you with a curious trick.

Prerequisite: Character level 5th, education at the city of Zurich

You gain one occult knack (0th level spell on a class list given by a class from *Pathfinder Roleplaying Game: Occult Adventures*). If you have a spellcasting class, this shares the spellcasting attribute of that class (or one class of your choosing if you have multiple) and can be used at will. If not, you may use this power once a day, using Intelligence as your spellcasting attribute. If you later gain a spellcasting class and did not have one at the time of this feat, you may then assign it and gain at-will use of the knack.

SHARED MENTAL SPACE (TEAMWORK)

You have learned the trick of forming a loose network of mental energy, to be shared with others who know the trick.

Prerequisite: Ability to cast an occult or psionic spell, education at the city of Zurich

For every ally who has this feat within 20 feet, you enjoy a +1 circumstance bonus on Will saves. When you fail a Will save, an ally that has this feat and is within range may take an immediate action to solidify the defensive measure, increasing the circumstance bonus by +2 (possibly turning the failure into a success).

WELL-ROUNDED PSYCHE (GENERAL)

We all have our strengths and weaknesses but it is a balanced mind that finds true power.

Prerequisite: Int 13, Wis 13, Cha 13, education at the city of Zurich

When making saving throws or ability checks that rely on a mental attribute that is not your highest, you gain a +1 circumstance bonus to that roll. If the attribute you are using is within 2 points of the highest (or is the highest), the circumstance bonus increases by +2.

ZEN MELEE (COMBAT)

The only way to land a blow is to stop trying to hit.

Prerequisite: Wis 13, education at the city of Zurich

When making melee attack rolls, you may use Wisdom instead of Strength if the weapon you are wielding qualifies for Weapon Finesse. This works in all other ways like Weapon Finesse and allows the character to qualify for other feats or effects that require it (treating your Wisdom as your Dexterity).

FEATS



MIND OVER MATTER

Where the body fails, the mind can prove to be more stubborn and agile. You gain the following benefits:

- You may use your Intelligence modifier instead of your Constitution modifier to calculate your hit points whenever you gain a level.
- When wielding a weapon with the finesse quality, you may use Wisdom instead of Dexterity.
- You gain your proficiency bonus when making a death save.



THE KITSUNE SCHOOL FOR ENDLESS KNOWLEDGE

History: The Kitsune School for Endless Knowledge is dedicated to continuously expanding what is known not only in magic, but the fundamentals of understanding the many worlds connected to their own. Constructed in the treetops of a forest, its rooms run into large hollowed out trees kept alive with magic. The network of trees expand outward from the second largest tree in known existence, the Son of Yggdrasil, which serves as the main foyer of the School for Endless Knowledge. The institution is run, unsurprisingly, by kitsune who have come to love and adore the big mao's nation for its metropolitan attitude concerning races.

Specialization: The school has many fields of study, including elementals, astral and temporal transport, and political diversity among races. Higher prestige students can even achieve minor clairvoyance, allowing glimpses into possible futures. While Endless Knowledge teaches all fields of magic, their principal focuses are in divination and evocation.

Joining: In order to join the School for Endless Knowledge one must have an open mind, be willing to accept all races as no greater or lesser than any other (including classically evil races and hybrids), and be willing to dedicate at least one quarter of their base lifetime to study at the school. When initiated, a ritual transforms the tail of the pony into a fox's tail (or they gain a new one if none was present before). Because the school uses the nine-tailed kitsune as its symbol, each student's overall accumulated knowledge is represented by tails. Once one has gained a certain amount of knowledge, they grow an additional tail. The more tails a pony has the more knowledge they have—up to a maximum of nine tails, representing the highest degree of graduation. Because of the magical nature of the school, the tails of the students tend to become magical focuses (not unlike a cleric's holy symbol).

FEATS



OPEN BOOK (GENERAL)

You have gained a complete mastery of your memory, allowing you to recall just about anything you've experienced.

Prerequisite: Education at the Kitsune School for Endless Knowledge

You gain a +4 circumstance bonus to saving throws against effects and spells that erase or modify your memories. You also gain this bonus if you have to roll to remember a piece of information you had known before.

OPEN BOOK, GREATER (METAMAGIC)

Your mastery has grown to even keep a grip on spellforms you've memorized in the past.

Prerequisite: Open Book, ability to cast spells

Once per day, you may replace a single prepared spell with another as if you had completed resting and were preparing your spells for the day.

FEATS



OPEN BOOK

Prerequisites: Education at the Kitsune School for Endless Knowledge

You have gained a complete mastery of your memory, allowing you to recall just about anything, even spellforms that you have experienced but do not currently have memorized. You gain the following benefits:

- You have advantage on ability checks to remember a forgotten piece of information.
- You have advantage on saving throws against effects and spells that modify or erase your memories.
- As an action, you may swap out one prepared spell for another as if you had finished a long rest. After you have used this feature, you cannot do so again until after you have finished a long rest.





SCHOOL OF THE LAST LAUGH

History: Formed during the height of the Empire, the School of the Last Laugh doubles as a temple to the Unspoken, where those who have a hint of the requisite entropy and luck can revel and learn without the judgement of those comfortable with the status quo. Every year, all staff members are evicted from their positions and made to reapply (even the supposed leader). It comes to a school-wide series of competitions and demonstrations, with the would-be staff and students deciding who would serve best for the coming year. It is not unusual for a student to become a teacher—sometimes without even applying!

Specialization: The school takes a two-pronged approach to learning. On one hoof they offer an expansive learning on the nature of entropy, chaotic planes, and spells, and on the other they deal with social chaos. Those in social classes can look forward to governmental studies, public speaking, rally formation and operation, and the habits of rulers and how to break them. Among offered electives are various entertainment courses focusing on acting and comedy, which can both serve as a subtle way to poke fun at the powers that be in an otherwise stifling environment.

Joining: The school is not particularly hidden but neither is it advertised. Those who would do well to join are gently nudged by their divine host—happenstance and accidents give plenty of opportunities for one to learn of it, though the Unspoken is not one to force this sort of issue and when ignored moves on to other targets. Those chosen come from a wide variety of walks of life, from brigands suddenly released from jail to hopeful crusaders looking for a way to free their people from an evil grip. Some are simply curious. Regardless of their motivations, the school welcomes them all.

FEATS



CHAOTIC SURGE (METAMAGIC)

Your spells crackle with unhinged energy. While they often benefit from the unfettered power, it can also cause them to collapse violently at times.

Prerequisite: Education at the School of the Last Laugh, caster level 5th

When you cast a spell, you may do so chaotically. You must declare you are doing so before any dice or effect is determined. The spell gains the chaotic descriptor if it did not already have it. Roll 1d100 on the following table to determine the results of a spell cast this way.

Roll	Effect
01-15	The caster level is increased by +2.
15-25	The area of effect, if the spell has one, is doubled.
26-55	Nothing unusual occurs.
56-75	An unusual, but harmless, special effect accompanies the spell.
76-86	The caster level is decreased by -1.
87-95	The duration, if any, is halved.
96-99	The caster level is decreased by -2.
100	The Unspoken may take notice (GM discretion).



SOCIAL GREASE (GENERAL)

You have an uncanny knack for exploiting who holds the leash for who.

Prerequisite: Education at the School of the Last Laugh, Diplomacy 3 ranks

You love taking advantage of social orders. So long as you know who's in charge of the person you're reporting to, you can drop their name in the midst of diplomatic talks to make them crumble. This grants you a +3 circumstance bonus on Diplomacy or Intimidation checks against viable targets.

SOWN DISCONTENT (GENERAL)

After a bit of oration or a witty comedic routine, the people leave with unsettling new thoughts, forced to consider their place in their comfortable status quo.

Prerequisite: Education at the School of the Last Laugh, Perform (Act, Comedy, or Oration) 5 ranks

After giving a performance of one of the three types with a specific goal in mind, those affected must make a Will save or become harder to control by a named figure. Make a DC 10 Performance check. On a success, the named figure suffers a -4 penalty to all checks made to convince, intimidate, or lead those affected for the duration of 1 day (plus 1 day longer for every 5 points your Performance check result exceeds the DC). This can affect anyone who can easily hear your words and

the performance must be at least 10 minutes long. The named figure can be vague (the guards) or specific (the general), but must be something people can easily group together.

FEATS



CHAOTIC SPOKESPERSON

Prerequisites: Education at the School of the Last Laugh

You have learned a wide variety of ways to help sow chaos and prevent things from getting too stale or boring. Using them are some of the many pleasures laid out before you by the Unspoken. You gain the following benefits:

- So long as you are aware of who is in charge of your target, when you work in subtle usage of their name into your attempts to Persuade or Intimidate you have advantage.
- After using the Performance skill for at least 10 minutes, you can temporarily alter peoples' opinions towards a given person or organization, causing that person or group to have disadvantage on Intimidation, Persuasion, and leadership checks with the crowd that witnessed your performance for one week.
- Choose either Intelligence or Charisma. The chosen ability score increases by 1, to a maximum of 20.



TEMPLE OF THE REDEEMING DAWN

History: During the height of the Empire a secluded monastery lay hidden deep in the forests, a couple days travel northeast from Cerulean Tides. It is a fairly small settlement with stone walls and a gate that is rarely guarded. In the center of the town all is a large temple dedicated to the Sun Queen, as evidenced by the images portrayed in its stained glass windows. Several quaint houses are arranged around the shrine, so small that the dwellers are encouraged to spend their days in the temple itself. Other than the fanciful windows to glorify the Sun Queen, the settlement is exceptionally plain, but well kept—the Temple of the Redeeming Dang is not meant to display her power, but to provide a place for study and training without distraction.

Specialization: The paladins and clerics who are stationed at the temple have rituals involving *candles of truth* that determine if ponies are honest in renouncing their past lives, no matter what those past lives may be. To the attendants of the monastery it is sacrilege to demand an explanation of any pony's past—as long as the rituals prove one's genuine desire to start anew, they are accepted. Any pony that willingly explains their past are free from suffering for their indiscretions as duty demands they not be judged. After new arrivals are accepted they are protected and treated as any lawful individual, and trained in the ways of the Sun Queen (either as a cleric, paladin, or any other religious occupation). While the Sun Queen is the prominent goddess,

the monastery is not opposed to other good teachings and they especially favor both the Moon Princess and Princess Luminace.

Joining: While it's all hidden away from the world, the Temple of the Redeeming Dawn is not a closely guarded secret. Ponies aware of it gladly disclose its location, since it has a unique purpose: it's a place where ponies whose lives have crumbled can flee for aid, though only if they are truly willing to change, following the Sun Queen and accepting her forgiveness. The instructors are strict but plainly teach that ponies are generally good if they are given a chance to be good. They also teach that one cannot undo their past and must accept the consequences once they return to the world, but they must remember that they are forgiven and the only thing they can do is strive to be a better pony. Once new recruits have been sufficiently trained, they are encouraged to leave the monastery and return to civilization to make amends for their past.

TRAITS



Born Again (Faith): They say there is no person more faithful than a convert and you are living proof. Whenever you consider an act that would impact your alignment, you are innately aware of it and can change your mind before you follow through.

Dark Denizen (Faith): You know the habits of unsavory folk—you should, you once were one of



NEW BACKGROUND

PENITENT

You have done wrong in your past but you're attempting to rise past it. Despite your time in the darkness, you have become an agent of light seeking redemption for your past actions.

Skill Proficiencies: Insight and either Sleight of Hand or Intimidation

Tools: Two of your choice.

Equipment: A religious text, a pouch with 15 gp, prayer beads, basic clothing, and a simple weapon.

FEATURE: CONTACTS IN LOW PLACES

You have not forgotten your dark times and they have certainly not forgotten you. You can find and approach local shady organizations for help, but be wary—most who accept your call also know what you once were and are unlikely to hesitate to hold it over your head in return for whatever you hope to get from them.

them. You understand how to talk to ne'er-do-wells, gaining a +2 trait bonus on Bluff and Diplomacy checks against evil targets. One of them becomes a class skill.

Owed Soul (Faith): Your crimes were especially heinous and you made a pact (a deep and old one) with a god or goddess for forgiveness. Provided you remain of the alignment of the god you swore to, your soul is theirs. Not even necromantic magic can deter it and attempts to raise you as an undead automatically fail. Attempts to raise or reincarnate you normally only work if the caster is within one alignment step of your chosen god.

Redeemed Soul (Faith): You have been through dark things in your past, done things you shouldn't. You've found forgiveness through the Temple of the Redeeming Dawn and are now extra vigilant against temptation. You gain a +2 trait bonus to saving throws against compulsion effects.

Wanted (Social): You've performed some crime that won't just go away. Work with your GM to decide what that may be—still, whoever said crime doesn't pay was clearly lying. You begin play with 1,000 extra gold pieces or the equivalent in equipment.



SUGGESTED CHARACTERISTICS

Penitent are defined by the very past they try to work beyond. To the average citizen they are one step from being criminals again, and dangerously close to it. To criminals they are traitors and turncoats that can scarcely be trusted. Penitent often become very loyal to those who accept them as a companion for there are few others willing to give them a fair chance to make things right.

d8	Personality Trait
1	I tend to ask myself what an evil person would do and go the opposite direction.
2	I look for acts of wrongness, even petty ones, and point them out.
3	I seek to aid those wronged by others.
4	If ever a volunteer is called for, I will be the first in line.
5	I cannot be quiet when evil is spoken, no matter how dire the danger.
6	I still have hope for my old friends and will try to redeem evil at every chance.
7	Their definition of "bad" is wrong and I seek to define my own goodness.
8	Adventuring gives me leeway to be who I am without being judged.

d6	Ideal
1	Redemption. With every good act, I get closer to being truly forgiven. (good)
2	Freedom. We should be forgiven for our past mistakes. (chaotic)
3	Order. All who have done wrong deserve punishment, even me. (lawful)
4	Goodness. I was once a source of misery but now I seek to be a constant source of good. (good)
5	Religion. I have dedicated myself to my god and follow their scripts exactly. (any)
6	Scorned. So I was bad, I said sorry. I'm tired of being glared at. (evil)

d6	Bond
1	I stand beside my friends no matter the cost.
2	I give a portion of my wealth to my home town. One day it will be enough for forgiveness.
3	My family bears the brunt of my bad name and I work to ease that burden.
4	Those who work against my god also work against me.
5	I have pledged myself in service of my nation and act for its best interests.
6	There is another penitent that is less able to defend themselves. I consider them a sibling.

d6	Flaw
1	When my past is brought up I fly into a rage.
2	I have an addiction from the bad times and it still haunts me.
3	Earthly vices are too compelling, making me waste money and time whenever I'm in a city large enough to find them.
4	I've made all the wrong sorts of friends and they hound me across the world.
5	My crime was especially noteworthy. People recognize me at a glance and judge me without a word.
6	Don't tell anyone, but that crime I did...I enjoyed it. I try to resist...



LEARNING

WEAPONS



SIMPLE RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Boomerang	1 gp	1d4 bludgeoning	2 lbs.	Finesse, light, thrown (range 20/60)

MARTIAL MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
War Fan	5 gp	1d6 slashing	1 lb.	Finesse, light

Boomerang: A curved weapon of wood or metal that can be hurled with a distinct arc. Making a boomerang return is only possible when not trying to hit a target with the throw.

War Fan: This fan is often decorated to look attractive and proper in the hands of courtesans. When undone and wielded properly, it becomes a dangerous slashing weapon.

CLASS ARCHETYPES



ELEMENTAL DANCER (WIZARD)

An elemental dancer feels the harmony of nature's most primal forces all around them, often through fey origins though other races may gain the talent with enough practice and dedication. The primal beat of the elements runs through their magic, and even the most studious of elemental dancers has a wild edge around them, as if they were a smoldering fire waiting for a chance to ignite.

Elemental Dance (Su): Add Perform to the elemental dancer's class skills.

Elemental Flow (Su): At 1st level, an elemental dancer can replace the damage type and elemental type of a wizard spell they are casting from acid, cold, electricity, or fire to any of the other. This changes the descriptor of the spell to match the new energy type. Any non-damaging effects remain unchanged unless the new energy type invalidates them (an *ice storm* that deals fire damage might still provide a penalty on Perception checks due to smoke, but it would not create difficult terrain). This lowers the spell's effective caster level by -2. This ability replaces Scribe Scroll as a bonus feat.

Elemental Shield (Su): At 5th level, when dealt acid, cold, electricity, or fire damage, the elemental dancer may expend a spell to reduce or negate the effect. If the effect has a saving throw, the dancer gains a +1 competence bonus per spell level expended. Only one spell can be expended this way per effect or spell. If the elemental dancer is willing to reduce the effective level of the spell spent by 1, this benefit is shared to any allies caught in the same effect. This ability replaces the bonus feat gained at 5th level.

Exotic Dances (Su): At 10th level, the elemental dancer learns the flow of more esoteric elements, adding positive and negative to the list of elements they can use or benefit from with their archetype abilities. Positive-aligned spells of 1st-level or higher heal living targets. Cantrips are too simple to shape into these exotic forms. This ability replaces the bonus feat gained at 10th level.

FLUID MONK (MONK)

Prerequisites: A fluid monk must be a race that has a racial movement speed for swim or fly. If their race give more than one exotic movement speed, one must be selected to benefit and once chosen cannot be changed.

Alignment: A fluid monk may be of any alignment.

Bonus Feat: At 1st level, 2nd level, and every 4 levels thereafter, a monk may select a bonus feat. These feats must be any racial feats for the monk's race, or taken from the monk list. This modifies the monk's bonus feats.

Need for Speed (Ex): A fluid monk's fast movement applies to their racial speed, and not to their land speed. At 1st level, the fluid monk gains Run as a bonus feat, even if they do not meet the prerequisites.

At 4th level, they do not provoke attacks of opportunity due to movement when they charge, run, or withdraw using their racial movement (fly or swim).

At 8th level, the fluid monk can make a single turn of 90 degrees or less at any point during their movement each time they charge, run, or withdraw using their racial movement.

At 12th level, the fluid monk can make a free bull rush combat maneuver check against one creature adjacent to their travel path when charging, running, or withdrawing.

At 16th level, the fluid monk may change direction at will while charging, running or withdrawing.



At 20th level, the fluid monk can make a free bull rush combat maneuver check against all creatures adjacent to their travel path when charging, running, or withdrawing and they never provoke attacks of opportunity due to movement.

This ability replaces stunning fist.

Fluid Movement (Ex): At 3rd level, a fluid monk gains an enhancement bonus to their racial speed (fly or swim) instead of their land speed. This ability modifies fast movement

Flight Mastery/Swimming Mastery (Ex): A fluid monk adds their monk level to any checks of the skill associated with their racial speed (fly or swim). At 5th level, whenever the fluid monk is using their racial movement, they may substitute their skill bonus to Fly or Swim (as appropriate) on Acrobatics checks made to jump, pass through an occupied square, or reduced falling damage. The appropriate ability replaces slow fall and high jump.

Fluid Manipulator (Ex): A fluid monk gains the ability to control their chosen element. At 5th level, they may spend a point from their *ki* pool to cast *hydraulic push* with a caster level equal to their monk level, using Wisdom as their spellcasting attribute (if the fluid monk has a fly speed, it becomes an air-based attack with the same properties.) At 7th level, the fluid monk can instead choose to cast *gust of wind* (if they have a swim speed, it becomes water-based.). At 11th level, the fluid monk can instead choose to cast *call lightning* (for a fluid monk that flies) or *sleet storm* (for a fluid monk that swims).

This ability replaces purity of body, wholeness of body, and diamond body.

Fluid Dynamics (Su): At 12th level or higher, a fluid monk can treat the other element as if it was they were their chosen element—swimming in the sky or flying in the water—for 1 minute. While the effect lasts, the fluid monk is considered to be associated with both elements for the purpose of all class abilities. Using this ability is a standard action that consumes 2 points from the fluid monk's *ki* pool. The ability to fly underwater does not allow the fluid monk to breathe water if they cannot already do so. This ability replaces abundant step.

Twister (Su): Starting at 15th level, once per day a fluid monk can spend a full-round action to create a vortex of swirling air or water that draws nearby creatures into it. The fluid monk makes a single bull rush combat maneuver check each turn. All enemies the monk's size category or smaller that are 30 feet away or closer are immobilized and drawn towards the center of the vortex, using the result of the bull rush combat

maneuver check versus their individual CMD to determine how far they move. The fluid monk can maintain the twister for a number of rounds equal to 3 + their Constitution modifier, but can take no other actions except free actions while doing so. When the twister ends, creatures that reached the center of the vortex and had their CMD beaten by 10 or more at least once during the time they were affected suffer depending on the fluid monk's specialty. If the twister was made by a flying fluid monk, creatures are thrown vertically into the air a distance equal to the fluid monk's fly speed. If the twister was made by a swimming fluid monk, creatures are held underwater for a number of turns equal to the fluid monk's special bonus to AC. While creating a twister the fluid monk gains full concealment but loses their Dexterity bonus to AC. This ability replaces quivering palm

One of Them (Ex): A fluid monk of 17th level or higher is considered an ally by all animals native to their element, and can communicate freely with them even when there is not shared language. Persuading friendly animals to perform a specific action requires an appropriate skill check (Bluff, Diplomacy, or Intimidate). This ability replaces tongue of the sun and moon.

Lord of the Sky/Sea: At 20th level, a fluid monk becomes the undisputed master of their element. They gain immunity to their element (cold if they have a swim speed, electricity if they have a fly speed). In addition, the fluid monk can use an immediate action to change the targeting parameters of any spell or effect that has an elemental component that matches their element. The spell or effect must be within 100 feet but the fluid monk does not need to move to exercise this control. This ability replaces perfect self.

NATURAL CAVALIER (CAVALIER)

For creatures built like the mounts that humans would ride, the idea of riding another may feel unnatural. This archetype focuses on using a quadruped's natural bodyshape and firm footing to carry themselves with all the skill of any biped on a horse.

Prerequisite: This archetype can only be taken by fingerless races.

Class Skills: A natural cavalier adds Acrobatics and Perception to their class skill list. These replace Handle Animal and Ride.

Ride Alone (Ex): A natural cavalier is always considered mounted for purposes of class abilities, magic items, equipment, and feats. The mount cannot be targeted (because there is none) but anything targeting you (the rider) functions normally. You qualify for

any feat that requires Mounted Combat without having to have the feat. This ability replaces mount.

Front Line (Ex): Called upon to be at the front of any charge, wading deep into enemy lines without a mount to bear some of the blows, a natural cavalier quickly learns to cope, gaining Toughness as a bonus feat.

Quick Thinking (Ex): At 4th level, a natural cavalier has learned to be fast of feet and quick of wit after so many travails on their own. They gain a +1 competence bonus to initiative. This increases by +1 for every 3 cavalier levels past 4th (to a maximum of +6 at 19th level). This ability replaces expert trainer.

PASSION (SORCERER BLOODLINE)

One of the gods of passion touched your family at some point. One could argue it may have been Lashtada, perhaps during one of her spring festivals—on the other hand it could have been Kara amidst her manipulations. Either way, the blood of them runs hot like your emotions.

Class Skill: Sense Motive.

Bonus Spells: *charm person* (3rd), *unnatural lust* (5th), *reckless infatuation* (7th), *screaming* (9th), *dominate person* (11th), *repulsion* (13th), *joyful rapture* (15th), *antipathy* (17th), *wish* (19th).

Bonus Feats: Battle Cry, Bodyguard, Great Fortitude, Improved Initiative, Silent Spell, Skill Focus (Diplomacy), Skill Focus (Sense Motive), Toughness.

Bloodline Arcana: When casting an enchantment spell on a target that normally is immune to enchantment or mind-affecting abilities, you may make a spell penetration check as if overcoming spell resistance of 10 + the target's CR. On a success the spell functions normally despite the target's immunity.

Bloodline Powers: The divine energy running through your blood makes your talent for empathy truly uncanny, allowing you to access the emotions of others.

Comely Glance (Su): Starting at 1st level, you may meet eyes with one target within 30 feet, forcing them to make a Will save against a DC equal to 10 + 1/2 your level + your Charisma modifier. On a failure, the target becomes staggered for a round, overcome with your vision. At 9th level, the range extends to 60 feet. At 15th level, you may affect a number of targets equal to your Charisma modifier. You may use this ability a number of times per day equal to your Charisma bonus. This is a mind-affecting ability.

Emotional Control (Ex): At 3rd level, you gain greater understanding of your own emotions and how to shield them from others. You gain a +3 competence bonus to saving throws against effects that rely on emotion or fear, as well as directly damaging mind-affecting abilities. This bonus increases to +5 at 9th level and +7 at 13th level. Against mind-affecting effects that do not otherwise qualify, you gain half this bonus.

Give it Your All (Su): At 9th level, you gain the ability to let loose a mighty cry. All allies within 30 feet gain 2 temporary hit points per sorcerer level (that remain for an hour or until expended) and gain a +5 morale bonus to the next skill check they make within the next hour. Enemies find the roar far from inspiring as the howl shakes their psyches, inflicting 1d6 damage per level. A Will save against a DC equal to 10 + 1/2 your level + your Charisma modifier halves this damage. This is a mind-affecting ability. This can only be used once per day per 5 character levels.

Merciful Summons (Su): At 15th level, when casting conjuration spells that summon creatures (like *summon monster*), you may create them as being merciful at the time they are cast. Merciful creatures gain a +2 enhancement bonus to Constitution and deal an additional 2d6 damage with every damaging attack, but they are only able to deal nonlethal damage.

Power of Love (Su): At 20th level, the power of your passion reaches an unending fever pitch, though always under your control. You become immune to any mind-affecting ability that you don't want to be affected by, your Charisma increases by 2, and you cease aging (becoming immune to effects that change your age).

CLASS SPECIALIZATIONS



ARCANE PHYSICIAN (WIZARD TRADITION)

Instead of seeking expertise within a given school of magic, member of the Arcane Physician Wizard tradition focus upon adapting their magic to aiding others, many even swearing an oath to do no harm.

ARCANE MEDICINE

Beginning when you select this school at 2nd level, you gain additional spells beyond the normal wizard spell list, at the levels listed below. Any spell gained is considered a wizard spell for you, though they are not in your spellbook, and are always considered to be prepared without counting against the number of spells you can prepare each day.

2nd	<i>cure wounds, healing word</i>
4th	<i>lesser restoration</i>
6th	<i>revivify</i>

8th	<i>deathward</i>
10th	<i>greater restoration</i>
12th	<i>heal</i>
14th	<i>regenerate</i>

SUPPORT SAVANT

Also starting at 2nd level, when you copy a concentration spell that can benefit creatures other than yourself into your spellbook, the gold and time you must spend to do so is halved.

POTENT RECOVERY

At 6th level, when you cast a wizard spell that restores hit points to a single target, the target may spend hit dice as though they finished a short rest before benefiting from the spell. They may spend up to 1 hit dice per spell level. This does not count as finishing a short rest for the purposes of features, magic items, or other abilities.

COMMUNAL SPELLCASTING

At 10th level, whenever you cast beneficial spell that requires concentration, you may reduce the spell's duration by half to apply one of these effects (spells with a duration of 1 round or less are inapplicable):

- If the spell has a range greater than self, you may target an additional friendly creature.
- Increase the range of any spell with a range of self to a range of touch



- As a bonus action, you may change the target of a spell only affecting one creature to another willing creature within range of the spell. Changing the target this way has no other effect on the spell, including any amount of its duration that has lapsed.

OVERFLOWING TREATMENT

Starting at 14th level, whenever you cast a spell that would recover hit points in excess of the target's maximum hit points, after hit dice are spent using the potent recovery feature, it gains any excess hit points as temporary hit points that last for 1 hour.

ELEMENTAL ASSASSIN (ROGUE ARCHETYPE)

Drawing the power of the elemental planes internally, some wanderers become finely tuned machines to take down targets quickly and efficiently without the help of any so-called guide.

ELEMENTAL TALENT

When you choose this roguish archetype at 3rd level, chose one of the following elements: Earth, Water, Flame, or Air. When you sneak attack a creature, instead of dealing extra damage of your weapon's damage type, you may instead deal extra damage matching your chosen element (Earth—acid, Water—cold, Flame—fire, Air—lightning).

PLANAR ASSASSIN

Also at 3rd level, choose one of the following creature types: aberrations, celestials, elementals, fey, or fiends. When you attack a creature of that type in a plane that it is not native to, you may always use sneak attack unless you have disadvantage on the attack roll. When you reach 13th level in this class, you may pick an additional creature type.

PLANAR GIFT

At 9th level and again at 17th level, you may choose a planar gift from the elemental pact as long as it matches your elemental talent feature and doesn't grant an extra attack. You may treat your rogue levels as elemental levels for the purpose of gifts and ignore anything having to do with a planar guide. In all other ways this feature functions as the elemental feature.

WHISPERED WARNING

Starting at 13th level, you have advantage on initiative rolls and your passive Perception increases by 5.

ELEMENTAL DANCER (WIZARD TRADITION)

An elemental dancer feels the harmony of nature's most primal forces all around them, often through fey origins though other races may gain the talent with enough practice and dedication. The primal beat of the elements runs through their magic, and even the most studious of elemental dancers has a wild edge around them, as if they were a smoldering fire waiting for a chance to ignite.

ELEMENTAL FLOW

Beginning when you select this school at 2nd level, as a bonus action you can change the damage type and elemental type of a spell they are casting from acid, cold, fire, or lightning to any of the other. Any non-damaging effects remain unchanged unless the new energy type invalidates them. If the spell would normally be a bonus action, it can be cast as an action if this feature is used as a bonus action.

ELEMENTAL SAVANT

Also starting at 2nd level, the gold and time you must spend to copy a spell that inflicts any damage type you can access with the elemental flow ability or that relies on them (at the GM's discretion) into spellbook is halved.

ELEMENTAL SHIELD

Starting at 6th level, when struck with any energy you know the flow of, you may expend a spell slot to reduce or negate the effect. You gain resistance against the damage type for as many rounds as the level of the spell slot. Expending a spell slot of at least 5th-level grants immunity instead. This benefit may be shared with friendly creatures struck by the same effect for the same duration if the spell is at least 2nd-level (or 6th-level for immunity).

EXOTIC DANCES

Starting at 10th level, you learn the flow of more esoteric elements, adding radiant and necrotic to the list of elements you can access with elemental flow and related features.

ELEMENTAL MASTERY

Starting at 14th level, you add thunder, poison, and force to the elements you know the flow of and can use with elemental flow and related features. When casting a spell that deals a type of energy damage that you know the elemental flow of, if you do not modify the spell it is enhanced as if cast with 1 spell level higher than the spell slot that was actually used (to a maximum of the caster's highest spell level).

FLUID MONK (MONASTIC TRADITION)

A fluid monk must be a race that has a racial movement speed for fly or swim. If a fluid monk's race grants more than one exotic movement speed, one must be selected to benefit from this monastic tradition and once chosen it cannot be changed.

LEAP DODGE

Beginning when you choose this monastic tradition at 3rd level, you can leap out of harm's way. When you are being attacked, you can spend 1 *ki* point to use your reaction and move 5 feet away from the attacker. If this would put you out of the attacker's reach, the attack misses. Otherwise, the attack has disadvantage.

NEED FOR SPEED

Also at 3rd level, when using the Dash action and your preferred movement, you do not provoke opportunity attacks. At 9th level, you gain the ability to move unhindered through heavy winds and/or strong currents (and upriver) depending on your preferred movement.

FLUID MANIPULATOR

At 6th level, you gain the ability to control your chosen element. You can spend a point from your *ki* pool to cast *hydraulic push* (if you have a fly speed, it becomes an air-based attack with the same properties). You can also spend 1 *ki* point to speak with animals that have the same type of movement as the one that you chose for this monastic tradition. This ability otherwise functions as the *speak with animals* spell.

FLUID MASTERY

At 11th level, you can treat the other movement as if it was your chosen preferred movement—swimming in the sky or flying in the water—for 1 minute. While the effect lasts, you are considered to have both as preferred movement speeds for the purpose of this monastic tradition. Activating this ability is an action that consumes 2 *ki* points. The ability to fly underwater does not allow you to breathe water if you cannot already do so.

In addition, you gain elemental powers that draw on your *ki* points. Initially you can spend 2 *ki* points to cast *gust of wind* (if you have a swim speed, it becomes water-based.) At 15th level, you can spend 3 *ki* points to cast *call lightning* (if you have a fly speed) or *sleet storm* (if you have a swim speed).

LORD OF THE SEA/SKY

Starting at 17th level, you become an undisputed master of your chosen element. You have immunity—cold if you have swim as your preferred movement, lightning if you fly as your preferred movement.

In addition, you can use a reaction and spend 3 *ki* to change the target of any spell or magical effect with an elemental component that matches your immunity. The spell or effect must be within 100 feet.



NATURAL CAVALIER (MARTIAL ARCHETYPE)

For creatures built like the mounts that humans would ride, the idea of riding another may feel unnatural. This archetype focuses on using your natural quadruped bodyshape and firm footing to carry yourself with all the skill of any biped on a horse. This archetype can only be taken by fingerless races.

CHARGING STRIKE

Starting when you choose this archetype at 3rd level, as an action, you may charge at a hostile creature 10 feet or further away. You may move up to your remaining movement towards the creature, plus additional movement equal to your speed, ending closer to your target than you started. Once your movement has ended, if the target is within reach, make a melee weapon attack against the target with advantage. Afterwards, you lose any extra movement gained from this ability. At 10th level, you may make two attacks at the end of a charging strike.

RIDE ALONE

Also at 3rd level, you are always considered mounted for the purposes of class features, magic items, equipment, and feats. Your “mount” cannot be targeted (as there is none), but anything that affects you, the rider, functions normally.

QUADRUPED ATHLETE

At 7th level, as a bonus action you may increase your speed by 10 feet and add 10 feet to the distance travel with a long jump.

In addition, while traveling at a Fast Pace you may gallop for up to an hour, covering twice the normal distance. You may gallop for a number of hours equal to your Constitution modifier (minimum 1), regaining spent hours after finishing a long rest.

FRONT LINE

Starting at 10th level, you have advantage on initiative checks. In addition, after your first turn any friendly creature who can see and hear you is no longer surprised

INSPIRING BANNER

Starting at 15th level, as you fight, you present a special symbol of your might, whether it be your army’s banner hung from your saddle rack or a shield emblazoned with your noble family’s crest. Any friendly creature within 30 feet who can see you and your symbol has advantage on saving throws against fear and may deal an extra 1d4 of weapon damage once per turn when they successfully hit with a weapon attack. This ceases to function if you lose your symbol or if your symbol is otherwise concealed.

CHARGING FORMATION

Beginning at 18th level, when you use your action to make a charging strike, you may allow any friendly creature within 20 feet who can see and hear you to move up to their movement as a reaction as long as they end their movement within 20 feet of you. After using this feature, you cannot use it again until you have finished a short rest.

INFUSED RAGER (PRIMAL PATH)

The power of the cosmos runs like a screaming river through your veins, held internally to fuel your might.

ELEMENTAL RAGE

When you choose this primal path at 3rd level, choose one of the following elements: Earth, Water, Flame, or Air. When you hit with a melee weapon attack while

raging, as a bonus action you may deal an extra 1d8 damage to the target of your attack, with the type matching your chosen element (Earth—acid, Water—cold, Flame—fire, Air—lightning). Your rage bonus damage applies to this damage.

PLANAR GIFT

At 6th level and again at 14th level, you may choose a planar gift from the elemental pact that matches your elemental rage as long as it doesn't grant an extra attack. You may treat your barbarian levels as elemental levels for the purpose of gifts and ignore anything having to do with a planar guide. In all other ways it functions as per the elemental feature.

INFUSED MOBILITY

Starting at 10th level, while raging you gain one of the following benefits based upon the chosen element for your elemental rage. Alternatively, you may gain the benefit for 10 minutes by expending a use of your Rage feature.

Air	Fly speed equal to your walk speed
Earth	Burrow speed equal to your walk speed
Fire	Double Movement
Water	Swim speed equal to your walk speed

FEATS



MELEE MAGIC (METAMAGIC)

Sometimes you want to get up close and deliver your spell with that personal touch.

The range on an affected spell becomes touch. This cannot be applied to personal spells. If the spell requires an attack roll, it becomes a melee attack instead of a ranged attack. Ray spells are no longer rays when so modified. This metamagic does not increase the spell's level.

WHERE TALENT FAILS (GENERAL)

Some seem born into talent, able to pick up new skills and refine old ones easily. Look at that person, juggling a dozen interests without a worry—you won't be lapped by sheer genetics.

Prerequisite: Int 11 or lower

Your extra effort pays off. You gain as many bonus skill ranks as your level and gain one additional skill rank whenever you level.

Special: This feat can be taken twice, doubling the effect. If the user's Intelligence ever permanently

reaches 12 (including through the use of magic items), this feat ceases to function.

FEATS



MARTIAL HORN MAGIC

Prerequisites: Able to cast light and mage hand as racial features

You have learned how to focus your horn magic to become a dangerous at close range. You gain the following benefits:

- You may ignore the fingerless trait.
- When making melee or ranged weapon attacks, you may use Intelligence instead of Strength. If you can make an ability check entirely with a held object (such as forcing a door with a crowbar), you may use Intelligence instead of Strength.

Choose one of the following options when you take this feat. This choice is permanent:

Duelist. When you are wielding a one-handed melee weapon in one hand and nothing in your other, as a bonus action you may increase your reach by 5 feet.

Dual Weapon. When you are two-weapon fighting, you may use one-handed weapons that are not light.

Grappling. When you make Strength (Athletics) checks to either shove or grapple, you may use Intelligence instead of Strength

Great Weapon. When you are using a two-handed weapon or a versatile weapon with two hands, as a bonus action you may make a melee weapon attack whenever you reduce a foe to 0 hit points or score a critical hit.

Improvised Weapon. When using your Intelligence modifier instead of Strength to wield an improvised weapon, you are proficient with the improvised weapon

Polearm. When you are using a two-handed reach weapon, creatures provoke opportunity attacks when they enter your reach.

Projectile. When you make an attack with a ranged weapon with the ammunition property, you may ignore any cover less than total cover

Shield. When you are wearing a shield, you may add its bonus to AC to any Dexterity saving throws against spells or similarly harmful effects.

Throwing. As a bonus action after throwing weapons as ranged attacks, you may cause all thrown weapons to return to you by the start of your next turn.



NEW SPELLS



AMPLIFY TOXIN

School transmutation; **Level** alchemist 2, psychic 3, shaman 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Target touched vial or other container of poison, up to one dose per 3 levels

Range touch

Duration 1 hour/level

Save none; **Spell Resistance** no

This spell improves the effectiveness of existing poison. If the poison's DC was under that of this spell, it increases to that. Otherwise, it increases by 2. If the poison normally only required one save to resist, it now requires two saves. After the duration, the poison so affected becomes a foul-tasting but harmless fluid.

INTERNAL REBELLION

School evocation; **Level** cleric 4, psychic 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Target 1 creature touched with a spell-like ability

Range touch

Duration 1 hour/level

Save Fortitude negates; **Spell Resistance** yes

This spell turns the internal energy of the target against itself. Every spell-like ability past the first increases the DC to save against this spell by 1. Failure renders all spell-like abilities unable to be used for 1 minute and inflicts 1d6 damage per caster level. Success halves the damage and leaves the target's spell-like abilities unaffected.

MAGIC MISSILE, GREATER

School evocation [force]; **Level** bloodrager 4, magus 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Target one creature

Range long (100 ft.+10 ft./level)

Duration instantaneous

Save none; **Spell Resistance** yes

Just because a spellcaster moves beyond their basic tricks does not mean they fall entirely out of favor. Some enjoy the elegance and reliability of *magic missile*—they just want more out of it. This spell functions as per *magic missile* but deals 1d6 + the caster's spellcasting attribute modifier per missile. If it strikes an effect that normally blocks *magic missile*, the caster may make an attempt to penetrate it as per spell resistance with a target of the caster level or hit die of the target (if no caster level) + 5.

MAGIC MISSILE, MASTERED

School evocation [force]; **Level** bloodrager 4, magus 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Target one creature

Range long (100 ft.+10 ft./level)

Duration instantaneous

Save none; **Spell Resistance** yes

This spell functions as per *magic missile, greater* but has no cap on how many missiles are thrown (up to a maximum of 10 missiles at caster level 19th).

MAGIC MISSILE, MINOR

School evocation [force]; **Level** bloodrager 0, magus 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Target one creature

Range short (25 feet + 5 feet per 2 levels)

Duration instantaneous

Save none; **Spell Resistance** yes

Some apprentices insist on being able to wield pure arcane force right away! This is a compromise. With most of the greater power removed, even one with little

talent or training can, in theory, master this. This spell functions exactly as *magic missile* but only deals 1 force damage and hurls one missile.

SOLIDIFY EARTH

This spell functions as *transmute mud to rock* but affects sand and dirt instead of mud. This spell was made specifically to thwart burrowers. Those that do burrow and can do so through stone find the created rock especially difficult to pass through for the first minute after this spell is cast, treating it as difficult terrain.

TOXIC IMMUNITY

School transmutation; **Level** alchemist 2, psychic 3, shaman 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, F (poison)

Target up to one person per 3 levels

Range touch

Duration 1 hour/level

Save none; **Spell Resistance** no

Those affected by this spell become immune to the specific poison used while casting the spell—now it doesn't matter which cup you select.

UNSUITABLE PREY

School transmutation; **Level** alchemist 3, bloodrager 3, druid 3, ranger 3

Casting Time 1 standard action

Components V, S

Target touched creature or object up to 5 cubic feet per caster level

Range touch

Duration 10 minutes/level

Save none; **Spell Resistance** no

This spell makes the flesh of the target foul and sickening. This has no negative impact on the target but any creatures biting or swallowing the target suffer, immediately exposed to a poison with the same DC as this spell. Failure causes a creature to retch and heave, staggering it and preventing it from attempting to bite or swallow for 1 round. This spell's poison has a duration of 2 rounds, with a saving throw allowed each round. In addition, a poisoned creature immediately releases anything it has swallowed in a foul display.

NEW SPELLS



AMPLIFY TOXIN

3rd-level evocation

Class: Warlock, Wizard

Casting Time: 1 action

Range: Touch

Target: One creature with a magic ability

Components: V, S

Duration: 2 hours

This spell improves the effectiveness of existing poison, increasing its DC to your spell save DC or increasing the poison's DC by 2. If the poison normally only required one saving throw to end, it now requires two. After the duration of this spell, the poison so affected becomes a foul-tasting but harmless fluid.

MAGIC MISSILE, GREATER

4th-level evocation

Class: Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Target: Up to one creature per missile

Components: V, S

Duration: Instantaneous



Just because a spellcaster moves beyond their basic tricks does not mean they fall entirely out of favor. Some enjoy the elegance and reliability of *magic missile*. They just want more out of it. This spell functions as per *magic missile* but deals 1d6 + the caster's spellcasting ability modifier per missile and hurls 4 missiles. If it strikes an effect that normally blocks *magic missile*, the caster may make an attempt to penetrate it, rolling a ranged spell attack to land the missile

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the spell launches another missile each slot level above 3rd. These extra missiles do not gain the caster's spellcasting ability modifier to damage.

MAGIC MISSILE, MINOR

Evocation cantrip

Class: Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Target: One creature

Components: V, S

Duration: Instantaneous

Some apprentices insist on being able to wield pure arcane force right away! This is a compromise—with most of the greater power removed, even one with little talent or training can, in theory, master this fundamental magic. This spell functions exactly as *magic missile* but only deals 1d4 force damage. A Constitution saving throw negates the damage. The spell hurls a second missile for 1d4 damage when you reach 5th level, three missiles at 11th level, and four missiles at 17th level. A creature makes one saving throw to negate the damage from this cantrip regardless of how many missiles target it.



SOLIDIFY EARTH

3rd-level transmutation

Class: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (clay and water)

Duration: Instantaneous

You choose an area of earth that is not primarily made of stone that you can see within 120 feet. The area must fit within a 40-foot cube. Nonmagical dirt or sand in the area no more than 10 feet deep transforms into soft stone for the spell's duration. Any creature standing in the area must make a Dexterity saving throw. A creature that fails its saving throw becomes restrained by the rock. The restrained creature can use an action to try to break free by succeeding on a Strength check against your spell save DC or by dealing 20 damage to the rock around it. On a successful saving throw, a creature is shunted safely to the surface to an unoccupied space. A creature with a burrow speed can burrow through this soft earth, but it is considered difficult terrain for them for the first minute after the spell has been cast.

TOXIC IMMUNITY

3rd-level transmutation

Class: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Touch

Target: Up to three creatures

Components: V, S, M (the poison to become immune to)

Duration: 5 hours

Those affected by this spell become immune to the specific poison used while casting the spell—now it doesn't matter which cup you select.

UNSUITABLE PREY

3rd-level transmutation

Class: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Touch

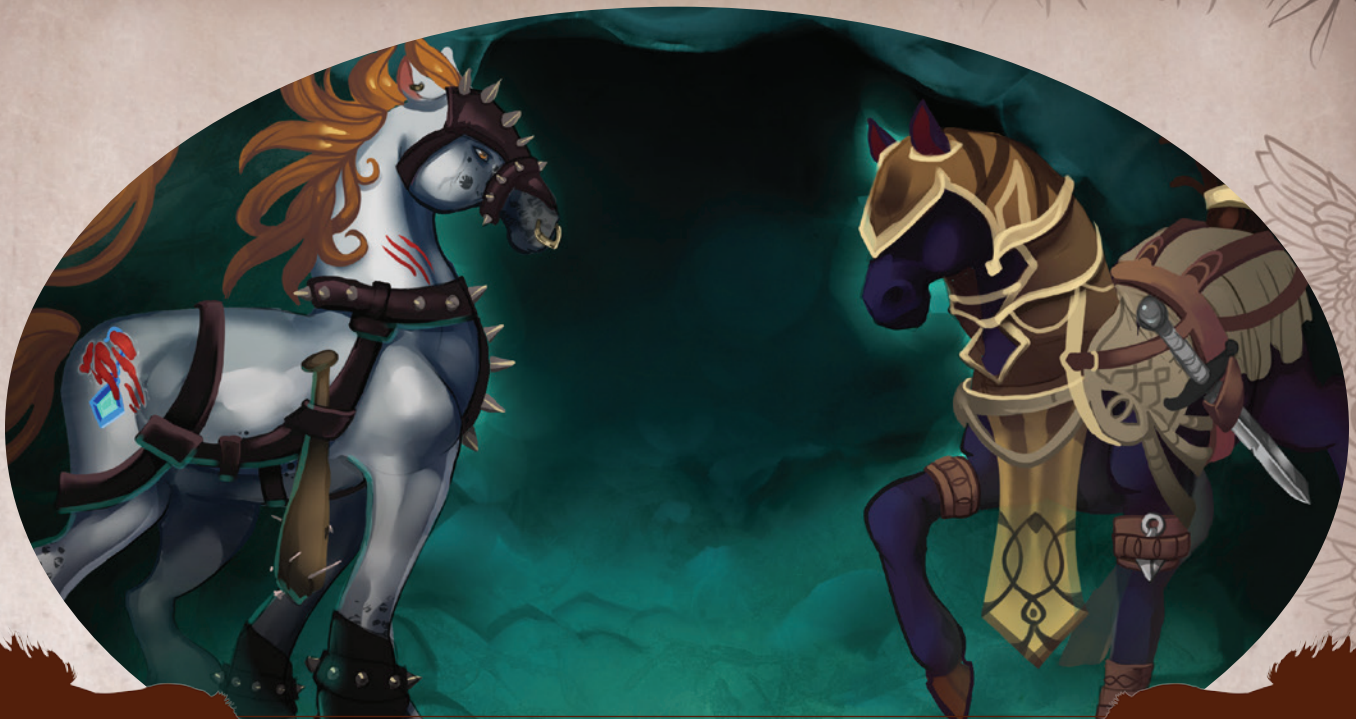
Target: Touched creature or object up to 20 cubic feet

Components: V, S, M (the poison to become immune to)

Duration: 5 hours

This spell makes the flesh of the target foul and sickening. This has no negative impact on the target, but any creatures that bite or swallow the target suffer for it, immediately exposed to a poison a DC equal to your spell save DC. Failure causes a creature to retch and heave, giving them the poisoned condition and preventing them from attempting to bite or swallow for 1 round. The effects of the target's poison remain active for 2 rounds, with a Constitution saving throw to overcome its effects allowed each round. A creature affected by this spell's poison immediately release anything it has swallowed in a foul display of regurgitation.





ELEMENTALISTS

ELEMENTALIST



Touched by the clashes between the planes it is little wonder that the elementalists would sprout into being in the violent turmoil that is Everglow. The world is poised between many planes and they touch one another as well as Everglow itself, sometimes in sudden and dramatic upheavals that can sow chaos for weeks, months, or (rarely) years if left unchecked.

Some become exposed to this school of combat against their will, narrowly surviving an elemental bleed and emerging changed for the better. Others seek out areas of intense activity, ready to harness that power and internalize the flow of planar energies. In either case they become warriors infused with the power of the cosmos, filled with the roiling power of their chosen planes.

Role: The role of an elementalist varies depending on the element they choose and the specialties taken within, but all are capable martial combatants, be it close or at a distance. Their elemental companion can turn the tide of battle by providing a sudden flank, as well as serving as a valuable ally.

Alignment: Any

Hit Die: d10

Starting Wealth: $5d6 \times 10$ gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The elementalists class skills are Acrobatics (Dex), Craft (Int), spell Climb (Str), Diplomacy (Cha), Intimidate (Cha), Knowledge (planes) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Swim (Str), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+1	+2	+0	+2	Planar gift, summon assistance
2nd	+2	+3	+0	+3	Combat feat
3rd	+3	+3	+1	+3	Planar gift
4th	+4	+4	+1	+4	Planar warrior (+1,+0)
5th	+5	+4	+1	+4	Combat feat
6th	+6/+1	+5	+2	+5	Planar warrior (+1,+1)
7th	+7/+2	+5	+2	+5	Planar gift
8th	+8/+3	+6	+2	+6	Combat feat, planar warrior (+2,+1)
9th	+9/+4	+6	+3	+6	Fast summon
10th	+10/+5	+7	+3	+7	Planar warrior (+2,+2)
11th	+11/+6/+1	+7	+3	+7	Combat feat, planar gift
12th	+12/+7/+2	+8	+4	+8	Planar warrior (+3,+2)
13th	+13/+8/+3	+8	+4	+8	Enduring summon
14th	+14/+9/+4	+9	+4	+9	Combat feat, planar warrior (+3,+3)
15th	+15/+10/+5	+9	+5	+9	Planar gift
16th	+16/+11/+6/+1	+10	+5	+10	Planar warrior(+4,+3)
17th	+17/+12/+7/+2	+10	+5	+10	Combat feat
18th	+18/+13/+8/+3	+11	+6	+11	Planar warrior (+4,+4)
19th	+19/+14/+9/+4	+11	+6	+11	Planar gift
20th	+20/+15/+10/+5	+12	+6	+12	Combat feat, planar perfection, planar warrior (+5,+4)

PLANAR GIFT

Planar gifts are gained from an elementalists's chosen planar pact, granting extra abilities and their guide. Gifts with limited daily uses are drawn from the same pool, whether the elementalists or guide uses it. An elementalists can prevent a guide from activating a limited gift without effort. Unless otherwise noted, activating the power of a gift is a standard action.

The base saving throw of gifts is $10 + \frac{1}{2}$ elementalists level + the elementalists's Wisdom modifier.

PLANAR PERFECTION

At the pinnacle of their growth, a pact changes the elementalists in some dramatic way, often with visible marks of their maturity as well as an increased level of ability (as noted in the elementalists's chosen pact).

WEAPON AND ARMOR PROFICIENCY

An elementalists is proficient with all simple and martial weapons, and with all armor (heavy, light, and medium) and shields (not including tower shields).

SUMMON ASSISTANCE (Su)

Starting at 1st level, an elementalists may call on the aid of a planar guide. Consult the planar guide chart for

their statistics. A planar guide has access to all planar gifts the elementalists does. Summoning the guide is a standard action and it may be conjured anywhere within 30 feet.

The guide can remain up to as many rounds as the elementalists has levels. These need not be used consecutively. The elementalists can choose to cease spending rounds at any time during their turn, causing the guide to vanish. If a guide is slain, it cannot be summoned again for 24 hours (at which point the guide is fully healed and renewed of all effects).

COMBAT FEATS

At 2nd level, and at every three levels thereafter, an elementalists gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats.

Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), an elementalists can choose to learn a new bonus feat in place of a bonus feat they have already learned. In effect, the elementalists loses the old bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. An elementalists can only change one feat at any given level and must choose whether or not to swap the feat at the time

they gain a new bonus feat for the level.

PLANAR WARRIOR

At 4th level, an elementalalist gains a keen awareness of and ability to combat those not in harmony with the local plane, gaining a +1 circumstance bonus on attack rolls against creatures they have successfully identified as having the extraplanar subtype. At 6th level an elementalalist gains a +1 enhancement bonus to melee and ranged damage rolls. At 8th level and every four levels thereafter, the elementalalist's bonus to hit increases by +1 (to a maximum of +5 at 20th level). Note that while on another plane most creatures do not have the extraplanar subtype.

FAST SUMMON

At 9th level, an elementalalist can use summon assistance as a move action.

ENDURING SUMMON

At 13th level, an elementalalist's guide may remain for a number of minutes equal to the elementalalist's level (instead of rounds).

PLANAR GUIDES

A planar guide's abilities, base form, and base statistics are determined by the elementalalist's level and chosen planar pact. Planar guides are outsiders for the purpose of determining which spells affect them.

Class Level: This is the character's elementalalist level.

HD: This is the total number of 10-sided (d10) Hit Dice the planar guide possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the planar guide's base attack bonus. A planar guide's base attack bonus is not equal to its Hit Dice. Planar guides do not gain additional attacks using their natural weapons for a high base attack bonus.

Good/Bad Saves: These are the planar guide's base saving throw bonuses. A planar guide possesses two good saving throws and one bad saving throw, determined by the creature's base form.

Skills: This lists the planar guide's total skill ranks. A guide can assign skill ranks to any skill, but it must possess the appropriate appendages to use some skills. Planar guides with Intelligence scores above the base value modify these totals as normal (a planar guide receives a number of skill ranks equal to 6 +

its Intelligence modifier per HD). A planar guide cannot have more ranks in a skill than it has Hit Dice. Planar guide skill ranks are set once chosen, even if the creature changes when the elementalalist gains a new level.

Feats: This is the total number of feats possessed by a planar guide. Elementalist can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. Planar guide feats are set once chosen, even if the creature changes when the elementalalist gains a new level. If, due to changes, the planar guide no longer qualifies for a feat, the feat has no effect until the elementalalist once again qualifies for the feat.

Armor Bonus: The number noted here is the planar guide's base total armor bonus. This bonus may be split between an armor bonus and a natural armor bonus, as decided by the elementalalist.



Ability Bonus: Add this modifier to the planar guide's two ability scores as defined by the elementalalist's planar pact.

Special: This includes a number of abilities gained by all planar guides as they increase in power. Each of these bonuses is described below.

- *Shared Tongue:* The planar guide begins play with one language in common with the elementalalist.
- *Darkvision (Ex):* The planar guide has darkvision out to a range of 60 feet.
- *Evasion (Ex):* If a planar guide is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.
- *Ability Score Increase (Ex):* The planar guide adds +1 to one of its ability scores.
- *Improved Evasion (Ex):* When subjected to an attack that allows a Reflex saving throw for half damage, a planar guide takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

TABLE: PLANAR GUIDES

Level	HD (d10)	BAB	Good Saves	Poor Saves	Skills	Feats	Armor Bonus	Ability Bonus	Special
1st	1	+1	+2	+0	4	1	+0	+0	Darkvision, shared tongue
2nd	2	+2	+3	+0	8	1	+1	+1	Evasion
3rd	3	+3	+3	+1	12	2	+1	+1	—
4th	3	+3	+3	+1	12	2	+1	+1	—
5th	4	+4	+4	+1	16	2	+2	+2	Ability score increase
6th	5	+5	+4	+1	20	3	+2	+2	—
7th	6	+6	+5	+2	24	3	+3	+3	—
8th	6	+6	+5	+2	24	3	+3	+3	—
9th	7	+7	+5	+2	28	4	+3	+3	—
10th	8	+8	+6	+2	32	4	+4	+4	Ability score increase
11th	9	+9	+6	+3	36	5	+4	+4	—
12th	9	+9	+6	+3	36	5	+5	+5	—
13th	10	+10	+7	+3	40	5	+5	+5	—
14th	11	+11	+7	+3	44	6	+5	+5	Improved evasion
15th	12	+12	+8	+4	48	6	+6	+6	Ability score increase
16th	12	+12	+8	+4	48	6	+6	+6	—
17th	13	+13	+8	+4	52	7	+7	+7	—
18th	14	+14	+9	+4	56	7	+7	+7	—
19th	15	+15	+9	+5	60	8	+7	+7	—
20th	15	+15	+9	+5	60	8	+8	+8	—

PLANAR GUIDE SKILLS

The following skills are class skills for planar guides: Bluff (Cha), Craft (Int), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex).

In addition, at 1st level, the elementalalist can choose 4 additional skills to be class skills for his planar guide. Note that planar guides with a fly speed receive Fly (Dex) as a free class skill, even if they do not gain a fly speed until a later level.

ALIGNMENT AND TYPE

A planar guide's alignment is the same as the elementalalist's and unless otherwise noted its type is outsider (elemental).

AIR PLANAR PACT

Class Skills: An elementalalist with the air pact adds Acrobatics and Fly to their list of class skills.

Planar Guide: The planar guide of an air elemental appears almost completely insubstantial, their form more defined by dust and small objects caught in their gusting bodies than by their form itself. How humanoid it appears has no mechanical difference and sometimes changes as an elemental grows.

GUIDE ABILITIES

When gaining ability bonuses, the planar guide increases its Strength and Dexterity.

BASE STATISTICS

Starting Statistics: **Size** Medium; **Speed** 30 ft. fly (perfect); **AC** +1 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** +3 slam (1d4); **Ability Scores** Str 15, Dex 17, Con 13, Int 4, Wis 11, Cha 11.

PLANAR GIFTS

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

A Whisper on the Breeze (Su): As a standard action, you become invisible as per *greater invisibility* (caster level equal to elemental level), leaving no scent and making no sound with movement. You can do this a number of times a day equal to your Wisdom modifier. You must be 13th level to select this planar gift.

Air Defense (Ex): Flying opponents have a -1 penalty on attack and damage rolls against you. At 7th level and every four levels thereafter, this penalty increases by -1 (to a maximum of -5 at 19th level). At 15th level you gain Deflect Arrows as a bonus feat.

Air Wings (Ex): You can whirlwind as per the special attack. You also gain wings formed from air, granting you a fly speed of 30 feet (poor maneuverability). At 11th level and every four levels thereafter, your maneuverability and fly speed increase by one stage and 5 feet (to good maneuverability and 45 feet). You must be 7th level to select this planar gift.

Bad Air (Su): Once per day, as a standard action you can poison the air around you so horrifically that it can kill. This planar gift operates as the *cloudkill* spell (cast level equal to elemental level) but emanates outward directly from you in a 20-foot cone. You are not immune to the effect, but do receive your Wisdom modifier as a competence bonus to any saving throws against it. You must be 13th level to select this planar gift.

Breath of Fresh Air (Su): You gain Auran as a language and all creatures with the air subtype automatically begin with an attitude of at least unfriendly. You

gain a +5 insight bonus to Diplomacy checks against creatures with the air subtype. At 7th level when making a save to resist any airborne poison effects, you may roll twice and take the better result.



Foul Air (Su): As a standard action, you turn the air around you putrid and unbreathable. The cloud operates as *stinking cloud* (cast level equal to elemental level) except it emanates directly outwards from you. You are immune to this effect. You can use this ability a number of times a day equal to your Wisdom modifier. You must be 7th level to select this planar gift.

Like the Wind (Su): As a standard action, you can assume a gusty state (as the *gaseous form* spell). You can remain gaseous for 1 minute per day per elemental level. This duration does not need to be consecutive, but it must be spent in 1 minute increments. You must be at least 7th level to select this revelation. You can bring other creatures with you in *gaseous form*, but each passenger costs an additional minute of this ability's use per minute of travel.

Ride the Storm (Su): As a standard action you can create a thundercloud that affects one square per four elemental levels and deals 3d6 electrical damage to any creatures that enter or end their movement inside it (a Reflex save negates damage). At 11th level, you can direct the cloud using small bursts of wind as a move action (it has a fly speed of 20 feet with perfect maneuverability) and it deals 6d6 electricity damage. You can use this ability a number of times per day equal to your Wisdom modifier. You must be at least 7th level to select this planar gift.

Rush of Air (Ex): You gain Flyby Attack as a bonus feat. You must be at least 7th level to select this planar gift.

Shifting Breeze (Su): Your movements, erratic and hard to predict, make you much harder to hit. By spending a swift action you gain a +1 dodge bonus to your AC. At 7th level, and every five levels thereafter, this bonus increases by +1 (to a maximum of +4 at 17th level). You can use this ability for 1 hour per day per elemental level. This duration does not need to be consecutive, but it must be spent in 1 hour increments. Your planar guide is considered to always have this effect active and does not count against your usage.

Targeted the Warhead (Su): As a move action you can use air currents to direct and speed ammunition toward its target. Until the beginning of your next turn, a single bow or crossbow within 30 feet gains an enhancement bonus to attack and damage rolls equal to your Wisdom modifier, and its range increment is doubled. At 7th level and above you can activate this ability as a swift action.

Wind Beneath Wings (Su): Once per day, you can direct the flow of air around you to boost the flight of allies by 20 feet and their airborne maneuverability by two levels. You can affect a number of targets equal to your Dexterity modifier and it persists for 1 hour. You must be 11th level to select this planar gift.

Wind Sight (Ex): You ignore penalties on Perception checks based on wind and the first 100 feet of distance. At 7th level, as a standard action, you can see and hear into any area (as if using *clairaudience* and *clairvoyance*) within range as long as there is an unobstructed path for air to travel between you and the target area (this does not require line of effect, meaning the path can turn corners and go through spaces no smaller than 1 inch in diameter). You can use this ability a number of rounds per day equal to your elemental level, but these rounds do not need to be consecutive.

PLANAR PERFECTION

Upon reaching 20th level, you become a true elemental force. You gain darkvision 60 feet and no longer require food or sleep. You gain a 50% fortification against precision damage (including sneak attacks) and critical hits, and you become immune to paralysis, stunning, and sleep effects. Lastly, your Dexterity increases by +4.

EARTH PLANAR PACT

Class Skills: An elemental with the earth planar pact adds Appraise and Knowledge (geography) to their list of class skills.

Planar Guide: The planar guide of an earth elemental appears very similar to an earth elemental, though can be constructed of pebbles, rocks, or great slabs of stone. How humanoid it appears has no mechanical difference and sometimes changes as an elemental grows.

GUIDE ABILITIES

When gaining ability bonuses, the planar guide increases its Strength and Constitution.

BASE STATISTICS

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +3 natural armor; **Saves** Fort (good), Ref (bad), Will (good); **Attack** slam (1d4); **Ability Scores** Str 15, Dex 13, Con 17, Int 4, Wis 11, Cha 11.

PLANAR GIFTS

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

Anchored to Stone (Su): You gain a +1 insight bonus on attack and damage rolls if both you and your foe are touching the ground. At 7th level and every four levels thereafter, this bonus increases by +1 (to a maximum of +5 at 19th level). At 15th level you can no longer be bull rushed or tripped when standing on solid ground.

Avalanche (Su): Your planar guide gains a second slam attack with a -5 penalty when it takes the full attack action. You must be at least 7th level to select this planar gift.

Crushing Fists (Su): When striking at creatures with your bare body, you form protective sheaths of stone before impact. You gain Improved Unarmed Strike as a bonus feat. In addition, your unarmed strikes and your planar guide's slam deal damage as a monk of half your elemental level.

Earth's Blessing (Su): Once per day, you can rend open a direct conduit to the Plane of Earth and channel the leaking energy to yourself and allies within 30 feet. All targets gain 5 temporary hit points per elemental level. These temporary hit points remain for one hour. You must be 11th level to select this planar gift.

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

Elemental Adaptation (Su): After being exposed to any effect that deals acid, cold, electricity, or fire damage, you may spend an immediate action to gain energy resistance 20 against that element. This does affect the damage you are taking at the moment. This resistance persists for 1 minute and while active it cannot be changed. You must be 13th level to select this planar gift.

Entomb (Su): Opening a channel to the Plane of Earth, you attempt to trap a foe with a touch. After successfully hitting a creature with a melee touch attack, the target becomes entangled. At 7th level, the target must make a Reflex save or become immobilized (as if entangled with a secure tether to the ground). At 11th level, the target becomes immobilized on a successful saving throw or stunned on a failure. The condition remains for 2d4 rounds. You may use this ability once per day, plus an additional time per five levels.

Language of Stone (Su): You gain Terran as a language and all creatures with the earth subtype automatically begin with an attitude of at least unfriendly. You gain a +5 insight bonus on Diplomacy checks against creatures with the earth subtype.

Open the Way (Su): As a standard action, you can strike the ground and tear a hole to the Plane of Earth large enough for an elemental to breach. While the hole fades after a round, that is long enough for 1d3 small earth elementals to pass through. At 7th level, a large elemental can slip through instead. At 15th level,

a greater elemental smashes through the opening before it slams closed. Note, elementals summoned in this way remain for a number of rounds equal to your Constitution modifier and are considered allies. You can use this ability once per day plus one additional time per day at 10th level. If you have feats or abilities that modify summoning spells, they affect this ability.

Rock Hide (Su): You can conjure armor made of stone slabs that grants you a +1 enhancement bonus to your natural armor. At 7th level, and every four levels thereafter, this bonus increases by +1 (to a maximum of +5 at 19th level). At 13th level, this armor grants you damage reduction 1/adamantine, increasing by 1 per additional elemental level (to damage reduction 8/adamantine at 20th level). You can use this ability for 1 hour per day per elemental level. This duration does not need to be consecutive, but it must be spent in 1 hour increments. Your planar guide is considered to always have this effect active and does not count against your usage.

Rock Shards (Ex): As a standard action, you can hurl a shard of stone at your enemy as a ranged attack, dealing 1d6 slashing and bludgeoning damage + 1 per two elemental levels. If you are able to make multiple attacks, you may take a full attack action as normal with this ability. The range of this ability is medium (100 ft. + 10 ft./level) and it does not use range increments. Alternatively, when you are using a bow, crossbow, sling or any other ranged and manually reloaded weapon, you deal 1 extra damage per 3 elemental levels.

Stone Step (Ex): You can earth glide as per the universal monster ability and gain a burrow speed of 20 feet. At 4th level and every four levels thereafter, your burrow speed increases by 5 feet (to 45 feet at 20th level).

Stone Veins (Ex): Your body becomes closer to perfection, gaining a +2 resistance bonus to saving throws against poisons and diseases. This bonus increases to +4 at 11th level and +6 at 16th level. You must be at least 7th level to select this planar gift.

PLANAR PERFECTION

Upon reaching 20th level, you become a true elemental force. You gain darkvision 60 feet and no longer require food or sleep. You gain a 50% fortification against precision damage (including sneak attacks) and critical hits, and you become immune to paralysis, stunning, and sleep effects. Lastly, your Constitution increases by +4.



FIRE PLANAR PACT

Class Skills: An elemental with a fire pact adds Escape Artist and Perform (any) to their list of class skills.

Planar Guide: The planar guide of a fire elemental appears very similar to a fire elemental. How humanoid it appears has no mechanical difference and sometimes changes as an elemental grows.

GUIDE ABILITIES

When gaining ability bonuses, the planar guide increases its Dexterity and Strength.

BASE STATISTICS

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** slam (1d4); **Ability Scores** Str 17, Dex 15, Con 13, Int 4, Wis 11, Cha 11.

PLANAR GIFTS

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

Burning Blows (Su): Your weapon or body grows hot at the moment of impact with an enemy, granting the *flaming* quality. The weapon deals 1d6 + 1 per 2 elemental levels in fire damage. If the weapon already had the *flaming* quality its damage increases to this amount, but is otherwise unaffected. You can light torches and the like as a free action if you are holding the object.

Emergency Cauterize (Su): Once per day, you may blast an ally within 20 feet with a wave of heat, searing their wounds closed in a last ditch attempt to save their lives. This functions as *breath of life* (caster level equal to elemental level). You must be 13th level to select this planar gift.



Field of Flames (Su): Channeling the raw power of the elemental Plane of Fire, you can become the center point of a roaring column of flames. Creatures within 30 feet of you is engulfed in fire. You may exclude a number of targets equal to your Charisma modifier (you are automatically excluded.) All targets take 1d6 fire damage per elemental level. Creatures make a Fortitude save or are staggered for 1 round. On a success they are not staggered take half damage. You may use this ability once per day. You may use it an additional time at 10th level. Peacefully, you can open a smaller window to heat the local area. Provided an enclosed space, you can entirely avoid damage from even extreme cold temperatures for yourself and anyone within 30 feet. This use of the ability is unlimited.

Fiery Trail (Su): Once per day, you can leave a trail of fire behind you (as the *fire wall* spell, caster level equal to elemental level) in every square you move through until the end of your turn. Using this ability is a free action but it does nothing without movement. You may choose which side of the square that the wall emanates heat, but it should face the same side the entire path. At 16th level, the damage at all ranges increases by +4 and you may choose to make the wall opaque, blocking line of sight through it for anyone but yourself. At 18th level, you can have both sides of the wall emit heat. You must be 11th level to select this planar gift.

Flame On (Su): You can wreath yourself in flames that don't harm you or your possessions, but turn away harm, increasing your natural armor bonus by +1. At 10th level and every four levels thereafter, this bonus increases by +1 (to a maximum of +4 at 18th level). You also gain fire resistance equal to your elemental level. Any creature striking you with its body or a handheld weapon deals normal damage but must make a Reflex save or catch on fire for 1d6 damage a round (creatures wielding melee weapons with reach are not subject to this damage if they attack you.) This increases to 1d8 at 7th level and 2d6 at 13th level. You can use this ability for 1 hour per day per planar guide level. This duration does not need to be consecutive, but it must be spent in 1 hour increments. Your planar guide is considered to always have this effect active and it does not count against your usage. At 7th level or higher, your guide becomes immune to fire.

Internal Warmth (Su): As a standard action, you coax your connection to the Plane of Fire to surge through you, burning away impurities and freeing your body and mind. Once activated (which you can do even when normally unable to take actions), maintaining or deactivating it is a free action. While active, you cannot be staggered, stunned, or nauseated. You can use this 1 round per two elemental levels (minimum 1 round).

Language of Fire (Su): You gain Ignan as a language and all creatures with the fire subtype automatically begin with an attitude of at least unfriendly. You gain a +5 insight bonus on Diplomacy checks against creatures with the fire subtype.

Lord of Flames (Su): When dealing damage to creatures with fire resistance or immunity, you can penetrate their protections, ignoring 1 point per elemental level (treat immunity as fire resistance 50). You must be 13th level to select this planar gift.

Meteoric Drop (Ex): Any time you charge an enemy from a higher altitude by flying, jumping down on them, or otherwise getting the drop on them, your attack becomes explosive. On a successful hit you may make a free trip combat maneuver check that does not provoke attacks of opportunity. A creature knocked prone and any other creatures within 5 feet take 1d6 fire damage per 2 elemental levels (Reflex save for half damage). You must be at least 13th level to select this planar gift.

Natural Heat (Ex): You become immune to non-magical fire damage. Walking through a burning building or crossing lava poses no threat to you, at least from the heat. At 12th level you gain improved evasion against fire effects, causing you to take half damage against any that allow a Reflex save, and no damage if you pass the save. You must be at least 7th level to select this planar gift.

Rapid Flames (Su): Your planar guide gains a second slam attack with a -5 penalty when it takes the full attack action. You must be at least 7th level to select this planar gift.

Smokey Visions (Su): You can see through ash and smoke as if they weren't there.

Smoldering Gaze (Ex): The flame inside you proves compelling or intimidating to those around you. When making a Charisma-based skill check, you may add a +1 insight bonus per 3 elemental levels. At 10th level, once per day you may decide on a natural 20 before rolling a die on such an effect, treating that as the result (adding modifiers or penalties afterward).

PLANAR PERFECTION

Upon reaching 20th level, you become a true elemental force. You gain darkvision 60 feet and no longer require food or sleep. You gain a 50% fortification against precision damage (including sneak attacks) and critical hits, and you become immune to paralysis, stunning, and sleep effects. Lastly, your Dexterity increases by +4.



WATER PLANAR PACT

Class Skills: An elementalalist with an water pact adds Sense Motive and Bluff to their list of class skills.

Planar Guide: The planar guide of a water elemental appears very similar to a water elemental. How humanoid it appears has no mechanical difference and sometimes changes as an elemental grows.

GUIDE ABILITIES

When gaining ability bonuses, the planar guide increases its Strength and Dexterity.

BASE STATISTICS

Starting Statistics: Size Medium; Speed 30 ft.; AC +1 natural armor; Saves Fort (good), Ref (good), Will (bad); Attack slam (1d4); Ability Scores Str 15, Dex 17, Con 11, Int 4, Wis 11, Cha 13.

PLANAR GIFTS

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

Amorphous Shape (Su): As an immediate action you can adjust your limbs and body around so that it is impossible to flank you until the start of your next turn. You can use this ability a number of times each day equal to your elemental level + your Dexterity modifier. You must be at least 13th level to select this planar gift.

Banish Warmth (Su): When striking at creatures with your bare body or with a melee weapon made out of metal, your strikes sap heat from your target. You deal an additional 1d6 points cold damage + 1 point per two elemental levels. This planar gift does not stack with *frost*.

Control the Flow (Su): Water can either channel electricity or suck the heat out of a flame at your command. As an immediate action, you and other creatures touching the same body of water gain electricity and fire resistance 5 until the start of your next turn. At 5th level and every five levels thereafter, the resistance increases by 5. You can affect a number of creatures equal to your Wisdom modifier with this ability.

Fluid Motion (Su): Your movements slip and slide around attacks, making you much harder to hit and granting a +1 dodge bonus to your AC. At 7th level and every four levels thereafter, this bonus increases by +1 (to a maximum of +5 at 19th level). At 13th level, fluid motion also gives a +5 insight bonus on Acrobatics checks that increases by +1 for every two elemental levels after 13th (up to a total of +8 at 19th level). You can use this ability for 1 hour per day per elemental level. This duration does not need to be consecutive, but it must be spent in 1 hour increments. Your planar guide is considered to always have this effect active, and it does not count against your usage.



Fluid Tongue (Su): You gain Aquan as a language and all creatures with the water subtype automatically begin with an attitude of at least unfriendly. You gain a +5 insight bonus on Diplomacy checks against creatures with the water subtype. At 7th level and above you can breathe water as well as air.

Form of Water (Ex): As a standard action, you collapse your body into pure water, retaining your general shape but otherwise becoming entirely liquid. For a number of rounds equal to your Constitution modifier + your elemental level you only take half damage from slashing and crushing damage. You can engulf (as per the universal special ability; DC 10 + your elemental level + your Strength modifier). While engulfing you deal no damage to the trapped foe but they are unable to breathe air and you can spend a full-round action that provokes attacks of opportunity to perform a combat maneuver check against your trapped target. Success on the combat maneuver check causes the target to immediately begin drowning as you squeeze the breath from them. When you leave this form any engulfed targets are automatically ejected. You may use this ability once per day. You must be at least 13th level to select this planar gift.

Hydrostatic (Ex): As a standard action, your palms can channel a pin-hole rift to the elemental Plane of Water. Make a ranged touch attack against a creature within 30 feet. On a successful hit you deal 1d6 crushing damage + 1 per two elemental levels. Alternatively, you can propel any simple ammunition like stones or bullets with a range increment of 30 feet. At 11th level, when you take the full attack action you may propel as many pieces of ammunition as you have attacks. When used with ammunition this ability is considered a natural attack for the purposes of spells and effects. You must be at least 7th level to select this planar gift.

Like the Tide (Su): Your mastery over your form is such that when touching water, you may take an additional 5-foot step each round, even if you have already taken one. This 5-foot step and a move action may be sacrificed to instead stand up without provoking attacks of opportunity. You must be at least 7th level to select this planar gift.

Open the Way (Su): As a standard action, you can strike the ground and tear a hole to the Plane of Water. In the open, the resultant flood creates a bog that expands at a rate of 5 feet at the end of each round, forming into a pool of water (that expands at the same rate) after 5 rounds. The bog counts as difficult terrain for anyone without a swim speed. If used in an enclosed area a pool of water starts to form immediately and rises at a rate of 1 foot every round, though it flows out if given the chance. This ability lasts for a number of rounds equal to your elemental level and can be

used a number of times per day equal to your Wisdom modifier.

Ride the Wave (Ex): You can create a whirlpool as a standard action. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water. You also gain a swim speed of 40 feet. At 4th level and every four levels thereafter, this speed is increased by +5 feet (to a maximum of 65 feet at 20th level).

Tsunami (Su): Your planar guide gains a second slam attack with a -5 penalty when it takes the full attack action. You must be at least 7th level to select this planar gift.

Waters Blessing (Su): Once per day, you can rend open a direct conduit to the Plane of Water and channel the leaking energy to yourself and allies within 30 feet. All targets gain damage reduction 1/piercing + DR 1/piercing per two elemental levels. This ability lasts for 1 hour. You must be at least 13th level to select this planar gift.

Wet Advantage (Su): You gain a +1 bonus to attack and damage rolls if both you and your foe are touching water. At 7th level and every four levels thereafter, this bonus increases by +1 (to a maximum of +5 at 19th level). At 15th level you cannot be bull rushed or tripped when standing in water.

PLANAR PERFECTION

Upon reaching 20th level, you become a true elemental force. You gain darkvision 60 feet and no longer require food or sleep. You gain 50% fortification against precision damage (including sneak attacks) and critical hits, and you become immune to paralysis, stunning, and sleep effects. Lastly, your Dexterity increases by +4.

LOVE PLANAR PACT

Class Skills: An elemental with the love pact adds Knowledge (local) and Sense Motive to their class skill list.

Planar Guide: The planar guide of a love elemental appears very similar to the elemental but composed of bright, different colors and often not of the same sex, though their otherworldly nature is clear.

GUIDE ABILITIES

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

BASE STATISTICS

Starting Statistics: **Size** Medium; **Type** outsider (elemental); **Speed** 30 feet; **AC** +2 natural armor; **Saves** Fort (bad), Ref (good), Will (good); **Attack** slam (1d4); **Ability Scores** Str 15, Dex 15, Con 13, Int 4, Wis 11, Cha 13

PLANAR GIFTS

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

Many of these gifts used in combat require the elemental promise the safety of the other party, meaning they cannot be killed or allowed to be killed in the presence of the elemental. This does not apply to beings incapable of moral thought (unintelligent constructs, unintelligent undead, animals, etc) who may be targeted freely.

Brave Promise (Su): When you make a promise of mercy to a creature with a CR equal to or less than your elemental level + 4, you are energized by the boldness of your oath. For as long as you are in active combat with them, you gain the effects of *divine fervor* and SR of 25 against the target. You must be at least 13th level to select this planar gift.

Clear Heart (Ex): Your mind and heart can see through artificial attempts at manipulation. You gain a +2 insight bonus to saving throws against mind-affecting abilities. At 13th level, this bonus increases to +4. At 15th level, if you save by 5 or more, the source becomes the target of the effect and must save against it. You must be at least 7th level to select this planar gift.

Eternal Love (Su): Souls from different backgrounds can sometimes come together, and so it was that you fell in love with your planar guide and they you. The duration of your summon assistance class ability becomes permanent but losing your planar guide is a mighty blow. You suffer from the shaken condition whenever you are out of line of sight of your planar guide and when dismissed or not on the same plane of existence as you, you gain one temporary negative level plus an additional temporary negative level for each day your planar guide is gone. The DC to remove these penalties is the standard elemental gift DC. You must be at least 7th level to select this planar gift.

Language of Love (Su): You always know just the right things to say, no matter who you are talking to. Once per day you can choose to roll a natural 20 on a single Diplomacy check to modify the attitude of a creature able to understand you.

Lending Hand (Su): When your planar guide makes a full attack, after making its slam it may grant you a +2 insight bonus to attack rolls or AC. You must be at least 7th level to select this planar gift.

Love Heals (Su): So long as the elemental has promised mercy on those who would harm them or their allies, they prove quite difficult to put down in any permanent way. The elemental gains regeneration 1 when at 50% hit points or less. At 10th level, this increases by 1 at 25% hit points or less. At 16th level,

this increases by 1 at all times (to regeneration 2 at 50% and regeneration 3 at 25% hit points or less). The death of any creatures the elemental has promised safety to immediately suspends this regeneration for 1 hour, and it will not begin again unless the elemental spends a swift action offering safety again. The elemental must also select an element (acid, fire, electricity, or cold) that can negate the regeneration for one round. This choice is permanent.

Love Hurts (Su): So long as the elemental has promised mercy on those who would harm them or their allies, they do not tolerate an ally being seriously harmed. When an ally is reduced to 0 or less hit points by lethal damage you fly into a rage, gaining an enhancement bonus to attack and damage equal rolls to your Wisdom modifier. If the promise of mercy is broken, the rage immediately ends and cannot be reactivated for 1 hour.

Master of Mercy (Ex): Your melee and ranged attacks gain the *merciful* quality, deal +2d6 nonlethal (instead of +1d6). By spending your immediate action, you may spare a target that is suffering from at least 20 points of nonlethal damage inflicted by you and within 30 feet from a killing blow. This causes all nonlethal damage to fade from the target, stabilizing them and reducing them to -1 hit points. You must be at least 13th level to select this planar gift.

Promises Kept (Su): As an immediate action, you can modify the effect of any damaging spell you have identified or that includes you as a target to only deal nonlethal damage. You can use this ability a number of times per day equal to your Wisdom modifier. You must be 13th level to select this planar gift.

Puppy Love (Ex): Once per day as a standard action, you can raise the attitude of an animal or magical beast by one level. This effect lasts your elemental level in rounds or until line of sight is lost. At 7th level, you gain the ability to affect outsiders as well. At 12th level, you gain the ability to affect magical beasts. At 15th level, are able to affect any creature. This is a mind-affecting effect. Intelligent creatures receive a Will save to negate its effects.

Revenge of the Scorned (Su): Once per day as a standard action, swearing an oath of revenge for someone downtrodden (such as a slave, jilted lover, or even a cheated business partner) grants you the power to seek justice. You gain a +1 divine bonus to attack rolls, AC, and saving throws against the target. When attempting to find the target, you gain your bonus to Diplomacy, Perception, and Sense Motive checks. At 6th level and every six levels thereafter, this bonus increases by +1 (to a maximum of +4 at 18th level). This effect remains active until you swear a new oath of revenge or the oath is completed. Your promise of mercy is considered already in effect against them.

Their death before turning them over to the wronged party causes you to gain a permanent negative level and all your planar gifts to cease functioning for 1 day.

Sacrifice of Care (Su): When an ally within 30 feet is targeted by an attack or effect, you may designate yourself as the target even if you are outside the normal range of the attack. This does not function for effects or attacks that can strike an area or more than one target. Your position does not interfere with the functioning of the attack.

Tied Hearts (Su): With a touch and a standard action, you tie your fate and body with that of an ally. You may heal the target, transferring up to 1 hit point per level from yourself to them. Hit points lost by this ability cannot be restored until your next rest. If the target is suffering from a condition that had a saving throw, you may make a saving throw against its source. On a success, the condition is removed. If you fail by 5 or more, you gain the condition as well. Performing either function is a move action. This bond persists until you make a new bond.



PLANAR PERFECTION

Upon reaching 20th level, you become a conduit for Lashtada's presence. You gain empathic vision of 30 feet, able to see the bonds of emotion as linked auras between creatures. You gain 50% fortification against precision damage (including sneak attack) and critical hits, and you become immune to confusion, disease, and sleep effects. Lastly, your Charisma increases by +4.

FEATS



ABUNDANT GIFT (GENERAL)

Pushing your ties to your elemental plane, you find it within you to overuse one of your gifts.

Prerequisite: Planar gift class feature

Choose one of your planar gifts that has a number of uses per day. You gain 1 additional use per day of that planar gift.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new gift.

CROSS PLANAR GIFT (GENERAL)

Your explorations have allowed you to reach into another plane and draw a tenuous thread to it.

Prerequisite: Elementalist level 8th

Benefit: You gain one additional planar gift. It can be from any pact, but it must not have a level requirement and it must not be freely usable without limit by yourself or your planar guide.

CURSED ASPECT (GENERAL)

Your bond to your extraplanar world came roughly and with a heavy price.

Prerequisite: Planar pact class feature

You gain a curse, as per an oracle. Your elementalist levels count as oracle levels for the effects of the curse.

Special: This feat may only be selected at 1st level.

EXTRA GIFT (GENERAL)

Delving deeper into your ties with your chosen plane, you learn more of its tricks.

Prerequisite: Planar gift class feature

You gain an additional planar gift.

Special: This feat can be taken more than once.

EVOLVED GUIDE (GENERAL)

Infusing your guide with a bit of whimsy, it takes on powers not normal for its kind.

Prerequisite: Planar guide

Your planar guide gains a 1 point evolution.

Special: This feat can be taken more than once, gaining a different 1 point evolution each time.

GIFTED COMPANION (GENERAL)

You have become a mild conduit for the planes, focusing through your companion and manifesting in it otherworldly gifts at its disposal.

Prerequisite: Knowledge (planes) 7 ranks, animal companion, mount, or familiar class ability

Your companion gains one additional planar gift. It can be from any pact. It must not have a level requirement or be freely usable without limit by either you or your planar guide.

LIGHT BREATHED (GENERAL)

The vapors of many planes are hazardous or simply not even there. Your constant exposure to other worlds has left you short of breath—in a good sort of way.

Prerequisite: Planar pact class feature

You can hold your breath for twice as long. You gain a +2 insight bonus on saving throws against any inhaled poisons, attacks, or diseases.

OUTSIDER TRAINED (COMBAT)

Your experience with otherworldly energies gives you an advantage when dealing with them.

Prerequisite: Planar pact class feature, base attack bonus +3

Against outsiders, you gain a +1 insight bonus to attack and damage rolls with melee weapons. At 10th level, you gain a +1 dodge bonus to AC against outsiders.

PLANAR GIFT (GENERAL)

Your adventures and research have led you to brush against the fabric of the universe, causing you to be gifted in strange ways.

Prerequisite: Character level 5th, not an elemental

You gain one planar gift. It can be from any planar pact. It must not have a level requirement or be freely

usable without limit. If at any point you gain a level in a class that gives planar gifts, this feat immediately becomes Extra Gift and you lose this bonus gift.

RAPID GUIDE (GENERAL)

Your bond with your guide has firmed with practice, making drawing them into this world only a quick tug.

Prerequisite: Elemental level 3rd, summon assistance class ability

Benefit: The speed of summon assistance increases by one step (from standard action to move action, move action to swift action, or swift action to free action).

SHARED GIFT (GENERAL)

Your allies may know, briefly, the wonders of the other planes.

Prerequisite: 3 or more planar gifts

Benefit: Once per day as a standard action, you can touch an ally and give them access to one of your planar gifts. Their usage of the planar gift counts against your uses per day. The planar gift is available for 1 minute per character level you possess. If this duration runs out, the planar gift immediately deactivates even if it had duration remaining.

SURGE OF FORCE (COMBAT)

Your element is particularly strong, always under pressure within you, wanting to burst free.

Prerequisite: Planar pact class feature, base attack bonus +8

Benefit: Add +1d6 energy damage of your elemental type to melee attacks. If your pact doesn't have a ready damage type, it becomes the same type(s) as your attack.

Pact	Damage Type
Air	Electricity
Earth	Crushing
Fire	Fire
Water	Cold
Other	As per attack

UNNATURAL AURA (GENERAL)

Your exposure to the worlds beyond our own has tainted your presence, making animals shy around you.

Prerequisite: Planar pact class feature

Animals treat you as unnatural, refusing to attack you unless specifically trained or successfully pushed to do so.

FAVORED CLASS BONUSES



The following are favored class bonuses for the elemental class.

Big Mao: Add +1 hit point to the elemental's planar guide.

Cloven: Add +1/2 to the skill bonus any planar gift grants to the elemental.

Dwarf: Add +1 hit point to the elemental's planar guide.

Elf: Add +1/2 to the damage inflicted by one of the elemental's planar gifts.

Flutterpony: Complimenting colors with the planar guide grants the elemental a +1/2 racial bonus to Diplomacy and Intimidate checks when adjacent to it.

Griffon: Add +1 hit point or +1 skill rank to the elemental's planar guide.

Halfling: Add +1/5th dodge bonus to the elemental's planar guide's AC.

Half-Elf: Add +1 skill rank to the elemental's planar guide.

Half-Orc: The elemental adds +2 on rolls to stabilize when dying.

Human: Add +1/2 to the elemental's level to determine the effects of one planar gift.

Phoenix Wolf: Add +1/2 to the damage inflicted by one of the elemental's planar gifts.

Pony: The elemental gains 1 point of energy resistance against acid, cold, electricity, or fire.

Purrsian: Add +1 foot to the elemental's planar guide's base speed. This option has no effect unless the elemental has selected it 5 times (or another increment of 5); a speed of 54 feet is effectively a speed of 50 feet, for example.

Steelheart: The elemental adds +1/5 to the number of uses per day of one planar gift.

Sun Cat: Add +1 hit point to the elemental's planar guide.



Fire



Water



Air



Earth

VARIANT MULTICLASSING

If you are using the variant multiclassing rules in *Pathfinder Roleplaying Game: Pathfinder Unchained*, here is the guide for elementalists.

ELEMENTALIST

A character who chooses elementalists as their secondary class gains the following secondary class features.

Pact: At 1st level, you must select an elemental pact. You never qualify for the Extra Gift feat.

Gift: At 3rd level, you gain a planar gift from the list of those available to your elemental pact as an elementalists of your character level -6 (minimum 1st). You must have an effective elementalists level high enough to select the planar gift. The planar gift must have a limited number of uses per day for them (infinite use by a planar guide does not count since they don't gain planar gifts).

Elemental Guide: At 7th level, you gain the summon assistance ability using your character level as elementalists level. Your planar guide does not share your planar gifts.

Fast Summons: At 11th level, you gain the fast summon ability.

Improved Gift: At 15th level, you gain one additional planar gift.

Greater Gift: At 19th level, you gain one additional planar gift.

ELEMENTALIST ARCHETYPES



ELEMENTAL ASSASSIN

Drawing the power of the elemental planes internally, some become finely tuned machines to take down targets quickly and efficiently without the help of any so-called guide.

PRECISE STRIKES

At 1st level, an elemental assassin gains +1d6 of sneak attack damage (as a rogue). At 4th level and every four levels thereafter, this increases by +1d6 (to a maximum of +6d6 sneak attack at 20th level). This ability replaces summon assistance.

EVASION

At 5th level, an elemental assassin becomes skilled in their personal movements, gaining evasion as a rogue. This ability replaces fast summons.

TALENTED

At 4th level and every 5 levels thereafter, an elemental assassin gains a rogue talent (to a maximum of 4 rogue talents at 19th level). The elemental assassin treats their elementalists level as their rogue levels when selecting rogue talents. This ability replaces enduring summon.

PLANAR INVESTIGATOR

Rather than focusing their elemental bonds to entirely martial ends, a planar investigator's senses and wit have sharpened as well as their swordplay, allowing them to be the rational leaders of their companions.

TRAPFINDING

At 1st level, a planar investigator gains trapfinding (as a rogue). This ability replaces summon assistance.

PLANAR INSPIRATION

At 5th level, a planar investigator can receive guiding words from their planar guide, who can speak with them but not manifest. The planar investigator gains an inspiration pool equal to 1/2 their elementalists level + their Intelligence modifier (minimum 1) and can use it as an investigator (treating elementalists level as investigator level). This ability replaces fast summons.

WHISPERED WARNING

At 2nd level, a planar investigator gains a +1 insight bonus to Perception checks to avoid being surprised. At 4th level and every two levels thereafter, this bonus increases by +1 (to a maximum of +10 at 20th level). This ability replaces enduring summon.

INFUSED RAGER

The power of the cosmos runs like a screaming river through the veins of infused ragers. Their ability to summon and hold their planar guides is spotty at best, but most of their power is held internally to fuel their might.

MOMENT OF FURY

At 1st level, an infused rager can lapse into a rage as per the barbarian ability, treating their elementalists level as barbarian level. The duration of your summon assistance ability reduced by half. This ability modifies summon assistance.

TWISTS OF RAGE

At 5th level and every five levels thereafter, an infused rager gains a rage power (to a maximum of four rage powers at 20th level). This ability replaces fast summons and enduring summon.

SWARM ELEMENTALIST

A swarm elemental had their initial experience not with a single large rift but rather with a tiny one that leaked a veritable torrent of elementals out. While none were powerful in and of themselves, an elemental can quickly discover that together they are a force to be reckoned with.

SUMMON ASSISTANCE (SWARM) (Su)

At 1st level, a swarm elemental can summon help, but instead of the regular elemental they get hundreds of them, albeit much smaller than usual. This swarm starts off as a Medium-sized swarm of Tiny elementals, increasing to a Large-sized swarm at 5th level. At 15th level, it becomes a Huge-sized swarm of Small elementals but loses evasion and improved evasion. This ability replaces summon assistance.

Swarm elemental planar guides, like a normal swarm, cannot make their regular slam or melee attacks

(including any extra slam attacks given by gifts), instead dealing 1d4 swarm damage. At 4th level the swarm's damage increases to follow the swarm subtype rules. All other attacks and special abilities granted by planar gifts work as normal.

The following statistics override those an elemental's planar guide would normally gain through their pact choice.

GUIDE ABILITIES

When gaining ability bonuses, the swarm of planar guides increases their Dexterity and Constitution.

BASE STATISTICS

Starting Statistics: **Size** Medium (Tiny); **Type** outsider (elemental, swarm); **Speed** 20 ft.; **AC** +2 natural armor; **Saves** Fort (bad), Ref (bad), Will (bad); **Attack** swarm 1d3; **Space/Reach** 5 ft./0 ft.; **Ability Scores** Str 1, Dex 15, Con 13, Int 3, Wis 13, Cha 8

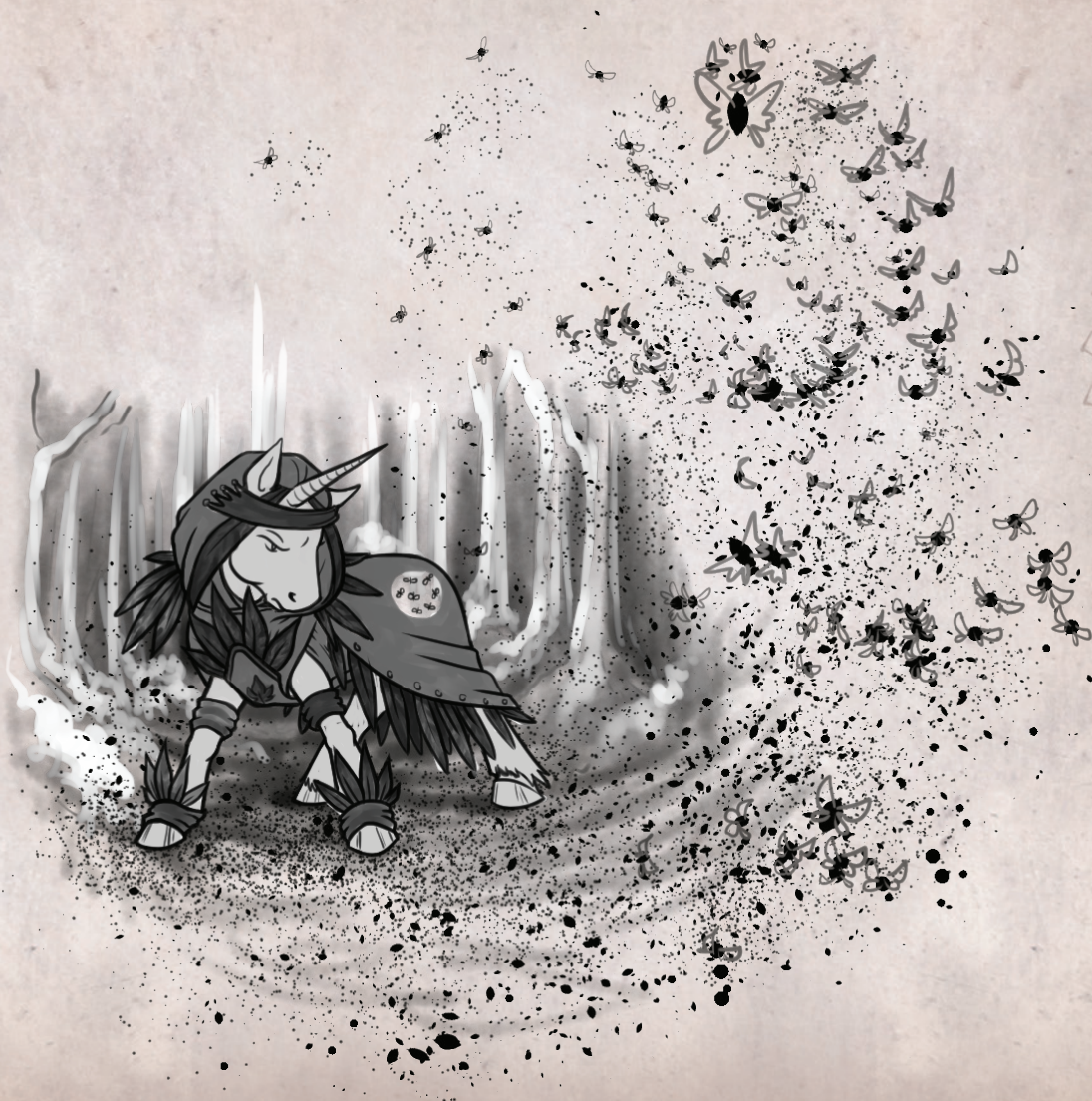


TABLE: SWARM PLANAR GUIDE

Level	HD (d10)	Damage	Good Saves	Poor Saves	Skills	Feats	Armor Bonus	Ability Bonus	Special
1st	1	1d4	+2	+0	4	1	+0	+0	Darkvision, Shared Tongue
2nd	2	1d4	+3	+0	8	1	+1	+1	—
3rd	3	1d4	+3	+1	12	2	+1	+1	Magical Attacks
4th	3	1d6	+3	+1	12	2	+1	+1	—
5th	4	1d6	+4	+1	16	2	+2	+2	Ability score increase; Increase size to Large
6th	5	1d6	+4	+1	20	3	+2	+2	—
7th	6	2d6	+5	+2	24	3	+3	+3	Silver Attacks
8th	6	2d6	+5	+2	24	3	+3	+3	—
9th	7	2d6	+5	+2	28	4	+3	+3	—
10th	8	2d6	+6	+2	32	4	+4	+4	Ability score increase
11th	9	2d6	+6	+3	36	5	+4	+4	Adamantine Attacks
12th	9	2d6	+6	+3	36	5	+5	+5	—
13th	10	2d6	+7	+3	40	5	+5	+5	—
14th	11	3d6	+7	+3	44	6	+5	+5	—
15th	12	3d6	+8	+4	48	6	+6	+6	Ability score increase; increase size to Huge; increase creature size to Small
16th	12	3d6	+8	+4	48	6	+6	+6	Alignment Attacks
17th	13	3d6	+8	+4	52	7	+7	+7	—
18th	14	3d6	+9	+4	56	7	+7	+7	—
19th	15	3d6	+9	+5	60	8	+7	+7	—
20th	15	3d6	+9	+5	60	8	+8	+8	—

Magical Attacks (Ex): The planar guide swarm's attacks count as magical for the purpose of overcoming damage resistance.

Silver Attacks (Ex): The planar guide's swarm's attacks count as silver for the purpose of overcoming damage resistance.

Adamantine Attacks (Ex): The planar guide swarm's attacks count as adamantine for the purpose of overcoming damage resistance.

Alignment Attacks (Ex): The planar guide swarm's attacks count as their alignment for the purpose of overcoming damage resistance.

Swarm elementalists also add the following to their list of planar gifts:

Swarm Devolution (Su): Once per day, as a standard action, you may embrace your element and planar guide so much as to become almost the same. For a number of rounds equal to your elemental level, you become a Large-sized swarm of Fine elementals. You can still think and act as normal, but you cannot make any melee attacks. You deal damage and distract as per a swarm of your hit dice. Your equipment becomes part of you but passive bonuses remain in effect (you are still unable to activate any magic items or otherwise access your equipment.) This planar gift cannot be used by planar guides. You must be at least 13th level to select this planar gift.



ELEMENTALIST

Touched by the clashes between the planes it is little wonder that the elementalists would sprout into being in the violent turmoil that is Everglow. The world is poised between many planes and they touch one another as well as Everglow itself, sometimes in sudden and dramatic upheavals that can sow chaos for weeks, months, or (rarely) years if left unchecked.

Some become exposed to this school of combat against their will, narrowly surviving an elemental bleed and emerging changed for the better. Others seek out areas of intense activity, ready to harness that power and internalize the flow of planar energies. In either case they become warriors infused with the power of the cosmos, filled with the roiling power of their chosen planes.

TOUCHED BY THE ELEMENTS

An elementalist is so in tune with their chosen element that their personalities become a personified reflection of the raw natural forces they embody. It is hard to say whether they are changed by their element or the element is subtly shaped by their will and power—what is certain is that the elementalist is an impressive and canny opponent that is a deadly force on the battlefield.

FORCES OF NATURE

The role of an elementalist varies depending on the element they choose and the specialities taken within, but all are capable martial combatants be it up close or at a distance. Their elemental companion can turn the tide of battle by providing a sudden flank as well as serving as a valuable ally.

ELEMENTALIST CLASS FEATURES

Level	Proficiency Bonus	Features
1	+2	Summon Assistance
2	+2	Planar Warrior First Choice
3	+2	Elemental Focus, Planar Gift
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Planar Gift
7	+3	Planar Warrior Second Choice
8	+3	Ability Score Improvement
9	+4	Fast Summon
10	+4	Planar Gift
11	+4	Planar Warrior Third Choice
12	+4	Ability Score Improvement
13	+5	Enduring Summon
14	+5	Planar Flexibility
15	+5	Planar Gift
16	+5	Ability Score Improvement
17	+6	Planar Warrior Fourth Choice
18	+6	Planar Gift
19	+6	Ability Score Improvement
20	+6	Planar Perfection

Multiclassing Prerequisite: Constitution 13 and Wisdom 13.

Multiclassing Proficiencies Gained: Light armor, shields, simple weapons, martial weapons, and either medium armor or one skill of your choice.

QUICK BUILD

You can make an elementalist quickly by following these suggestions. First, make Wisdom your highest ability score, followed by Constitution. Second, choose the “Unaffiliated Adventurer” background from the *Ponyfinder Campaign Setting: Dawn of the Fifth Age* book.

CLASS FEATURES

As an elementalist, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per elementalist level.

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per elementalist level after 1st.

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Acrobatics, Athletics, Insight, Intimidation, Nature, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

(a) martial weapon and a shield, or a (b) a mace, or (c) a dagger.

(a) chain mail armor, or (b) studded leather armor and a shield.

An explorer’s pack.

SUMMON ASSISTANCE

Starting at 1st level, you can call on the aid of a planar guide. The planar guide often takes a unique shape that is influenced in part by you, as it is molded by your will and spirit. The planar guide’s alignment matches your own. When you reach 3rd level, your planar guide is further limited by your Elemental Focus as noted below. The planar guide has access to all your planar gifts. Summoning the planar guide takes an action, conjured in an unoccupied space within 30 feet and able to act immediately. When summoned during combat, the planar guide acts on your initiative.

Maintaining the presence of the planar guide requires concentration, the same as concentrating on a spell. The planar guide can remain up to as many rounds as you have levels in the elementalist class. You can choose to cease spending rounds at any time during your turn, causing the planar guide to vanish. If the planar guide is slain, it cannot be summoned again until after you finish a long rest. You can then summon the planar guide again, unharmed.

The planar guide can telepathically communicate with you at a range of 1,000 feet for as long as it is summoned.

At 8th level and again at 12th and 16th level, the planar guide gains an ability score improvement (or a feat at the GM’s discretion).

The planar guide has the same proficiency bonus as you but otherwise has the following statistics:

PLANAR GUIDE

*Small elemental,
(same alignment as the elementalist)*



Armor Class 13 (natural)

Hit Points 12 (increase by 6 + Constitution modifier per elementalist’s level past the first)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	15 (+2)	14 (+2)	10 (+0)	15 (+2)	16 (+3)

Saving Throws Con +4, Wis +4

Skills Arcana +2, Deception +5, Insight +4, Perception +4, Stealth +4

Condition Immunities exhaustion, petrified

Senses passive Perception 14

Languages Common, plus one additional exotic language as appropriate

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage



PLANAR WARRIOR

Starting at 2nd level, you gain a keen awareness of and ability to combat those not in harmony with the local plane. You have advantage on attack rolls against one creature type chosen from the following list: aberration, celestial, elemental, fey, and fiend. In addition, your weapon attacks against creatures of the chosen type score a critical hit on a roll of 19 or 20. This ability does not function on planes in which the creatures are native (such as when fighting demons in the Abyss).

At 7th level and then again at 11th and 17th level, you choose another creature type from the list.

ELEMENTAL FOCUS

Beginning at 3rd level, you attain a fundamental understanding of an element. You choose an element, or perhaps it chooses you. Either way this choice is permanent. You become infused with energies that allow you to channel and focus the specific element through Planar Gifts (see below). This choice also limits you to a specific elemental type when summoning your planar guide.

PLANAR GIFT

Planar gifts are gained from your chosen planar pact

and grant extra abilities to you and your planar guide. Planar gifts with limited daily uses are drawn from the same pool, whether you or your planar guide use it. You can prevent a planar guide from activating a limited planar gift without effort. Unless otherwise noted, activating the power of a planar gift takes an action.

The base DC for the effects of your planar gifts and class features is 8 + your proficiency bonus + your Wisdom modifier.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

FAST SUMMON

Beginning at 9th level, you can use summon assistance as a bonus action.

ENDURING SUMMON

At 13th level, you no longer have to maintain concentration on your planar guide, and it can exist for a number of minutes equal to your elemental level.

PLANAR FLEXIBILITY

At 14th level, you choose one of the following benefits

- Take one planar gift you know that can be used once before needing to finish a short or long rest to use again. You can now use it twice before needing to finish a rest.
- You gain a planar gift that is from another elemental pact. This gift cannot have a level requirement higher than 7th level. You cannot select a planar gift that would alter your form. Unlike normal, your planar guide does not benefit from this planar gift.
- The amount of time that you can summon your planar guide is doubled between each long rest. If your planar guide should be slain, it can be

re-summoned once more unharmed. After the second time a planar guide is slain, it cannot be summoned again until after you finish a long rest.

PLANAR PERFECTION

At the pinnacle of your growth your pact changes you in some dramatic way, often with visible marks of their maturity as well as an increased level of ability (as noted in your chosen pact).

AIR PLANAR PACT

Class Skills: You gain proficiency in the Acrobatics skill, or you can choose another skill from your class skill list if you are already proficient with Acrobatics.

Planar Guide: Your planar guide appears almost completely insubstantial, their form more defined by dust and small objects caught in their form, than by their form itself. How humanoid it appears has no mechanical difference and sometimes changes as you grow.

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

AIR PLANAR GIFTS

You can choose from any of the following planar gifts.

A Whisper on the Breeze. As an action, you become invisible (as per *greater invisibility*), leaving no scent and making no sound with movement. Once you have used this feature twice, you cannot do so again until after you have finished a long rest. You must be at least 15th level to select this planar gift.

Air Defense. When you gain this planar gift, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by $1d10 + \text{your Dexterity modifier} + \text{your elemental-ist level}$. At 15th level, when you use this ability, it applies to all ranged weapon attacks until the start of your next turn, rolling separately to reduce damage for each attack. Once you have used this feature a number of times equal to your Dexterity modifier, you cannot do so again until after you have finished a long rest.

Air Wings. You gain wings formed from air, allowing you to glide (not fly), moving up to 5 feet horizontally for every 5 feet fallen, up to 30 feet. Additionally, you can use your wings to slow your fall as long as you are not incapacitated, allowing you to fall at a rate of 10 feet per round and negating falling damage. At 10th level your wings grant a fly speed of 30 feet. You must be at least 6th level to select this planar gift.

Bad Air. As an action you can poison the air around you so horrifically that it can kill. This operates as the *cloudkill* spell but emanates outward directly from you in a 20-foot radius. You are not immune to the

effect, but have advantage on saving throws to resist it. Once you have used this feature, you cannot do so again until after you have finished a long rest. You must be at least 15th level to select this planar gift.

Breath of Fresh Air. You gain Auran as a language. Creatures that speak Auran do not attack you unless they are attacked first, with exceptions as decided by the GM. In addition, you have advantage on Wisdom (Insight) checks against creatures that speak Auran. At 6th level you have advantage on saving throws against any airborne poison damage or effects.

Foul Air. As a standard action, you turn the air around you putrid and unbreathable. This operates as per *stinking cloud* except it emanates directly outwards from you. You are immune to its effect. Once you have used this feature twice, you cannot do so again until after you have finished a long rest. You must be at least 6th level to select this planar gift.

Like the Wind. As an action, you can assume a gusty state (as the *gaseous form* spell). You can remain gaseous for 1 minute per elemental-ist level and recharge these minutes after finishing a long rest. This duration does not need to be consecutive, but it must be spent in 1 minute increments. You must be at least 6th level to select this planar gift. You can bring other creatures with you in *gaseous form*, but each passenger costs an additional minute from your uses per minute of travel.

Planar Touch. Your planar guide gains the ability to tap into its elemental nature with its strikes. When it makes a slam attack, it deals an additional $1d6$ lightning damage. It can suppress this feature as a free action. You must be at least 6th level to select this planar gift.

Ride the Storm. As an action you can create a thundercloud. The thundercloud affects a 10-foot radius and lingers for 2 rounds after it is activated. When a



creature enters the thundercloud's area for the first time in a round or starts its turn there, it must make a Dexterity saving throw or take 3d6 lightning damage. At 11th level, you can direct the thundercloud using small bursts of wind as a bonus action (it has a fly speed of 20 feet) and its damage increases to 6d6 lightning damage. Once you have used this feature twice, you cannot do so again until after you have finished a long rest. You must be at least 6th level to select this planar gift.

Rush of Air. When you are flying, your movement doesn't provoke opportunity attacks. You must be at least 6th level to select this planar gift.

Shifting Breeze. The movements of you and your planar guide are erratic and hard to predict, making you much harder to hit. Your AC increases by 1 and your planar guide's AC increases by 2. In addition, your guide may Dodge as a bonus action. At 7th level, you may also Dodge as a bonus action (once you have used this feature to Dodge twice, you cannot do so again until after you have finished a long rest.)

Targeted Warheads. As a bonus action you can use air currents to direct and speed ammunition toward its target. Until the beginning of your next turn, you may choose any single ranged weapon attack originating within 30 feet. The ranged weapon attack has advantage and its range increment is doubled. At 7th level and above you can also use a reaction to affect a ranged weapon attack as it happens.

Wind Beneath Wings. As an action, you can grant your allies a movement speed increase of 10 feet. You can affect a number of targets equal to your Dexterity modifier and it persists for 1 hour. You can include yourself in this effect. Once you have used this feature, you cannot do so again until after you have finished a long rest.

Wind Sight. You ignore penalties on Wisdom (Perception) checks based on weather, including spells like *fog cloud*. At 6th level, as an action, you can see or hear into any area within 1 mile (as if using *clairvoyance*) as long as there is an unobstructed path for air to travel between you and the target area (this does not require line of sight, meaning the path can turn corners and go through spaces no smaller than 1-inch in diameter). You can use this feature a number of rounds equal to your elemental level, but these rounds do not need to be consecutive. You regain all uses of your Wind Sight when you finish a long rest.

PLANAR PERFECTION

Upon reaching 20th level, you become a true elemental force. You gain darkvision 60 feet, or extend its range by 60 feet if you already possess it. You no longer require food or sleep. You also have immunity to the paralyzed and stunned conditions, as well as to magical

sleep effects. Lastly, your Dexterity score increases by 4, to a maximum of 24.

EARTH PLANAR PACT

Class Skills: You gain proficiency in the Survival skill, or you can choose another skill from your class skill list if you are already proficient with Survival.

Planar Guide: Your planar guide appears very similar to an earth elemental, though it can be constructed of pebbles, rocks, or great slabs of stone. How humanoid it appears has no mechanical difference and sometimes changes as you grow.

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

EARTH PLANAR GIFTS

You can choose from any of the following planar gifts.

Anchored to Stone. You gain a +1 bonus on attack and damage rolls if both you and your foe are touching the ground. At 7th level, this bonus increases to +2 and at 12th level it increases to +3. These bonuses do not stack with those provided by magical weapons. At 15th level you become sturdy. While you are on solid ground, you have advantage on checks and saving throws to avoid being moved or swallowed, and become immune to the prone condition.

Avalanche. Your planar guide gains an extra attack. You can use your bonus action to make an unarmed strike that deals bludgeoning damage equal to (1d4 + Strength modifier). You are proficient with this attack. This damage can be affected by features that alter or improve unarmed strikes. You must be at least 10th level to select this planar gift.

Crushing Fists. When striking at creatures with your bare body, you form protective sheaths of stone before impact. You gain monk bonus damage as if your elemental levels were monk levels when attacking with unarmed strikes. Your planar guide may use your monk damage dice with its slam in place of its normal damage dice. You must be at least 10th level to select this planar gift.

Earth's Blessing. You can rend open a direct conduit to the Plane of Earth and channel the leaking energy to yourself and allies within 30 feet. All targets gain temporary hit points equal to your elemental level. These temporary hit points last for 1 hour. Once you have used this feature, you cannot do so again until after you have finished a short or long rest. You must be at least 10th level to select this planar gift.

Earth Mastery. You gain the ability to cast *dominate monster*, but it only works on elementals native to the elemental Plane of Earth. Once you have cast this spell once, you cannot do so again until after you have

finished a long rest. You must be 15th level to select this planar gift.

Elemental Adaptation. After being exposed to any effect that deals acid, cold, fire, or lightning damage, you may use your reaction to gain damage resistance against that element for 1 minute. This resistance applies to the effect that triggered your reaction. You cannot use this feature to gain more than one type of damage resistance at a time, nor can it be switched once activated. Once you have used this feature, you cannot do so again until after you have finished a short or long rest. You must be at least 10th level to select this planar gift.

Entomb. Opening a channel to the Plane of Earth, you attempt to trap a foe with a touch. As an action, make a melee attack against a creature within reach. On a successful hit, the target's speed is reduced by 10 feet in addition to the attack's damage. When you reach 7th level, your attack forces the target to make a Dexterity saving throw. Failure causes the creature to gain the restrained condition, while success halves the creature's speed. Once you have used this feature, you cannot do so again until after you have finished a short or long rest.

Language of Stone. You gain Terran as a language. Creatures that speak Terran do not attack you unless they are attacked first, with exceptions as decided by the GM. You also have advantage on Charisma (Persuasion) checks against creatures that speak Terran.

Open the Way. As an action, you can strike the ground and tear a hole to the Plane of Earth large enough for an elemental to breach. While the hole fades after a round, that is long enough for 1d4 mud or dust mephits to pass through. At 7th level, an earth elemental can slip through instead. At 15th level, 1d6 mephits and 1 earth elemental appear. Alternatively, two earth elementals could appear. Creatures summoned in this way are considered allies and persist for a number of rounds equal to your Constitution modifier. Once you have used this feature, you cannot do so again until after you have finished a long rest. If you have features that modify conjuring spells, they affect this feature. You must be at least 6th level to select this planar gift. If you select this planar gift with Planar Flexibility, you tear a hole into the plane that is appropriate for your chosen planar pact.

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

Rock Hide. You can conjure armor made of stone slabs that protects both you and your conjured ally. Your AC increases by 1 and your planar guide's AC increases by 2. In addition, your planar guide may spend a bonus action to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite. At 10th level, you can use this feature on yourself. Once you have used this feature on yourself twice, you cannot do so again until after you have finished a long rest.

Rock Shards. In place of a weapon attack, you can hurl a shard of stone at your enemy as a ranged weapon attack that deals 1d6 bludgeoning or slashing damage (your choice), has a range increment of 100 feet, and it has the finesse and thrown properties. You are proficient in this attack.

Alternatively, you can create up to 5 pieces of stone ammunition for a sling, bow, or crossbow. Each piece of ammunition deals an additional 1d4 damage and cannot be recovered on a hit or a miss. Once you have used this feature, you cannot do so again until after you have finished a long rest. You can only hold up to 10 pieces of such ammunition (any additional uses of the feature automatically fail).

Stone Step. You gain a burrow speed equal to your walking speed. At 10th level, you gain the ability to burrow through nonmagical, unworked earth and stone, leaving the stone undisturbed when you do so. You must be at least 6th level to select this planar gift.

Stone Veins. Your body becomes closer to perfection. You have advantage on saving throws against diseases and poisons. At 15th level, you become immune to poisons and diseases. You must be at least 6th level to select this planar gift.

PLANAR PERFECTION

Upon reaching 20th level, you become a true elemental force. You gain darkvision 60 feet, or extend its range by 60 feet if you already possess it. You no longer require food or sleep. You also become immune to the paralyzed and stunned conditions, as well as to magical sleep effects. Lastly, your Constitution score increases by 4, to a maximum of 24.

FIRE PLANAR PACT

Class Skills: You gain proficiency in the Intimidate skill, or you can choose another skill from your class skill list if you are already proficient with Intimidate.

Planar Guide: Your planar guide appears very similar to a fire elemental. How humanoid it appears has no mechanical difference and sometimes changes as you grow.

FIRE PLANAR GIFTS

You can choose from any of the following planar gifts.

Burning Blows. Your weapon or body grows hot at the moment of impact with an enemy. Your melee weapon attacks deal an additional 1d6 fire damage. If you are using a feature that would cause you to deal fire damage with a melee weapon attack, you can choose which effect to use with each attack, but they do not stack. You can light torches and start fires as long as you are holding the torch or object that you want to ignite.

Emergency Cauterize. You gain the ability to blast an ally within 20 feet with a wave of heat, searing their wounds closed in a last ditch attempt to save their lives. This functions as the *revivify* spell, but it cannot save creatures that were reduced to 0 hit points by fire damage. Once you have used this feature, you cannot do so again until after you have finished a long rest. You must be 10th level to select this planar gift.

Field of Flames. Channeling the raw power of the elemental Plane of Fire, you can become the center point of a roaring column of flames. Creatures and objects within 30 feet of you are engulfed in flames, taking 8d6 fire damage. You may exclude a number of targets equal to your Constitution modifier (you are automatically excluded.) A successful Constitution saving throw halves this damage. You may use this once, and regain the ability to do so after finishing a long rest. You can use this feature once between short or long rests starting at 10th level and the feature increases to 12d6 fire damage. Alternatively, you can use this ability defensively as a reaction, negating a

cold effect or spell as if you had cast *counterspell* with a spell slot high enough to cancel out the cold spell. This can even work monster attacks such as a white dragon's breath attack.

Fiery Trail. As a bonus action, you leave a trail of fire behind you as you move. This operates as per *wall of fire* in every square you move through until the start of your next turn. You may choose which side of a square the wall emanates heat, but it should face the same side the entire path. At 10th level, the wall deals 6d8 fire damage (as if you had used a 5th-level spell slot). At 15th level, the wall deals 7d8 fire damage (as if you had cast it with a 6th-level spell slot). At 18th level, you can have both sides of the wall emit heat. Once you have used this feature, you cannot do so again until after you have finished a long rest. You must be at least 10th level to select this planar gift.

Flame On. You can wreath yourself in flames that don't burn you or your possessions, but turn away harm. Your AC increases by 1. At 10th level, you gain fire resistance. In addition, you also gain the ability to use your reaction to make your flames lash out at an enemy within 10 feet that has made a melee attack roll targeting you, dealing 1d10 fire damage. You can use this reaction a number of times equal to your Constitution modifier. You regain spent uses of the reaction use of feature after finishing a long rest. Your planar guide's AC increases by 2, and it can use its reaction to deal fire damage immediately after you select this planar gift (even before you are 10th level).

Internal Warmth. The fires within you can protect you from even the worst conditions. You can use your



reaction to become immune to disease or any of the following conditions for 1 minute: paralyzed, petrified, poisoned, stunned. If you are already suffering from a disease or one of these conditions, you can make another saving throw for each ongoing condition. On a failure the disease or condition remains and you do not gain immunity. On a success the disease or condition ends and you gain immunity to it. You can activate this feature even if you have a condition that would not otherwise allow you to do so, such as being paralyzed or unconscious. Once you have used this feature, you cannot do so again until after you have finished a short rest

Language of Fire. You gain Ignan as a language. Creatures that speak Ignan do not attack you unless they are attacked first, with exceptions as decided by the GM. You have advantage on Charisma (Intimidate) checks against creatures that speak Ignan.

Lord of Flames. When dealing damage to creatures with resistance or immunity to fire, you can penetrate their protections. Creatures with fire immunity only have resistance to fire when targeted by your fire-based attacks. Creatures that are resistant to fire have no protection against your fire-based attacks. You must be at least 10th level to select this planar gift.

Master of Flame. You can use your bonus action to gain resistance to fire until the start of your next turn. In addition, your planar guide is permanently immune to fire. You must be at least 10th level to select this planar gift.

Meteoric Drop. Any time you charge an enemy from a higher altitude, from flying, jumping down on them, or otherwise getting the drop on them, your attack becomes explosive. As an action, you make a melee weapon attack roll against a creature after moving at least 10 feet. On a successful hit, you make an opposed Strength check against your target and on a success they are knocked prone (on a failure there is no effect). When you successfully knock an opponent prone, you deal 5d6 fire damage to every creature within a 5-foot radius, but not yourself or your original target. You must be at least 10th level to select this planar gift.

Natural Heat. You become immune to fire. Walking through a burning building or across lava poses no threat to you (at least from the heat). You must be at least 15th level to select this planar gift.

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

Rapid Flames. When you or your planar guide take the

attack action, you can attack twice, instead of once. This additional attack stacks with the Extra Attack feature you receive when you become a 5th level elemental, but not any similar features gained from other classes. You must be at least 10th level to select this planar gift.

Smokey Visions. You can see through ash, fire, and smoke as if they weren't there. You also no longer need air to breathe.

Smoldering Gaze. The flame inside you proves compelling or intimidating to those around you. You double any proficiency bonuses for a single Charisma-based skill that you have proficiency with. At 10th level, you choose a second Charisma-based skill to gain this benefit.

PLANAR PERFECTION

Upon reaching 20th level, you become a true elemental force. You gain darkvision 60 feet, or extend its range by 60 feet if you already possess it. You no longer require food or sleep. You also become immune to the paralyzed and stunned conditions, as well as to magical sleep effects. Lastly, your Dexterity score increases by 4, to a maximum of 24.

WATER PLANAR PACT

Class Skills: You gain proficiency in the Insight skill, or you can choose another skill from your class skill list if you are already proficient with Insight.

Planar Guide: Your planar guide appears very similar to a water elemental. How humanoid it appears has no mechanical difference and sometimes changes as you grow.

Special: Your planar guide gains a 40 foot swim speed.

WATER PLANAR GIFTS

You can choose from any of the following planar gifts.

Amorphous Shape. As an immediate action you can adjust your limbs and body around to increase your reach to 10 feet (15 feet if you are wielding a reach weapon). This effect lasts for 1 minute. Once you have used this feature, you cannot do so again until after you have finished a long rest. You must be 10th level to select this planar gift.

Banish Warmth. When striking at creatures with your bare body or with a metal melee weapon, your strikes sap the heat from your target. Your melee weapon attacks deal an additional 1d4 points of cold damage. This damage increases as your elemental level increases: 1d6 at 5th level, 1d8 at 9th level, 1d10 at 15th level, and 1d12 at 20th level. Your planar guide can choose to deal this additional damage if it is

greater than any elemental damage that the planar guide already causes.

Control the Flow. Water can either channel electricity or suck the heat out of a flame at your command. When touching water, the efficacy of electricity and flames are greatly reduced. As a reaction, you and others touching the same body of water gain resistance to fire and lightning for 1d4 rounds. You can affect a number of targets equal to your Wisdom modifier. Once you have used this feature, you cannot do so again until after you have finished a short or long rest.

Fluid Motion. Your movements slip and slide around attacks, making you much harder to hit. Your AC increases by 1. At 7th level, you can use your reaction to turn your body into water, ignoring bludgeoning, piercing and slashing damage from one weapon attack. Once you have used this feature, you cannot do so again until after you have finished a short or long rest. As soon as you select this gift (even before 7th level) your planar guide's AC increases by 2 and it can use its reaction to ignore bludgeoning, piercing, and slashing damage from a weapon attack once each round.

Fluid Tongue. You gain Aquan as a language. Creatures that speak Aquan do not attack you unless they are attacked first, with exceptions as decided by the GM. You have advantage on Charisma (Performance) checks.

Form of Water. With an action, your body converts into pure water, retaining its form. For 1 minute you gain resistance against bludgeoning and slashing damage. If you grapple a creature, you can force it to

hold its breath for the duration of the grapple. As an action while grappling, you can attempt to suffocate your enemy. The creature must make a Constitution saving throw, starting to suffocate on a failure. You can also squeeze through an opening that is an inch wide. Once you have used this feature, you cannot do so again until after you have finished a long rest. You must be at least 15th level to select this planar gift.

Hydrostatic. In place of a weapon attack, you can create a pin-hole rift to the elemental Plane of Water near an enemy within 100 feet. Make a ranged attack (using your proficiency bonus + Strength modifier) and on a successful hit, you deal 1d6 bludgeoning damage plus your Strength modifier.

Like the Tide. You double your movement speeds whenever you start your turn in contact with water, whether you are swimming, stepping in a puddle, or running in the rain. You also don't need to spend movement to stand up from prone, rising in one fluid motion as a free action even if you are not in water. You must be at least 7th level to select this planar gift.

Open the Way. As an action, you can strike the ground and tear a hole to the Plane of Water. In the opening, the resultant flood creates a bog that expands at a rate of 5 feet each round. After 5 rounds the bog becomes a pool of water that continues to expand at the same rate. The bog counts as difficult terrain for anyone without a swim speed. If used in an enclosed area a pool of water begins forming immediately and rises at a rate of 1 foot each round, though it flows outward if given the chance. This effect lasts for a number of rounds equal to your elemental level. Once you have used this feature, you cannot do so again until after you have finished a long rest.



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

Ride the Wave. You gain a swim speed of 40 feet. Additionally, you can create a whirlpool as an action, creating a 20-foot radius sphere of water that exists for 1 round. Creatures that begin their turn or enter into the area must make a Strength (Athletics) check or be thrown in a random direction for 20 feet, taking 1d10 bludgeoning damage. Once you have used this feature, you cannot do so again until after you have finished a short or long rest.

Tsunami. When you or your planar guide take the attack action, you can attack twice, instead of once. This additional attack stacks with the Extra Attack feature you receive when you become a 5th level elemental, but not any similar features gained from other classes. You must be at least 10th level to select this planar gift.

Water's Blessing. Once per day, you can rend open a direct conduit to the Plane of Water and channel the leaking energy to yourself and allies within 30 feet. All targets gain temporary hit points equal to your elemental level. These temporary hit points remain for 1 hour. Once you have used this feature, you cannot do so again until after you have finished a short or long rest. You must be at least 10th level to select this planar gift.

Wet Advantage. You can spend a free action to have advantage on one attack roll each round if both you and your opponent are touching water. At 7th level, you can use this feature twice each round. At 15th level you have advantage on checks and saving throws to avoid being moved or swallowed.

PLANAR PERFECTION

Upon reaching 20th level, you become a true elemental force. You gain darkvision 60 feet, or extend its range by 60 feet if you already possess it. You no longer require food or sleep. You also become immune to the paralyzed and stunned conditions, as well as to magical sleep effects. Lastly, your Strength score increases by 4, to a maximum of 24.

LOVE PLANAR PACT

Class Skills: You gain proficiency in the Persuasion skill, or you can choose another skill from your class skill list if you are already proficient with Persuasion.

Planar Guide: Your appears very similar to your, but bright and different colors, and often set apart as forming in the shape of the opposite sex (though their

otherworldly nature is clear). When you gain this pact, choose the element that your planar guide can be selected from (air, earth, fire, or water). This choice is permanent.

LOVE PLANAR GIFTS

You can choose from any of the following planar gifts.

Many of these gifts used in combat obligate you to ensure the safety of the target. Such targets cannot be killed or allowed to be killed in your presence, but can be knocked unconscious. Beings incapable of moral thought (unintelligent constructs, unintelligent undead, animals, etc) may be targeted freely.

Brave Promise. When you make a promise of mercy to something with a Challenge Rating greater than your level, you are energized by the boldness of your oath. For as long as you are in active combat with them, you gain the effects of the *shield of faith* spell and have advantage on saving throws against the target's spells and effects. You must be at least 10th level to select this planar gift.

Clear Heart. Your mind and heart can see through artificial attempts at manipulation. You have advantage on saving throws against the charmed or frightened conditions. When you reach 20th level, if you have this planar gift you may replace it with another planar gift of your choice. You must be at least 6th level to select this planar gift.

Eternal Love. Souls from different backgrounds can sometimes come together—you fell in love with your planar guide and they with you. Your summon assistance class ability no longer has a set duration but losing your planar guide is a mighty blow even if for short periods of time. You have disadvantage on attack rolls and ability checks whenever you are out of line of sight of your planar guide. If your planar guide is slain, you suffer the effects of the *slow* spell for 1 hour. You must be at least 10th level to select this planar gift.

Language of Love. You always know just the right things to say no matter who you are talking to. As a free action, you can choose to roll a natural 20 on a Charisma (Persuasion) check. Once you have used this feature, you cannot do so again until after you have finished a long rest.

Lending Hand. Your planar guide can take the Help action as a bonus action. You must be at least 6th level to select this planar gift.

Love Heals. So long as you have promised mercy on those who would harm you or your allies, you can prove quite difficult to put down in any permanent way. You restore 1 hit point at the end of each turn when you have half your total hit points or less. At 10th level, you heal an additional 1 hit point when

you have 25% of your total hit points or less. At 15th level, this increases by 1 at all times (restoring 1 hit point when you have less than full hit points, 2 hit points when you have less than half hit points, and 3 hit points when you have 25% of your total hit points or less). The death of any creature that you have promised to protect immediately suspends feature for 1 hour and it does not begin again unless you spend a bonus action to offer such protection. You must also select a type of damage (acid, fire, lightning, or cold) that can negate this feature for 1 round. This choice is permanent.

Love Hurts. So long as you have promised mercy on those who would harm you or your allies, you do not tolerate one of your allies being seriously harmed. When an ally is reduced to 0 or less hit points, you can fly into a rage, gaining a bonus to attack and damage equal to your Charisma modifier. If the promise of mercy is broken, the rage immediately ends and cannot be reactivated for an hour. Once you have used this feature twice, you cannot do so again until after you have finished a long rest.

Master of Mercy. You can choose to have your melee and ranged weapon attacks deal an additional 1d6 psychic damage, but you can never kill a creature while using this feature (instead knocking out an opponent even if the attack is not made with a melee weapon). You can also use your reaction to save a creature you have damaged during combat if they would be reduced to 0 hit points by another creature or effect, causing them to be stable at 0 hit points rather than killed. You must be at least 10th level to select this planar gift.

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

Promises Kept. As a reaction, you can modify the effect of any damaging spell you witness being cast or that includes you as a target. The spell deals half damage, which can then further be halved by resistance or a successful saving throw, as the spell dictates. Once you have used this ability a number of times per day equal to your Charisma modifier, you cannot do so again until after you have finished a long rest. You must be at least 15th level to select this planar gift.

Puppy Love. As an action, you can attempt to charm a beast. The creature must make a Charisma saving throw; beasts with an intelligence of 3 or lower have disadvantage on this saving throw. On a failed save, the target creature is charmed for a number of rounds equal to your elemental level or until you lose line of sight to it. At 7th level, you gain the ability to affect any creature that would be affected by your Planar

Warrior class ability. At 12th level, you gain the ability to affect monstrosities. Once you have used this feature, you cannot do so again until after you have finished a long rest. At 16th level, you gain the ability to affect any creature, and regain the use of the ability after finishing a short or long rest.

Revenge of the Scorned. You can use an action to swear an oath of revenge for someone downtrodden, such as a slave, jilted lover, or even a cheated business partner. This oath grants you the power to seek justice. Against the offender, you gain the effects of the *bless* spell that lasts until you defeat them. You also have advantage on checks made to track or gather information on the offender, as your GM permits (usually affecting Charisma- and Wisdom-based skills). This effect remains active until you swear a new oath of revenge or the oath is completed. Your promise of mercy is considered already in effect against the offender. If the offender dies before you find justice, all of your gifts cease to function. You must then pay a penance to the downtrodden target, as determined by the GM, before your gifts return to you. It should be noted that justice may look like an apology or returning a beloved item, and not harm or lawful punishment.

Sacrifice of Care. When an ally within 30 feet is targeted by an attack or effect, you can use your reaction to designate yourself as the target, even if you are outside



the normal range of the attack. This does not function for effects or attacks that can strike an area or more than one target. Your position does not interfere with the functioning of the attack.

Tied Hearts. As an action and with a touch, you tie your fate and body with that of an ally. You may heal them, transferring up to 1 hit point per elemental level from yourself to them. Hit points lost by this feature cannot be restored until after you have finished a long rest. If the creature is suffering from a condition that had a saving throw, you can make a saving throw against it. On a success, the condition is removed. If you fail by 5 or more, you gain the condition as well. Performing either function is a bonus action. This bond persists until you make a new bond.

PLANAR PERFECTION

Upon reaching 20th level, you become a conduit for Lashtada's presence. You gain empathic vision of 30 feet, meaning you can see the emotional bonds between creatures as linked auras. This also grants you advantage on Charisma (Insight) checks, and you no longer require food or sleep. In addition, you become immune to diseases, the charmed and frightened conditions, as well as to magical sleep effects. Lastly, your Charisma score increases by 4, to a maximum of 24.

SWARM PLANAR PACT

Class Skills: You gain proficiency in the Arcana skill, or you can choose another skill from your class skill list if you are already proficient with Arcana.

Planar Guide: Your planar guide is a horde of Tiny elementals drawn from countless different planes.. This choice is permanent. Unlike other planar guides, it is a Medium swarm of Tiny elementals (with a fly speed of 20 feet, resistance to bludgeoning, piercing and slashing damage, as well as the Swarm Planar Guide Traits)

SWARM PLANAR GUIDE TRAITS

Swarm. The planar guide can occupy another creature's space and vice versa, and the planar guide can move through any opening large enough for a Tiny elemental. It cannot recover hit points or gain temporary hit points

Slams. +4 to hit, reach 0 ft., all targets in the planar guide's space. *Hit:* 5 (2d4) bludgeoning damage or 2 (1d4) bludgeoning damage if the planar guide has half of its hit points or less.



SWARM PLANAR GIFTS

You can choose from any of the following planar gifts.

Aura of Turbulent Elements. As an action, you may wreath yourself in a small storm of chaotic elements that extends in a 5-foot radius for 1 minute. When you activate this feature or at the start of your turn, choose between acid, cold, fire, or lightning damage. A creature takes 1d8 energy damage when it enters the storm for the first time on a turn or ends its turn there. At 6th level and again at 10th and 15th level, this damage increases by 1d8 (to a maximum of 4d8). Once you have used this feature twice, you cannot do so again until after you have finished a long rest.

Companion Mote. When you select this planar gift, a single member of your planar guide's swarm lingers with you, even when your planar guide has not been summoned. This mote is a Tiny elemental that has the same statistics as your planar guide, except that it has only the fly speed (no attacks, limited use planar gifts, Swarm Planar Guide Traits, resistances to weapon damage) and its hit points are equal to your elemental level. While the mote is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can perceive through your mote's senses until the start of your next turn, gaining the benefits of any special senses that the mote has. During this time, you are deaf and blind with regard to your own senses. You may temporarily banish or summon your mote as an action. If your mote is slain, it returns when your planar guide is dismissed after being summoned.

Elemental Adaptation. After being exposed to any effect that deals acid, cold, fire, or lightning damage, you may use your reaction to gain damage resistance against that element for 1 minute. This resistance applies to the attack that triggered your reaction. You cannot use this feature to gain more than one damage resistance at a time, nor can it be switched once activated. Once you have used this feature, you cannot do so again until after you have finished a short rest. You must be at least 10th level to select this planar gift.

Elemental Rupture. Opening a small rift to one of the elemental planes, you let forth a small burst of elemental energy. Choose fire, acid, lighting, cold, radiant or necrotic as the type of rift, then make a ranged spell attack using your wisdom modifier plus proficiency bonus against a foe within 90 ft. On hit, the target takes 3d8 damage of the same type as the rift. You may use this once, and an additional time at 6th, 10th, and 15th level. You regain all spent uses on a short rest

Gathering Swarm. As an action, you can cause your planar guide to grow in size, becoming a Large swarm



of Tiny elementals for 1 minute or until the planar guide is banished. At 10th level, your planar guide instead becomes a Huge swarm of Tiny elementals and at 15th level, your guide instead becomes a Gargantuan swarm of tiny elementals. While enlarged, your guide deals an additional 1d6 damage per size category increase (or 1d4 per size category increase if it has less than half its hit points left). Once you have used this feature, you cannot do so again until after you have finished a long rest. You must be at least 6th level to select this planar gift.

Open the Way. As an action, you can strike the ground and tear a hole to either the Plane of Air, Plane of Earth, Plane of Fire, or Plane of Water large enough for an elemental to breach. While the hole fades after 1 round, that is long enough for 1d4 mephits of an appropriate type to pass through. At 7th level, a matching elemental can slip through instead. At 15th level, 1d6 mephits and 1 elemental appear. Alternatively, two matching elementals could appear. Note, elementals conjured by this feature remain for a number of rounds equal to your Constitution modifier and are considered allies. Once you have used this feature, you cannot do so again until after you have finished a long rest. If you have features that modify conjuring spells, they affect this ability. You must be at least 6th level to select this planar gift.

Part of the Swarm. You've learned how to minimize yourself so that you can join with your planar guide's swarm. As a bonus action, you can reduce yourself

down to Tiny size for 1 minute. While Tiny, attacks against you have disadvantage and if you share your space with your guide, you join with the swarm. While joined with the swarm, you cannot be targeted and when the swarm takes damage, it only takes half damage and you take the same damage as your swarm, ignoring resistances. For example, while you are joined with the swarm, if it is struck by an attack that would normally deal 12 slashing damage, it takes 3 damage and you take 3 damage. Also, the planar guide's slams attack deals an amount of extra damage equal to your Strength modifier. Once you have used this feature twice, you cannot do so again until after you have finished a long rest.

Planar Attunement. Whenever you finish a long rest, you may chose to attune to one of the four elemental planes. When you do, your planar guide gains resistance to the corresponding damage type (Plane of Fire—fire damage, Plane of Water—cold damage, Plane of Air—lightning damage, Plane of Earth—acid damage) and may deal that damage instead of bludgeoning damage when it makes its slams attack. Starting at 7th level, as a reaction you may gain the same damage resistance against a single source of damage. In addition, as a bonus action you may convert the damage from a weapon attack into the same damage type.

Planar Mobility: You may draw upon the power of the planes to grant yourself increased mobility. As a bonus action, you may chose one of the four elemen-

tal planes and gain a matching movement for the next hour, with a speed equal to your land speed (Plane of Fire—land speed, Plane of Water—swim speed, Plane of Air—fly speed, Plane of Earth—burrow speed). If you already have the type of movement, your speed instead doubles for that movement. Once you have used this feature twice, you cannot do so again until after you have finished a long rest. In addition, at 10th level, your planar guide automatically benefits from one of the types of movement when summoned. You must be at least 6th level to select this planar gift

Planar Touch. Your planar guide gains the ability to tap into its elemental nature with its strikes. When it makes its slams attack, it deals an additional 2d4 damage (or 1d4 damage if it has lost at least half its hit points). It can suppress this feature as a free action. You must be at least 6th level to select this planar gift and this planar gift cannot be taken by anyone who does not have the swarm planar pact

Protection of the Swarm. Whenever you or a creature friendly to you share their space with your planar guide, as a reaction your planar guide may take the damage from a weapon attack targeting you or the friendly creature. Damage taken this way ignores the planar guide's resistance to bludgeoning, piercing, and slashing damage. At 6th level, weapon attacks targeting you or friendly creatures that are sharing their space with your planar guide have disadvantage.

Rift Leap: The rifts that your swarm pours through are unstable and you've learned to utilize them for brief bursts of movement. As a bonus action you may teleport up to 30 feet (as *mist step*). Once you have used this feature, you cannot do so again until after you have finished a long rest. At 15th level, as an action you may duplicate the effects of *dimension door* instead. You must be at least 6th level to select this planar gift.

Swarm Devolution. As an action, you may embrace your element and planar guide so fully as to become almost the same. For a number of rounds equal to your elemental level, you become a Large swarm of Tiny elementals. You can still think and act as normal, but you cannot make any of your normal attacks. You gain resistance to bludgeoning, piercing, and slashing damage as well as the Swarm Planar Guide Traits, except that your bonus to the attack roll for slams uses your proficiency bonus plus your Wisdom modifier. Your equipment becomes part of you. Any magic items with passive effects still function, but you are unable to activate any of your magic items. Once you have used this feature, you cannot do so again until after you have finished a long rest. You must be at least 10th level to select this planar gift.

language and can speak all its dialects, including Auran, Aquan, Ignan, and Terran. Creatures that speak Primordial or one of its dialects do not attack you unless you are attacked first, with exceptions as decided by the GM. In addition, at 7th level you may cast the *tongues* spell once, regaining the ability to do so after finishing a long rest.

PLANAR PERFECTION

Upon reaching 20th level, you channel the force of all the elemental planes. You gain darkvision 60 feet, or extend its range by 60 feet if you already possess it. You no longer require food or sleep. You also become immune to the paralyzed and stunned conditions, as well as to magical sleep effects. Finally, choose one ability score when you gain this feature. You and your planar guide increases the chosen ability score by 2, to a maximum of 22.

UNIQUE MATERIALS



FIRE WOOD

Type of Item	Price Modifier
Light Armor	+10 gp
Medium armor	+20 gp
Heavy armor	+45 gp
Weapon	+20 gp

Using a relatively simple method, wood can be treated to gain the firmness and utility required to replace metal as key component of an armament or weapon. Unlike true metal the hardness of such wood is lacking, but it cannot be damaged by water or rust. Its use has been popularized by the big mao for places where metal resources are harder to come by, such as many of their settlements. Increase the crafting DC when making an item by 1 when creating a fire wood version.

Hardness 5; Hit Points 10 hit points (same as wood)

MAGIC ITEMS



STARLANCE

Aura overwhelming evocation;
CL 22nd

Slot weapon; **Price** priceless; **Weight** 8 lbs.

DESCRIPTION

This +5 lance glows with a moon-like light. Whenever the wielder of the lance scores a critical hit with it, the victim becomes stunned for one round. As a standard action, the wielder may unleash a bolt of pale silver light that can strike an enemy up to 60' away as a ranged touch attack. This costs 1 charge. If the enemy succeeds a Will saving throw (DC 22), the stunning is avoided in either case. When left under the glow of the stars overnight, it regains 1d4 charges, up to 10. If the weapon is sundered, it explodes brilliantly, sending out as many bolts as it has charges remaining towards random creatures within 30' of it, excluded the wielder. Of course, successfully destroying the artifact is tricky.

DESTRUCTION

The starlance can only be destroyed by sundering it while under the effect of magical light which qualifies as sunlight.

FEATS



ABUNDANT GIFT

Prerequisites: Planar Gift class feature



Pushing your ties to your elemental plane, you find it within you to overuse one of your gifts.

You gain one additional planar gift. It can be from any planar pact. It must not have a level requirement and has to be freely usable without limit by yourself or your guide.

Choose one of your planar gifts that has a limited number of uses. You can choose the planar gift provided by this feat. You gain 1 additional use of that planar gift before needing to finish a rest.

EVOLVED GUIDE

Prerequisite: Planar Guide class feature

Infusing your guide with a bit of whimsy, it takes on powers not normal for its kind. This feat can also be taken by your elemental guide if your GM allows it. In either case, this feat grants your planar guide the following benefits:

- Your planar guide gains a number of hit points equal to twice your elemental level. At 15th level, these additional hit points are equal to four times your elemental level.
- Summoning your planar guide is a bonus action. If you have the fast summon class feature, you can summon your planar ally without needing to use an action (treat as interacting with an object).
- You must also choose a planar gift to apply only to your planar guide. Every time you level up, you can switch the planar gift that your planar guide has, as long as it qualifies for the planar gift.

LIGHT BREATHED

Prerequisite: Planar Pact class feature

The vapors of many planes are hazardous or simply not even there. Your constant exposure to other worlds has left you short of breath—in a good way. You gain the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- You no longer need to breathe.
- You gain a benefit associated with your elemental type, as follows:

You gain fire resistance if your element is fire.

You can breathe in water if your element is water.

You can *levitate*, as per the spell, at will if your element is air.

You can burrow with a speed of 20 feet if your element is earth.

If your element is love, you can cast *warding bond* once, regaining the ability to do so after you have finished a short rest. You do not need to provide the material component for this spell.

If you have the swarm planar pact, you may choose earth, water, air, or fire as your element for this feat when it is taken. This choice is permanent.

OUTSIDER TRAINED

Prerequisite: Planar Warrior class feature

Your experience with otherworldly energies gives you an advantage when dealing with them. You have advantage on saving throws against spells and effects from creatures that are affected by your Planar Warrior class feature. Additionally, you can use your bonus action to use the Dodge action, but only against creatures that are affected by your Planar Warrior class feature.

PLANAR GIFT

Prerequisite: Level 5, not an elemental

Your adventures and research have led you to brush against the fabric of the universe, causing you to be

gifted in strange ways. You gain two planar gifts from any planar pact. These must not have a level requirement. If at any point you gain a level in a class that grants planar gifts, this feat immediately becomes Abundant Gift and you lose one of the gifts granted by this feat.

SHARED GIFT

Prerequisite: Elementalist level 10

Your allies may briefly come to know the wonders of the other planes. As an action, you can give an ally access to one of your planar gifts with a touch. Their usage of the planar gift counts against your uses. The planar gift is available for 1 minute per elemental level you have. If this duration runs out, the planar gift immediately deactivates even if it had duration remaining. Once you have used this feature, you cannot do so again until after you have finished a short or long rest.

SURGE OF FORCE

Prerequisite: Planar Pact class feature

Your element is particularly strong, always under pressure within you and wanting to burst free. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Add 1d6 energy damage of your element type to your melee weapon damage rolls. If your planar pact doesn't have a specific damage type, the additional damage becomes the same type as the attack's.

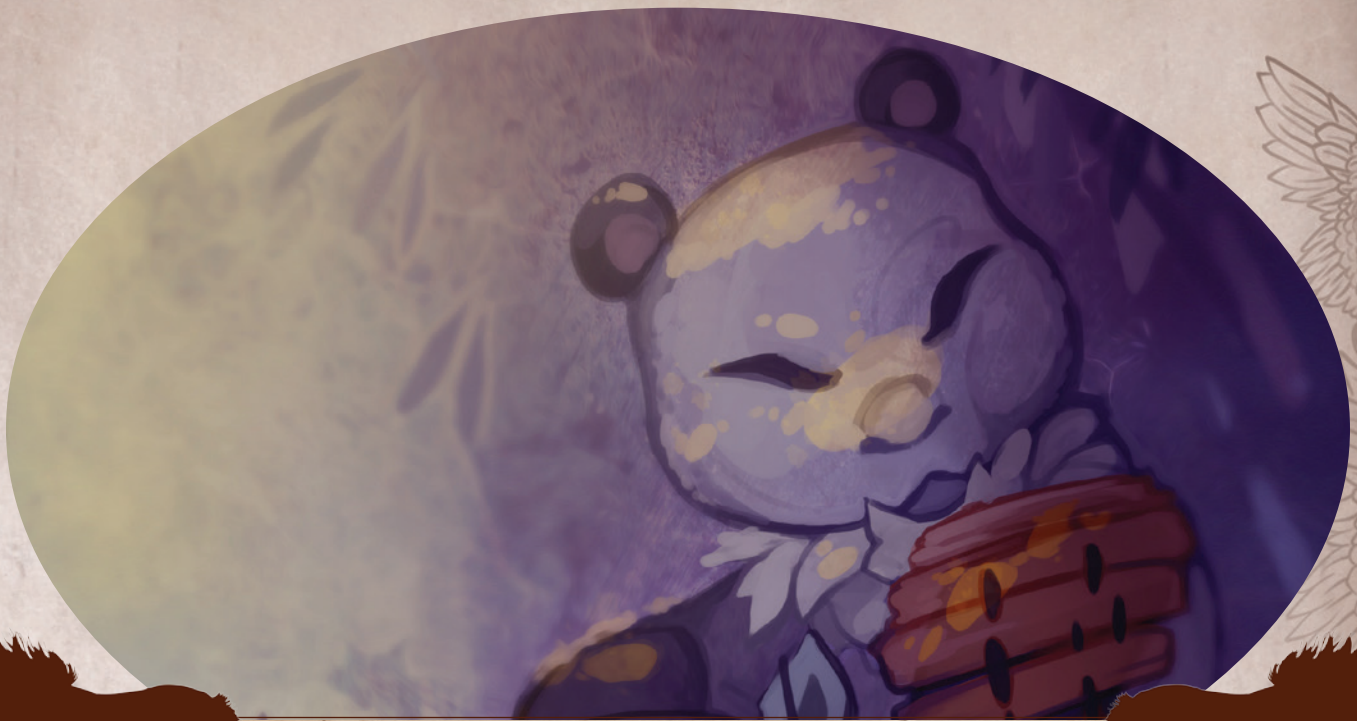
Pact	Damage Type
Air	Lightning
Earth	Bludgeoning
Fire	Fire
Water	Cold
Other	As per attack

UNNATURAL AURA

Prerequisite: Planar Pact class feature

Your exposure to the worlds beyond our own has tainted your presence, making animals shy around you. Beasts treat you as unnatural, refusing to attack you unless specifically trained or successfully pushed to do so. In addition, beasts have disadvantage on saving throws made to resist your spells and class features. At 10th level, creatures of the elemental and fey type are also affected.





BIG MAO

When a pony exploration group managed to weave its way through the human lands, their heads were filled with visions of what amazing new things that could lay on the other side of the expansive territories that the humans controlled. The humans they passed claimed the land ahead was owned by a race that would tolerate none of their aggression, yet refused to return it either—never engaging in war aggressively, only defensively. What manner of race would be so gentle and yet powerful enough to resist being eventually overwhelmed?

They found the answer as the first ornate buildings rose into view—they were bears. Large or small, each one was solid and powerful of frame. They seemed bipedal, with paws were as clever as human or purrsian fingers. When they moved together it often created mesmerizing patterns of black and white that the zebra especially appreciated (not that such stark colors were the only ones they had available in their number).

They were a peaceful people and greeted the pony envoy with open arms, as if they were lost kin. “Because we are,” explained the wise and aged bear that initially spoke to them. “You are fey, guardians of nature. Guardians of the West. We are guardians of the East. We share a duty to see to the cycles of the world.” The ponies were welcomed with festivities and revelry, permitted to join in celebration and to see their knowledge and culture.

The big mao were a curious lot, and asked as many questions as they answered. This came to a head when the ponies moved to continue their journey. As the envoy marched, they came across a line of mao with their arms crossed. Some of the ponies became worried—had the kind welcome simply been a ruse to lower their guard? One of the ursine approached as another gestured ahead. “Expect bandits,” she warned. They never asked, but they joined the caravan as if it were simply meant to be, and perhaps it was. The caravan learned to thank the gods for their new, stalwart companions that helped see them safely back to Everglow to report on the wondrous things they had found. With them, the big mao spread out to explore the home of the ponies.

BIG MAO PATHFINDER ATTRIBUTES



+2 Strength, +2 Wisdom, -2 Dexterity: Big mao are powerful of body and tranquil of mind, but it takes directed practice to get their lumbering forms into graceful motion.

Big Mao: Big mao are fey with the big mao subtype.

Medium: Big mao are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Big mao have a base speed of 30 feet.

Low-Light Vision: Big mao can see twice as far as humans in conditions of dim light.

Elemental Affinity: Big mao learn to appreciate an element as they mature. A big mao gains resistance 5 against one of the following types of energy: acid, cold, electricity, fire, positive, or negative.

Martial Training: Taught the ways of combat from a young age, all big mao are instructed in how to survive battle. Big mao gain a +2 dodge bonus to AC.

Thick Fur: The pelts of big mao protect them from thorns in the wild—and swords when pressed to battle. Big mao gain a +1 natural armor bonus to AC.

Languages: Big mao begin play speaking Mao and Sylvan. Big mao with high Intelligence scores can choose any language as a bonus save for secret languages like Druidic.

BIG MAO 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Wisdom score increases by 2. Your Strength score increases by 1.

Age. Big mao have about the same lifespan as humans.

Alignment. Big mao tend towards goodness, and most respect their word and traditions.

Size. Your size is Medium. Big mao stand anywhere from four to seven feet in height. They tend to be pudgy and heavy for a human of the same height.

Fey Born. Big mao count as fey for all purposes.

Speed. Your base walking speed is 30 feet.

Defense Combatant. A combination of training from youth and thick fur gives you an edge in combat. Your armor class increases by 1.

Elemental Affinity. Select one of the following types of energy: acid, cold, fire, lightning, necrotic or radiant.. You gain resistance against the chosen energy.

Languages. You can speak, read, and write Sylvan and Mao. Mao is a tongue of flowing consonants, where the tone of one's words can dramatically change the meaning of phrases.

BIG MAO HEIGHT AND WEIGHT

Base Height	Base Weight	Modifier	Weight Modifier
3 ft. 9 in.	120 lbs.	4d10	x5 lbs.

BIG MAO RANDOM STARTING AGES

Adulthood	Intuitive	Self-Taught	Trained
15 years	+1d4	1d6	2d6

BIG MAO AGE CATEGORIES

Middle Age	Old	Venerable	Maximum Age
35 years	54 years	72 years	72 + 3d20 years

PHYSICAL DESCRIPTION

Big mao are much like humanoid bears, usually pandas, walking easily on two legs. Their fingers are capped with dull claws but dexterous and able, and their thick fur runs from their round ears down to their short tails. When given ample food and freedom a big mao usually becomes a little rotund, but if one inquires about it they explain that a little pudgy is how you know a big mao is being treated well.

In accordance to their various elemental leanings, big mao reflect their inclinations physically—ice-aligned mao often appear as polar bears while fire-aligned mao often take the form of grizzlies.

SOCIETY

Big mao form into matriarchal communities, a fact that pleased their pony visitors. The wisest female and the wisest male (whether or not they have any other ties) are chosen to become the leaders of the settlement. Should the two actually be in a relationship it is considered good fortune, but not strictly required for them to be good leaders. When they cannot reach an agreement, the female's decision stands. Most of their laws run on the assumption that their citizens are good people and they are not often disappointed; those that stray and refuse to see the error of their ways are cast out from civilization. There is no such thing as a mao jail.

RELATIONS

Being neighbors to many human kingdoms as they rose, fell, and waged many wars, big mao were no strangers to battle. The key difference between them and their human neighbors is that they had their territory and were quite convinced that it was theirs—no more and no less. They never surrendered an inch, but never took any either. With a stable population, high percentage of trained adults, and martial readiness considered a virtue, attacks on the big mao were repelled firmly each time a human nation thought their lands were ripe for the taking.

ALIGNMENT AND RELIGION

If a big mao is left to their own devices, they often live quietly and in peace with their surroundings, making terrific neighbors as they appreciate kindnesses returned. They are not, however, religious—at least not so far as gods are concerned, worshipping instead the formless functions of the universe.

Elements, seasons, and even directions are all considered viable things to consider and praise, they just don't name them or expect them to come to their aid.

ADVENTURERS

While many big mao are content to simply live and perform their role, some feel a fire deep in their fuzzy chests, the pursuit of forgotten things or taking up arms in the names of another simply another task calling to them. Like ponies, they often feel they have a powerful destiny, though no obvious mark announces it to the world. Be it wanderlust, fate, or simply a need to prove oneself, a big mao that takes up the sword of adventure rarely sets it down easily.



BIG MAO FAVORED CLASS OPTIONS



The following favored class options are available to all big mao 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 their mutagen.

Bard: Add +5 ft. to the range of one of the bard's bardic performances (maximum +30 ft. to any one type of performance).

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

Fighter: Add +1 to the fighter's CMD when resisting a bull rush or trip attempt.

Monk: Add +1/4 point to the monk's *ki* pool.

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 a +1 bonus on concentration checks when casting paladin spells.

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

Rogue: Add a +1/2 bonus on Acrobatics checks to jump and a +1/2 bonus on Sense Motive checks.

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 summoner's 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 1/6th of a witch hex.

Wizard: Add +1/4 to the caster level of spells that have a matching energy descriptor or deal the same energy damage as the big mao wizard's elemental affinity.

BIG MAO POWER

Once, the bear-folk roamed much of the eastern portion of the continent they share with the humanoid races—it was not a peaceful place. They lost many of their number but eventually grew strong enough to stand on their own, and gathered together to provide a communal shield against aggression. Powerful of body and calm of mind, the big mao gladly serve their time in the local militia, practicing every day to be ready for attack be it by monsters, bandits, or invading armies. This constant practice from a young age gives the ursine folk an innate ability to defend themselves, though they

never prioritize killing. Killing is a sad facet of battle and one they never teach to enjoy or specialize in.

Like many fey, big mao are elemental creatures drawn to the forces that mold and form the world. As they mature they find themselves attracted to one particular manifestation of the world's glory and attempt to embody it. While this is displayed in clothing and martial style for most, some are so deeply attuned that they begin a slow metamorphosis. By the time they reach adulthood, they do not appear as a panda as many other big mao, but another sort of bear entirely.

Element	Types of Associated Bears
Fire	Grizzly, Sun
Ice	Polar, Black
Acid	Kodiak, Panda
Electricity/ Lightning	Panda, Brown
Positive/ Radiant	Brown, Sun
Negative/ Necrotic	Black, Polar

BIG MAO NAMING

While a big mao is given a cub's name to be called during childhood, they must select a name to bear as their own when reaching adulthood. The first name of a big mao tends to be a thing or place that they respect or think about often. A few more common names are a settlement's name, Sky, Thought, Song, Fire, Laughter, Beer, Battle, or Peace.

The name of their race, the big mao, is often capitalized by the bears themselves as Big Mao to show proper reverence to the bear they have named themselves after, much to the concern of grammatical scholars of other species.

The last name of a big mao often modifies the first with what the big mao wants to do with it. Examples include Protector, Seeker, Breaker, Collector, Giver, Taker, Destroyer, or Gazer

A BRIEF HISTORY OF BIG MAO

Before Everglow had set eyes on a single griffon the continent of Jinshei was a very inhospitable place. The bearfolk, fractured and scattered across the land, lived in small clusters no bigger than a family or three trying to survive as the other humanoid races waged wars all around them. They managed to do as much, but they did not thrive. The numbers of the bearfolk dwindled by the generation until one was born with a star on her forehead, a newborn that grew into a constantly



optimistic young girl with eyes that danced with life. Hope and good cheer were not all the bearfolk needed, however.

She grew, and grew, and grew and grew! The star-marked youth blossomed into a vision of rotund panda perfection. When it came time for a name, she took it—Big Mao. Big Mao went on to seek out her scattered people. She fought off those that preyed on them and gained allies as she went, but she had no vision of taking all the land, instead leading her people with a purpose, eventually forming the small place by the ocean that would become the home of all bearfolk.

When she lay dying, surrounded by hundreds of grieving ursine, she asked them that no monument be built for her. Her kin couldn't ignore her last request but neither could they bear to let her be forgotten to the sands of time—so they cheated, just a little, turning themselves into her monument. All bearfolk, no matter their specific variety, would be called big mao, in honor of her bravery and astounding spirit that they hope to carry forward.

With a territory of their own they followed Big Mao's advice and never forgot vigilance. They trained from a young age in basic defensive techniques; a big mao planning to be a baker would spend about a year learning fighting techniques, resulting in a highly-prepared population. When armies, bandits, or monsters threatened them, the aggressors would find a people united, where even the gentlest of maidens would take up arms and join the battle to defend their land.

While human nations rose and fell the big mao

became a symbol of stability. Good-hearted and friendly to one another, they rarely had a dispute that ran hotter than a shared scowl while passing on the street (and even those would diminish with time), allowing for their small nation to flourish and prosper. The bearfolk became good trade partners with other nations, sending out envoys by land and building a prosperous trading port to accept foreign goods and people.

Unlike some other insular and successful nations, the big mao were never afraid of strangers. If one came with peace in their hearts, they were welcome to trade, learn, and live with them. This made larger bearfolk cities into true metropolitan melting pots with a dizzying variety of races all living under big mao laws, as simple as those tended to be.

LIFE OF BIG MAO

Big mao begin families often with a classic romanticism. A male or female big mao finds feelings for another, endeavoring to win them over with romantic gestures and impressive shows of skill. Poetry and art are very popular means of wooing a potential partner, though it need not always be made by the suitor themselves. There is a certain skill to selecting just the right piece that means something to the recipient but whether hand-crafted or purchased, a caring gift is appreciated no matter the source. Once affection is returned, the bearfolk enter a period of courtship that can last up to several years, though it is often settled in about three to six months after which a marriage is announced and planned.

A big mao marriage is a festival in itself, starting with the dawning of the sun and ceasing at the stroke of midnight. The placement is usually in line with the elements of the two big mao involved, and scenic views are considered tasteful and appropriate. Should a pair not be wealthy, they settle for what they can get; sometimes a rented tavern for a day and some tasteful, rented pictures to hang up that give the right impression. Regardless of the prosperity of the event, those gathered celebrate the union of the new family, wishing well and often giving gifts of personal significance.

It is only then that big mao move on to the next phase of life, creating a family. It takes a female big mao most of a year to bear offspring. Usually one cub results but twins or triplets are possible. Their children consume much of their lives and both parents are deeply involved in the well-being and upbringing of each and every child. Only when a cub begins to read is school considered—big mao living in a city send their cub to school, but rarely to live away from home. Family is too important to break (even for education), so they send their little ones off for the day and expect them to return in time to enjoy dinner and recountings of the day with their kin.

Big mao left without parents due to one calamity or another are considered a deep familial duty for relative to take responsibility of, caring for the cub as their own. When a related big mao cannot be found, another steps up without too much prompting. Seeing a cub in such pain from loss is often reason enough for a big mao to open their heart to let the little one curl up inside.

When a big mao has become large enough to earn their name, they are taken aside by their parents. The gravity of the choice is made clear and they take some time going over what the cub enjoys doing and what they are good at doing, which are not always the same thing—but they hope it is. At the end of a day of reflection the cub is put to the final question. The maturing youth becomes a big mao with the selection of their title, welcomed to the settlement as an adult.

Big mao never forget the love of their parents. Even should one move far away, missives and gifts are sent home to keep that love burning bright through even the darkest of times. For those living close to home it is a common and welcome thing to visit on any holiday. Depending on the individuals, a weekend is considered reason enough for a family outing.

A big mao does not have an eternal or even an extended life to rely on—death is a part of life, as unavoidable as birth and love. They accept it as part of the workings of the world. If a fire were to burn on forever, that would be bad for the world; so too must their own time go through its cycles. When the first hints of middle age come upon a bearfolk they are often treated with jokes and good humor as signs of age are taken to be signs of wisdom and experience. Leaders of big mao organiza-

tions tend to be selected from the older, who are given respect without prompting by others.

When a big mao becomes truly venerable they often retire from the active portion of their profession, though never entirely—smiths puts down their hammers and soldiers set aside their swords—and it becomes an elder's new profession to show the youngest how to carry their torch forward to future generations. An aged worker sits beside a cub and gently guides them with advice and lessons; to be listened to and to see growth brings a warm smile to most aging big mao. They may have to go, but their work is not lost.

The passing of a big mao often comes in the still hours. They lay down to rest and simply never rise. It is considered ill-fortune for a bearfolk to meet their end in any other fashion for save one. The rare big mao (like their race's namesake) can feel the end coming, summoning their friends and family close. Such a rare blessing is considered quite deep and none who are summoned dare refuse it, despite—or even because of—bad blood they may have had. It is a final time to make one's wishes known, final goodbyes, and final opportunities to make things clear before they go. Rare are the enmities that can survive one of its members summoning the other to their death bed.

A big mao is buried with a marker that best represents them, a tribute selected by friends and family. Naturalists have a tree planted where they are set to rest, while another may become a new place to set a burning brazier to light the way. It is considered a final thought and token of respect to select something that fits the fallen well, adding to the aesthetic of the community they were a part of.

STEREOTYPES OF OTHER RACES

Ponies: We guard the East, they are guardians of the West. They do not fully understand their place in the greater world, but who does really? They are often of good hearts and if you can get past a friend with hooves, they will serve as reliable companions.

Cloven: That looks like a pony to me, one of the horned ones? There's a difference? How embarrassing for me...I clearly have more to learn.

Impure: Alright, this one must be a pony. Four hooves, no horns, and look at this tail, so long and soft with a tuft at the end. Is it related to the kirin? What do you mean no one favors them? I don't understand...

Flutterponies: Alright, the time for jokes is at an end. These are ponies, yes? Look, this one even has one of your brands. Painted? Alright, I give up. Will any of these species be upset if I call them friend? No? Good.

Griffons: They were guardians before the ponies and



perhaps are still. They watch over the high places and have little patience for those who would defile their domain. A good quality, as guardians go.

Phoenix Wolves: They guard nothing but a broken past, I hear. I would learn more but they are slow to speak to us.

Purrsian: Eager tradesfolk, they were sailing to us before we even met the ponies. We did not have the heart to tell the ponies they were not the first visitors from their land. It is quite the trick. They begin in a desert and make a harrowing journey to where they can board a boat to reach us. For our goods, they say it's worth it. They bring things with them we are eager to buy, to say nothing of the tales of their land and people. That is how we knew the ponies when they arrived.

Steel Heart: They are not creatures of the elements, not at first glance, but look deeper. Deep beyond the metal shell lives a heart of wood. Trees given will and motion. They protect their sacred places. They sing, they dance, they smith and love. Ignore that shell—they are people.

Sun Cat: They are very similar to us—no, really. Do not be deceived by appearances. They are wild caretakers of nature, once set upon by their own bipedal menace. Unlike us they rose to the challenge while keeping their nomadic ways true. Perhaps we should be jealous?

Drakehooves: We are familiar with what are known as kirin, and eastern drakehooves. They are graceful beings, deeply blessed with the power of elements. We are kin, charged with protecting the world. They may act aloof but they will come if we are in dire need, and they know we will protect and aid them if called upon. I hear the ponies of Everglow live estranged from their draconic kin—I hope that changes.

Humanoids: We have a...complex relationship with

humans. Were you to ask a cub what makes a human different than a big mao, they would giggle and call them naked, and say their ears were too small and their teeth not sharp enough. These things are illusions—a human can defend itself and is a wily predator. They saw in us that we were predators too, and this did not rest well with them. If they found us, they attacked. It was in part out of fear, in part out of greed, but their nature is not one easily changed so we changed ours. We learned community and defense. Once we had cities they could not attack, they came around; we became peers. Tread carefully among them but do not damn them all for the actions of some as they can prove to be good friends.

RACIAL FEATS



BIG-BELLIED DEFENSE (COMBAT)

The layer of fat is a measure of a big mao's happiness, and you are quite jolly in that respect. Your girth helps you live longer to see more happy times.

Prerequisite: Con 13, big mao

When attacked with a melee weapon, you may take an immediate action and expend a use of an attack of opportunity to attempt to deflect the blow away. Makes an unarmed attack roll against an AC equal to the creature's attack roll; for each size category the attacking creature is larger than you, you take a -4 penalty. On a success, the creature's attack misses. You must declare the use of this ability after the creature's attack is announced, but before its attack roll is made.

ELEMENTAL SYNERGY (COMBAT)

To dance with your element means to bring it forth in defense of yourself and those you love.

Prerequisite: Big mao

Whenever you deal damage of the same type of energy as your elemental affinity, you deal +1 extra damage for every die of damage. This works with healing effects if the target is healed by the type of energy involved.

IMPROVED ELEMENTAL DEFENSE (COMBAT)

Focusing on your place with your element, you learn to ride and even enjoy the touch of it where it would harm or even kill another.

Prerequisite: Big mao, character level 5th

The energy resistance you receive against your chosen element increases to 10. At 10th level, your energy resistance becomes 20.

MASTER ELEMENTAL DEFENSE (COMBAT)

You're one of those big mao that meditate in lava fields, dance in violent thunderstorms, or otherwise commune with their element to such extremes that it seems they have reached full understanding of the dance.

Prerequisite: Big mao, Improved Elemental Defense, character level 10th

The energy resistance you receive against your chosen element becomes immunity.

MEDITATION IN CHAOS (GENERAL)

When you lose your way, when the whole world seems to be spinning, you can at least still yourself and take a deep breath. It will pass.

Prerequisite: Wis 13, big mao

Benefit: When unable to decide your own actions (for instance, when dominated or confused) you can always choose to do nothing. This does not make you helpless, only unable to take an action.

RALLY THE DEFENSE (GENERAL)

You understand that sometimes everyone has to pitch in to protect their homes.

Prerequisite: Character level 9th, big mao

Benefit: As a standard action, you may rally combatants that would normally be ill-prepared for battle. All allies within 60 ft. gain the following benefits for 1 minute:

- a +1 morale bonus to attack rolls for every 2 hit dice they have less than you.
- a +1 dodge bonus to AC for every 2 hit dice they have less than you.
- 3 temporary hit points per hit die less than you.

Once affected by this feat, a given target cannot benefit from it again for 24 hours. When a creature under the effect slays an enemy that has a Challenge Rating or level 2 or higher than the creature's, all others affected by it within 60 feet (including the creature that scored the finishing blow) have the duration of this effect extended by 1d4 rounds.

UNITED IN DEFENSE (COMBAT, TEAMWORK)

With a comrade at your side, no enemy, however fierce, shakes your resolve.

Prerequisite: Character level 3rd

For every ally within 10 feet that has this feat (excluding yourself), you gain a +2 morale bonus on saving

throws against fear effects and to saving throws against being moved against your will. This bonus stacks with itself, but not other morale bonuses.

RACIAL FEATS



ELEMENTAL DEFENSE

Prerequisites: Big mao

You have learned to dance with your chosen element, becoming more and more in tune with its ebb and flow. You gain the following benefits:

- Your elemental affinity resistance becomes immunity.
- Whenever you deal damage of the same energy type as your elemental affinity, it increases by 1 per damage die.
- You gain advantage on saving throws against effects resulting from energy damage of the same type as your elemental affinity.

ALTERNATE RACIAL TRAITS



Big Meals: Given the option, you eat two times as much as anyone else in order to feel properly satiated. When you are forced to go hungry, it takes you a day longer before you begin to starve. This racial trait does not replace any others and is optional.

Fellow Guardians: You can spot fellow fey with ease, even when they are trying to hide their true nature. You may make a Knowledge (nature) check to identify a fey as soon as you see one, even if it is shapeshifted or otherwise disguised (provided you can see it). This racial trait replaces thick fur.

Joyous Victory: Every victory is cause for celebration and you take that to heart. Whenever you triumph over an encounter with a CR equal to your level or higher, you become inspired, gaining a +1 trait bonus to saving throws and skill checks for 1 minute. This racial trait replaces thick fur.

Morning Prayer: Your people do not bow their heads to gods, but that does not mean they are without reverence. Your meager oblations to the forces of the universe keep you safe. Once per day, you may reroll a failed saving throw. This racial trait replaces thick fur.

Foreign Envoy: Bearfolk are not well known in much of the world. You have accepted training in comporting yourself properly, so you do not dishonor your people with shameful behavior. You gain a +1 trait bonus to Diplomacy and Knowledge (local) and one of them becomes a class skill. This racial trait replaces thick fur.



DRAKEHOOVES

Ponies have long since proven their compatibility with many races, but they are far from the first species to do so. Humans have an interesting history of finding companionship wherever it may lie. Seemingly opposed from those frail short-lived beings of no cohesive breed are the dragons. Partially immortal, at least from the ravages of time, the great winged serpents are steeped in tradition and seem to be immovable portions of the universe itself. While some ponies would see time spent with humans as a step down, drawing the attention of a dragon—while dangerous—is undoubtedly a good sign for the quality of the pony involved.

It all began (at least formally) when a filly wandered free of her village. While the others quivered in fear of the great beasts that circled around, she was drawn to them and refused to listen to the wisdom of her elders. Bold and defiant she approached one of the great scaled beasts, his hide glittering like finely crafted armor. He saw her coming from some distance away—dragons are a perceptive lot. He observed and waited, forbidding the others beside him from snapping up the little morsel. Curiosity had blossomed; he was a good being and wished no ill of the small creature if it came with peace in its heart.

“Hello,” she said simply. “What’s your name?”

The dragon did smile then. Of all the things ever asked of him from the ponies, his name was rarely where it started. So he said it, as complex as it was in his native draconic tongue, adding, “but you may refer to me as Dancing Flame.” He was under no obligation to give a simpler name, but he did, and in so doing he gave that pony a chance that she quickly took. She did as dragons fear trespassers will do—she stole from him, taking and never giving it back, though he snatched hers in revenge. Their hearts held by the other, they simply had no choice, mating for life and earning the Dragon’s Rest its name.

It was from this bond that drakehooves came to be. There have since been other dragons and other ponies, but they are known as the first, and remembered well for it by all drakehooves since.

DRAKEHOOF PATHFINDER ATTRIBUTES



+2 Strength, +2 Charisma, -2 Wisdom: Drakehooves are physically powerful and have equally potent personalities, but often act brashly and miss the forest for the trees.

Drakehoof: Drakehooves are fey with the dragon and ponykind subtypes. They gain no direct benefit from the dragon subtype (except qualifying for anything is usable by or against dragons).

Medium: Drakehooves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Drakehooves have a base speed of 30 feet.

Low-Light Vision: Drakehooves can see twice as far as humans in conditions of dim light.

Draconic Shapeshifter: Drakehooves may, as a standard action, become a specific draconic version of themselves or return to their pony guise. This has no statistical impact, but can certainly make an impression.

Fingerless: See fingerless rules on page 4.

Four-Legged: Drakehooves gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%.

Languages: Drakehooves begin play speaking Common and Draconic. Drakehooves with high Intelligence scores can choose from the following: Aquan, Auran, Celestial, Elven, Ignan, Sylvan, or Terran.

DRAKEHOOF 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Strength score increases by 2.

Age. Drakehooves mature much more slowly than ponies, arriving at adulthood in their fifties and not fearful of death by age.

Alignment. Drakehooves tend toward evil alignments.

Size. Your size is Medium. Drakehooves are around four feet tall and long. Their weight can vary wildly, with fat and skinny drakehooves of all builds, but they typically grow leaner and more dangerous in dragon form.

Speed. Your base walking speed is 30 feet.

Dragon Born. Drakehooves count as dragons for all purposes.

Fey Born. Drakehooves count as fey for all purposes.

Draconic Shapeshifter. You may, as an action, become a specific draconic version of yourself or return to your pony guise. This has no mechanical impact but can certainly make an impression.

Fingerless. You may use your mouth as one hand and are considered Small-sized when determining the weapons you are able to wield.

Four-Legged. Being a four-legged creature, you can bear greater weights than a human of the same strength without being encumbered (increasing your carrying capacity by 50%). You have advantage on any ability checks or saving throws to avoid the prone condition.

Languages. You can speak, read, and write Common and Draconic.

Subrace. Your ancestry determines not only your appearance but some of your abilities as well.

For more information about the fingerless rules for 5th edition, see page 4.

Drakehoof Height and Weight

Base Height	Base Weight	Modifier	Weight Modifier
2 ft. 6 in.	180 lbs.	2d6	x5 lbs.

Drakehoof Random Starting Ages

Adulthood	Intuitive	Self-Taught	Trained
45 years	+1d20	4d10	4d20

Drakehoof Age Categories

Middle Age	Old	Venerable	Maximum Age
—	—	—	—

Physical Description

Drakehooves appear much like ponies most of the time. They are furry equine creatures, typically the size of a pony. They come in a wide variety of builds and colors, and all have a brand of destiny emblazoned on their flank, originating there before they first break free of their eggs. Unlike ponies, all drakehooves can assume a much more draconic form. Though for some this appears mostly cosmetic—a shedding of fur in trade for menacing scales—others learn to harness their draconic heritage for great physical and magical power. While they may grow stronger and wiser, they are not doppelgangers and their form does not change outside of evolving to greater levels of prowess.

Society

Cleaving to their draconic roots, many drakehooves are solitary by nature and seek to prove themselves worthy of admiration or fear as their personality requires. Those who choose to dwell among ponykind tend to take up the habits of those around them, but it is often just beneath the surface that they don't quite fit in with the prey creatures they may cohabitate with.

Relations

Drakehooves lived largely apart from ponykind and most other races for much of Everglow's history. Their love for mountains put them in easy contact with griffons, pegasi, and cloven, but they were neither drawn to nor repelled by those races; provided none tried to infringe on the territory or horde of a given drakehoof, they cared little. When the drakehooves rallied to wage war on the pony empire they took sharp attention to their pony brethren, but by that point most of the other races were distracted. After the empire fell they scattered and explored the greater world, pressing into human lands to seek their fortunes.

Alignment and Religion

Selfish as a whole, drakehooves often see to their own needs before anyone else's and they're not known for their generosity of time or goods. Despite this evil bent, there are some who see a sort of noble obligation or duty to use their power and blessings of birth to help those less fortunate. It is not the fault of others that they were not fortunate enough to be born as dragons or drakehooves, and they are deserving of pity—perhaps with greater wisdom and power their lot can be improved.

In terms of religion, drakehooves are inclined to worship dragon gods unless they were raised from birth among ponies, in which case they are likely to side with the pony pantheon.

Adventurers

While a drakehoof could challenge other dragons to amass their horde, adventuring tends to be a safer way to build knowledge, treasure, and even gain a few valuable allies along the way (even if they may be thought of more as “followers”). It is not uncommon for a drakehoof to take up the mantle of an adventurer, eager to reap all the benefits of being a good one, and scoffing at the idea that they will ever suffer the downfalls—after all, only the lesser races fail at adventuring.

Racial Subtypes



Dancing

Dancing drakehooves are those most similar to the first of their kind. In the land of Everglow, they are also far and away the most common.

A dancing drakehoof gains two natural claw attacks while in draconic form that deal 1d4 bludgeoning and slashing damage.

A dancing drakehoof loses the fingerless trait while in draconic form.

Select acid, cold, electricity, or fire. The dancing drakehoof gains energy resistance 5 against that energy. This energy resistance increases by 5 for every five levels the dancing drakehoof has attained.

These modify the fingerless and the draconic shapeshifter racial traits.

EASTERN

Eastern drakehooves hail from the same land as big mao. They tend to appear longer, especially in their draconic form. They also fly without any wings, borne by some natural command of the air around them. Males tend to have long and flowing moustaches that only grow larger with power and experience.

The eastern drakehoof's attribute scores change to +2 Dexterity, +2 Wisdom, -2 Constitution.

The eastern drakehoof gains a fly speed of 30 feet (average).

The eastern drakehoof gains the cloud walker trait.

The eastern drakehoof gains the ability to use *hydraulic push* as a spell-like ability once per day (caster level equal to character level; spellcasting attribute Wisdom).

These modify the racial attribute scores and draconic shapeshifter racial trait.

ELEMENTAL

Elemental drakehooves are bound closely to the more esoteric elements of Everglow. They are forever bound to the world's energies, either those of death, light, or matter, and when shapeshifted to their draconic form they truly embrace their element.

An elemental drakehoof gains a 60-ft.-cone breath weapon, dealing 1d6 points of energy damage per two character levels. This type of energy is the same type they have a racial resistance to. A Reflex save (DC 10 + 1/2 drakehooves' level + the drakehooves' Constitution modifier) reduces the damage by half. They may use this ability once per day, plus an additional use at 10th level. Positive energy breathe weapons heal living creatures and harm undead. Negative energy breath weapons harm living creatures and heal undead.

Select force, negative, positive, or sonic. The elemental drakehoof gains energy resistance 5 against that energy. This energy resistance increases by 5 for every five levels the elemental drakehoof has attained.

These modify the draconic shapeshifter racial trait.

KIRIN

Kirin don't appear much like ponies to the discerning viewer, aside from having a brand of destiny—their limbs are long and slender, their hooves are cloven, their tails are long with a tuft at the end, they have a horn but they are no unicorn. Some even have two horns instead of one but this has no functional difference.

The kirin drakehoof's racial attribute scores change to +2 Dexterity, +2 Charisma, -2 Strength.

The kirin drakehoof gains the ability to use *cure disease* or *cure light wounds* as a spell-like ability once per day (caster level equal to character level; spellcasting attribute Charisma).

Once per day, as an immediate action, a kirin drakehoof may force a creature within 30 feet to reroll a natural 1 on a d20 check.

These modify the racial attribute scores and draconic shapeshifter racial trait.

DRAKEHOOF FAVORED CLASS OPTIONS



Drakehooves have access to ponykind favored class options.

SUB-RACES



The following sub-races are available to any drakehoof, determining the exact breed of drakehoof a given character is.

DANCING

Dancing drakehooves are those most similar to the first of their kind. In the land of Everglow they are also far and away the most common.

Ability Score Increase. Your Constitution score increases by 1.

Clawed. While you are in your draconic form, your hooves split apart into terrible claws. You lose the fingerless quality and your unarmed strikes deal slashing damage. Your unarmed strike damage increases by one step as shown in the Martial Arts column of the Monk table (to a maximum of 1d12).

Elemental Birth. Select acid, cold, fire, or lightning. You have resistance to that element. This choice can only be changed with *wish* or similar powerful magic.

EASTERN

Eastern drakehooves hail from the same land as big mao. They tend to appear longer, especially in their draconic form. They also fly without any wings, borne by some natural command of the air around them. Males tend to have long and flowing moustaches that only grow larger with power and experience.

Ability Score Increase. Your Wisdom score increases by 1.

Flight. You have a fly speed of 30 feet. You cannot fly if you are wearing armor you are not proficient with. While flying, you have disadvantage on Strength checks to interact with objects that are on the ground.

Master of Water and Wind. You can treat fog and clouds as solid and qualify for any effect, feat, or spell that requires the cloud walker racial trait. You may cast *hydraulic push* using Wisdom as your spellcasting ability score. Once you have used this feature, you cannot do so again until after you have finished a short or long rest.

ELEMENTAL

Elemental drakehooves are bound closely to the more esoteric elements of Everglow. They are forever bound to the world's energies, either those of death, light, or matter, and when shapeshifted to their draconic form they truly embrace their element.

Ability Score Increase. Your Constitution score increases by 1.

Elemental Birth. Select necrotic, poison, radiant, or thunder. You have resistance to the chosen energy type. This choice can only be changed with *wish* or similar magic.

Elemental Breath. You may exhale a 60-foot cone for 5d6 damage of the same type of energy as your Elemental Birth. Creatures in the area make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier) for half damage. Once you have used this feature, you cannot do so again until after you have finished a long rest.

KIRIN

Kirin don't appear much like ponies to the discerning viewer, aside from having a brand of destiny—their limbs are long and slender, their hooves are cloven, their tails are long with a tuft at the end, they have a horn but they are no unicorn. Some even have two horns instead of one but this has no functional difference.

Ability Score Increase: Your Charisma score increases by 1.

Ill Fortune's Bane. Using a reaction, you may banish unluckiness, causing a creature within 30 feet to reroll a natural 1 on a d20 roll. Once you have used this feature, you cannot do so again until after you have finished a long rest.

Purity. You repel filth and corruption by your very presence. With a touch of your horn(s), you may remove a disease from the target. If the target is not diseased, you may instead cast *cure wounds*, using Charisma as your spellcasting ability. Once you have used this feature, you cannot do so again until after you have finished a long rest.

DRAKEHOOF POWER

Born with intermingled dragon and pony blood, drakehooves can trace their ancestry to two powerful species, even if many see the facets of their draconic side much more easily. They dance between races, able to take on one form that easily fools ponies and another that offends dragons perhaps a little less. To dragons who have



never beheld a drakehoof before, their strange hybrid form can be offputting but their relation is clearly advertised.

Some would call them evil by nature but that is not a certainty. Drakehooves aren't usually out to destroy for the joy of it; most of them believe that their powerful nature and long-lived philosophies make it clear that they are important to destiny itself. They look quite fondly on the lesser races of pureblooded ponies, while some among them are just shy of worshiping at the claws of their pureblooded draconic allies. At the end of the day however, a drakehoof values itself above others—what good can they accomplish if they are dead or bankrupt?

All drakehooves are powerfully tied to the forces of the world though their breeding determines the exact nature of this bond. Dancing drakehooves feel elemental desire deep in their chest. Those that learn to manifest it more fully, given time and practice, are capable of imitating classic dragons with devastating gusts of elemental fury. More exotic breeds are tied to wind and weather, but the kirin are notable for their direct ties to fate—humans that live near them call them harbingers of chance. Kirin know that they are better at warding off ill fortune than specifically calling upon good luck, and it is said one with sufficient age and power they can accomplish great things or enable others to do the same.

DRAKEHOOF NAMING

The first name of a drakehoof tends to be a verb, defining an action that the drakehoof enjoys or wishes to evoke. A few more common names are Running, Flowing, Rampaging, Dominating, Caring, Pondering, or Flying.

The last name of a drakehoof is often a noun, usually related to the element the drakehoof finds most comforting or to an item or place they find pleasing. Examples include Magma, Viljatown, Charge, Book, Thought, Clash, Claws, Terror, Zephyr, Spark, or Tsunami.

A BRIEF HISTORY OF DRAKEHOOVES

Long before they entered the global stage at Viljatown, drakehooves were known to be curious and rare beasts. They were more common than was thought, hiding as ponies while around others and simply coming and going, often under the guise of adventurers. Few would question a traveler only being in town for a short period and returning some time later without explanation but carrying things to buy and sell.

During the empire's strength they served Queen Illiana, at least in part. While most were happy living their individual lives some crossed her line of sight and she was perceptive enough to realize them for what they

were, offering money and holdings to be her tools—and some agreed. Precious few knew that some of her secret service had draconic blood and it never came up until after her death. With the death of the queen her agents took flight, though her successors did not honor her oaths and they had no loyalty to the nation itself. They scattered and began to form their own faction; some of them wanted to punish those that had spurned them while others thought to bring back an empire as grand as the one the queen left behind. They united under one banner and recruited other drakehooves and dragons to their cause, leading their growing forces to Viljatown, trusting it to be weakened and vulnerable.

They were wrong.

Though fractured and breaking, the empire had not entirely fallen apart. The students that the queen had left behind carved up the territories and each was managing their portion, including the portly pony that was reigning over Viljatown. He led with a manic zeal, determined to not lose the city he had so recently gained, leading to many deaths on both sides of the conflict. The drakehooves and their dragon allies eventually scattered—not because they couldn't win, but because increasing numbers of them lost their nerve and remembered their will to live above any ideology.

Across the world other drakehooves were not taking part in that ill-fated campaign. Dragons of the east found favor rarely when a pony of sufficient wisdom and clarity would approach them, while the kirin rose seemingly out of myth itself. Humans claim them to be children of true unicorns, but that scarcely explains why they have brands of destiny much like ponies. Regardless, such strange drakehooves were rare sights at the best of times in Everglow proper.

LIFE OF DRAKEHOOVES

Drakehooves can start their life in a variety of ways but most are the result of a dragon and a pony finding interest in one another. Whether the relationship persists or not, drakehooves are laid as eggs and not born live, no matter which side of their family is the dragon and which is the pony. They remain eggs for anywhere from four to twelve years before they hatch into functional but not yet fully grown children. They can walk, talk, and seem to have most of the basic skills a young teen would possess, information said to be somehow passed on by their parents. On rare occasion, an egg that is spoken around in exotic languages results in a foal that can also speak the same foreign tongues.

Like dragons, drakehooves are independent creatures from the moment they hatch. Capable of reasoning and with full control of themselves, they can prove quite tricky young to rear by any parent willing to accept the challenge. When pressed too hard and they flee to find

their own way through the world, but given the right level of care and freedom, a drakehoof can be raised to be fiercely loving of their parents. In either case, drakehooves pursue their chosen profession with or without help. Their selfish tendencies cause them to think little of stealing or spying if required, should other methods fail to secure them what they desire.

Wild or not, drakehooves tend to settle into one of two major paths—either accepting ponies and living among them, or retreating to the wild places to make their own nest to protect and hoard their wealth in (away from others that would take what is theirs). That is not to say that those who live in settlements are any less protective; wealth can be measured in many currencies, not all of them coin. The home of a drakehoof is one most likely to have all manner of locks, traps, and other protections to keep their valuables safe and secure from others.

In either event, most drakehooves see their parents in their adult lives as esteemed peers rather than true parental figures. While there is friendliness and even affection, the purely emotional outpourings common among mammals are not frequently displayed. This goes double for any draconic parent, whom drakehooves often attempt to impress with achievements and skill, to say nothing of showing off any especially valuable treasures they've managed to procure.

The concept of “middle age” is alien to drakehooves. Theirs is a species that has no natural end, save for violence or catastrophe. Most live every day as if there were countless more behind it, which there are more often than not. This attitude does not make drake-

hooves the most driven of species; once comfortably in a rut, they may be happy to remain there for years, decades, or even centuries at a time. For some drakehooves the pony empire was a comfortable phase that they wallowed in until its shattering stirred them from relaxed routines and forced them into action.

Though ponies and dragons are both quite good at producing viable young drakehooves have a tougher time of it, though they are not sterile. Two drakehooves often not result in fertile young, but they can consort with either a dragon or a pony to produce another of their kind, serving as the other half of their mixed heritage. Some say that their tangled destinies are to blame, pulled tight between two equally powerful and demanding needs, the pressure must be abated if only for a moment before a healthy young can be created.

Death rarely comes as a planned event for a drakehoof. Each is convinced they will live forever and plan accordingly. Unfortunately for them, a sword through the side can end them as surely as any other species. If a drakehoof has living family their killer is often pursued and though such hunters claim it is “for their own safety,” there is a certain vindictive edge that often is displayed. They don't like being reminded of their mortality, as sturdy as it is, and make it a habit to punish such transgressors wickedly and publicly, to discourage others from considering crossing a drakehoof.

With luck and planning a drakehoof is effectively unaging upon reaching adulthood. They never lose their luster, slow down with time, or show any other signs of the rigors of time save for their fitness, which



can wax and wane with their habits and the quality of their diet (which itself can vary from entirely herbivorous to completely carnivorous). Age means experience, experience lends to power, and so drakehooves respect other beings that are advanced in years. The older something is, the more they assume it must be powerful, clever, or just plain smart to have survived for so long. Dragons, especially, can cow a drakehoof by sheer age alone. Rare is the drakehoof willing to cross talons or hooves with an elder wyrm.

When a drakehoof dies the method of removal depends on the society they lived among. A pony community handles the deceased as one of their own and treat it accordingly, while dragons see little need for more than a summary burial, likely followed by exacting revenge on the source of the event. Should it be up to drakehooves alone, they frequently err on the side of the draconic answer—dragons are bigger, stronger, older, and arguably just plain more awesome than ponies so their way can't be the wrong way to go.

STEREOTYPES OF OTHER RACES

Ponies: Our weaker side. We can pretend to be them, but we aren't. They start as mewling whelps and end much the same. The middle is a frantic search for purpose that most fail to find. They say we're half, but I prefer to think it's closer to, what, twenty percent?

Cloven: Baa-baa black sheep, have you any—what do you mean goats and sheep aren't the same? Fine. Either way, they matter about as much. Polite, all smiles, and insignificant. At least they're usually the good kind of neighbor who stays away from your stuff.

Griffons: They have wings, they enjoy well-made armor and weapons. Watch out for them. They've got egos big enough to think that's all it takes to win over a drakehoof.

Phoenix Wolves: They feast on ash and hide from the sun. That's almost poetic but mostly just sad. Forget 'em. That's what they want anyway.

Purrsian: Big, fat, and lazy. That's what makes them dangerous. Add in greedy, which most of them are, and you have the perfect recipe for who's paw you'll find already rifling through your treasure the moment you look away.

Steel Heart: They don't die fast. I can respect that. They understand just how pathetic most of the races are, but are they that much better? They never try to do anything worth talking about. They have their cities and they're happy with that. Boring.

Sun Cat: Lions that roam through the grasslands. Why should I care again?

Humanoids: Dragons say that humanoids are among the most curious of all the races. I don't get the

draw. They balance awkwardly on two legs and march around like they own the place, despite most of them barely lasting a century. They abuse each other without point and build the dirtiest cities around. What's so grand about them?

RACIAL FEATS



BIG AS A DRAGON

Dragons are not known for being small, and with effort and age, you have proudly grown to some echo of that physical prowess.

Prerequisite: Con 13, drakehoof, at least 100 years old

Your size increases to large while in draconic form, as the *enlarge person* spell but without the attribute adjustments. If you have a bite attack, its reach increases by +5 feet. Any other attacks do not increase in reach.

ELEMENTAL BELLY (GENERAL)

The elements burn hot through your arcane form, waiting for the chance to erupt wild and fierce.

Prerequisite: Drakehoof, dancing racial subtype

Once per day, as a standard action you breathe either a 30-ft. cone or 60-ft. line of the same type of energy as your energy resistance. Creatures in the area take 1d6 damage per two hit dice, with a Reflex save (DC 10 + 1/2 your hit dice + your Constitution modifier) for half damage. At 10th level and every five levels thereafter, you gain an additional use of your breath weapon.

FREEDOM OF THE SKIES (GENERAL)

Dragons have great and powerful wings, and you refuse to go without. Spread your mighty reptilian wings and know the freedom that had been so long denied you.

Prerequisite: Drakehoof, not eastern racial subtype, character level 5th

In draconic form you have large, flight-capable wings that grant you a fly speed of 30 feet (poor maneuverability). As an immediate action while falling in pony form, you can assume draconic form and attempt to arrest your fall with a DC 15 Fly check.

Special: Kirin do not grow wings but can still fly.

HEALING HORN (GENERAL)

Unicorns are renowned for their purity and healing powers, and they say you are a child of one. Shall we

prove it with a little mercy?

Prerequisite: Drakehoof, kirin racial subtype, the ability to cast 2nd-level spells

Your *cure light wounds* increases to *cure moderate wounds* at 3rd level, *cure serious wounds* at 5th level, and *cure critical wounds* at 7th level. You gain the ability to spontaneously cast *cure* spells as per a positively-aligned cleric (if you are a prepared caster) or an oracle (if you are a spontaneous caster). At 5th level, you may spontaneously cast *cure disease* in the same fashion.

LIVING ELEMENT (COMBAT)

Some drakehooves share a color or two with their element, others may occasionally breathe theirs—you are a walking avatar.

Prerequisite: Drakehoof, dancing or elemental racial subtype, character level 5th

As a swift action, you may imbue your melee attacks to deal 1d6 points of energy damage (of the same type as your racial energy resistance). This ability lasts for a number of rounds per day equal to your character level + your Constitution modifier. These rounds do not need to be consecutive. Positive energy damage from this feat heals living creatures and harms undead. Negative energy damage from this feat harms living creatures and heals undead.

MASTERED BELLY (GENERAL)

What use is a storm that can only be called upon so infrequently? You are not a true dragon so you may never breathe quite as well as they, but there are other advantages to your state.

Prerequisite: Drakehoof, Elemental Belly or elemental racial subtype

You may use your breath weapon once more each day. At 12th level you may use it a third time each day. By expending two uses at once, you may either increase the damage your breath weapon to 1d6 per hit die or choose to deal acid, cold, electricity, or fire damage (regardless of your resistance).

PONY LINEAGE (GENERAL)

Ponies are harmonious creatures, most of the time. They sometimes find very interesting companions that they swear destiny has led them to, resulting in interesting offspring.

Prerequisite: Base ponykind (not another race that is considered ponykind)

Choose another fey or humanoid race. You count as

both ponykind and that race for any effects related to race. For example, if you choose elf, you are considered both a pony and an elf for the purpose of taking traits, feats, how spells and magic items affect you, and so on.

RAGING ELEMENTS (GENERAL)

Dragons are the very epitome of the elements they embody and so are you. Your mastery over elemental magic comes directly from your bond with it.

Prerequisite: Drakehoof, racial elemental resistance or immunity, ability to cast spells

You may learn and cast any spell that shares a descriptor with or deals the same type of damage as the energy you are resistant or immune to. The spell must be on your class spell list and you must be able to cast a spell of that level, but other restrictions (such as race) do not apply.

SCALES OF A DRAGON (COMBAT)

Those scales are not just for show, as lovely as they are.

Prerequisite: Drakehoof

Your natural armor increases by +1. If you have energy resistance due to your race, it becomes energy immunity.

STRONG AS A DRAGON (GENERAL)

What use is size without the musculature to go with it?

Prerequisite: Drakehoof, Big as a Dragon

You gain a +2 racial bonus to Strength.

UNICORN'S BLESSING (GENERAL)

Your horn may not appear precisely as that of a unicorn, but it seems to accomplish much of the same magic.

Prerequisite: Drakehoof, kirin racial subtype

You may select one feat that requires you to be a unicorn to gain as a bonus feat. You must still meet all of the feat's other prerequisites.

RACIAL FEATS



DRACONIC HERITAGE

Prerequisites: Drakehoof

You have reached deep within seeking to awaken the draconic side of your lineage to arrive at true power. You

gain the following benefits depending on your subrace:

If you are a dancing drakehoof:

- You gain a fly speed of 30 feet while in draconic form.
- You may breathe a 30-foot cone that deals the 5d6 damage of the same type of energy damage as your Elemental Birth feature. Creatures in the area that make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution bonus) halve the damage. Once you have used this feature, you cannot do so again until after you have finished a long rest.

If you are an eastern drakehoof:

- You grow significantly. Your Strength increases by 2 and your maximum increases to 22.
- Your ability to carry things also increases, doubling your carrying capacity.

If you are an elemental drakehoof:

- You regain the use of your elemental breath attack after a short or long rest.
- You may reduce the area of your elemental breath attack to be a 30-foot cone or expel it as a 60-foot line, increasing the damage to 8d6.

If you are a kirin drakehoof:

- You gain a fly speed of 30 feet while in draconic form.
- You may use your innate *cure wounds* feature as if you cast it with a 2nd-level spell slot. When you reach 5th level it acts as though you cast it with a 3rd-level spell slot. At 7th level and every two levels thereafter, it increases in effectiveness by one more spell level (to a maximum of a 9th-level spell slot at 17th level).

ALTERNATE DRAKEHOOF RACIAL TRAITS



Dragon's Bite: The teeth of a dragon are the stuff of legends and yours are worth at least a short story. You gain a primary natural bite attack that deals 1d3 slashing/piercing/bludgeoning damage. This racial trait replaces low-light vision.

Driven Destiny (Kirin): A kirin's horn can be more than just a symbol of power. At quite a young age you learned to lower your head and charge, impaling all manner of things. You gain a primary natural gore attack that deals 1d3 piercing damage. This racial trait replaces low-light vision.

Energizing Transformation: When you assume your dragon form, you gain 1 temporary hit point per

level. These temporary hit points remain for up to 1 hour and you can only gain them at most once per hour. This racial trait replaces low-light vision.

Fluid Defense: Being able to shapeshift has defensive advantages. When you are attacked, you may use an immediate action to change from dragon to pony or back, gaining a +2 dodge bonus to your armor class against that specific attack. This racial trait replaces low-light vision.

Thick Tailed: Your tail is unusually thick and heavy for a pony, granting a +2 trait bonus on Acrobatics checks and making Acrobatics a class skill. This racial trait replaces low-light vision.

PRESTIGE CLASSES



DRAKEHOOF PARAGON

In an effort to enhance their power, some drakehooves reach further and further toward the draconic side of their bloodline, seeking personal power and strength as they forsake their pony blood. Even when they aren't in their draconic form, a drakehoof paragon starts to show elements of their draconic blood, the effect increasing the deeper they delve into their ancestry.

Alignment: A drakehoof paragon may be of any alignment though they tend towards evil.

Hit Dice: d12

REQUIREMENTS

To qualify to become a drakehoof paragon, a character must fulfill all the following criteria.

Race: Drakehoof.

Skills: Knowledge (arcana or religion) 5 ranks.

Languages: Draconic.

Spellcasting: Ability to cast 1st-level spells (be they arcane, divine, prepared, or spontaneous). If the character has sorcerer levels, they must have the draconic bloodline. If the character gains levels of sorcerer after taking this class, they must take the draconic bloodline.

CLASS SKILLS

The drakehoof paragon's class skills (and the key ability for each skill) are Diplomacy (Cha), Escape Artist (Dex), Knowledge (all skills taken individually) (Int), Perception (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

SPELLS

At 2nd, 3rd, and 4th level, a drakehoof paragon gains new spells per day as if they had also gained a level in

TABLE: PATHFINDER DRAKEHOOF PARAGON

Level	Base Attack Bonus	Fort	Ref	Will	Special	Spells
1	+0	+1	+0	+1	Bloodline feat, natural armor increase (+1)	—
2	+1	+1	+1	+1	Ability boost (Str +2)	+1 level of existing spellcasting class
3	+2	+2	+1	+2	Blindsense 30 ft.	+1 level of existing spellcasting class
4	+3	+2	+1	+2	Ability boost (one mental +2), natural armor increase (+1)	+1 level of existing spellcasting class
5	+3	+3	+2	+3	Ability boost (Con +1), blindsense 60 ft.	—

a spellcasting class they belonged to before adding the prestige class. They do not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if they are a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a drakehoof paragon, they must decide to which class they add the new level for purposes of determining spells per day. If the drakehoof paragon has no spellcasting class, they may later assign these levels to a class if they ever gain a level in one. This choice cannot be later changed.

BLOODLINE FEAT

Upon reaching 1st level, a drakehoof paragon receives one bonus feat, chosen from the draconic bloodline's bonus feat list.

NATURAL ARMOR INCREASE (Ex)

At 1st and 4th level, a drakehoof paragon's natural armor increases by 1.

ABILITY BOOST (Ex)

At 2nd, 4th, and 5th levels, a drakehoof paragon's attributes increase as if selected during level up. At 2nd level, their Constitution increases by +2. At 4th level any mental attribute (Intelligence, Wisdom, or Charisma) is increased by +2. At 5th level, their Constitution increases by another +1.

BLINDSENSE (Ex)

At 3rd level, a drakehoof paragon gains blindsense out to 30 feet. At 5th level, this increases to 60 feet. They usually do not need to make Perception checks to notice and pinpoint the location of creatures within range of their blindsense ability, provided that they have line of effect to that creature.



TABLE: 5e DRAKEHOOF PARAGON

Level	Features	Spellcasting
1st	Draconic Heritage, Natural Armor +1	—
2nd	Spellcasting	Spells Known: 2 1st-Level Spell Slots: 2
3rd	Blindsight 30 feet	Spells Known: 3 1st-Level Spell Slots: 3
4th	Ability Score Improvement	Spells Known: 3 1st-Level Spell Slots: 3
5th	Blindsight 60 feet	Spells Known: 4 1st-Level Spell Slots: 4

PARAGON SPECIALIZATION



DRAKEHOOF PARAGON

In an effort to enhance their power, some drakehooves reach further and further toward the draconic side of their bloodline, seeking personal power and strength as they forsake their pony blood. Even when they aren't in their draconic form, a drakehoof paragon starts to show elements of their draconic blood, the effect increasing the deeper they delve into their ancestry.

PARAGON SPECIALIZATION

Paragon specializations represent advanced training and other extensive focus beyond the standard class's scope. Whenever you gain a level, you may instead choose to gain a level in a given paragon specialization, as long as you meet its prerequisites. In all other ways, taking levels of a paragon specialization function as multi-classing, including having to meet your starting classes prerequisites in addition to the paragon specializations.

PREREQUISITES

Proficiency Bonus +3 or Higher

Race Drakehoof

Ability Score Strength 13 or Charisma 13

Hit Dice d12 per Drakehoof Paragon Level

Hitpoints 1d10 (or 6) + your Constitution modifier per level

CLASS FEATURES

DRACONIC HERITAGE

At 1st level, you gain the Draconic Heritage feat, and

choose a specific heritage as noted in the feat. If you already possess this feat, you gain a different benefit depending on your subrace (dancing drakehoof or kirin drakehoof—your fly speed increases by 15 feet; eastern drakehoof—your Constitution increases by 2; elemental drakehoof—the DC to avoid your breath weapon increases by 2).

NATURAL ARMOR +1

Also 1st level, you gain a +1 bonus to your AC.

SPELLCASTING

Upon reaching 2nd level, you have learned to tap your innate heritage and gain access to spellcasting in a manner similar to sorcerers.

SPELL SLOTS

The Drakehoof Paragon table shows you how many spell slots you have with each level. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *magic missile* and have a 1st-level and 2nd-level spell slot available, you can cast *magic missile* using either slot.

Note: If you have more than one spellcasting class, see the multiclassing rules and refer to the Multiclassing Spellcaster table. You count half of your levels in Drakehoof Paragon when determining your spell slot total, just as you would do with Paladin and Ranger levels (see Customization Options in the SRD).

SPELLS KNOWN

You know two 1st-level spells of your choice from the sorcerer's spell list. The Drakehoof Paragon table shows when you learn more sorcerer spells of your choice. Each of those spells must be of a level for which you have spell slots. For instance, when you reach 5th

level in this class, you can learn one new spell of 1st- or 2nd-level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your sorcerer spells, as your magic draws on your strength of personality. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making a spell attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

BLINDSIGHT 30 FEET

At 3rd level, you gain the blindsight ability with a range of 30 feet, similar to that of dragons. This ability is improved when you reach 5th level, increasing the range of your blindsight to 60 feet.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

VULPONY

Other species ponder and explore their origins—not so for the vulpony. Some outsiders might think they are simple cross-breeds of kitsune from other planes with the local ponies, but the truth is more startling. Secluded and secretive, vulponies have nonetheless passed down their origins from generation to generation, and while they are often capricious they are staunch defenders of ponykind—the species they most share traits with. They evolved on Everglow beside the pony race, and thanks to some of what Lashtada would call “Beautiful moments”, even share some of ponykind’s physical traits.

Resembling a pony for the most part, vulpony have distinctly fox-like features including long, bushy tails, paws on their forelegs, and a narrow vulpine muzzle. Like a purrsian, their forepaws are able to manipulate fine detail and act as hands, but unlike the felines of the desert their stature is unsuited to walking bipedally.

Usually living in small communities of similar beings or within societies that accept their nature, vulpony have a tendency to hide their true nature from the world around them, preferring to blend in with the larger pony race than have to stand alone.

Unlike ponies, vulponies tend toward chaotic alignments, seizing everything life has to offer rather than sticking to dogmatic rules.

Similarly built to ponies, they share a lot of physical attributes with them (with nearly identical variations for aging, weight, and the like).



VULPONY PATHFINDER ATTRIBUTES



+2 Dexterity, +2 Charisma, and -2 Strength: Vulponies are quick and naturally beautiful but not very strong of limb.

Medium: Vulponies are Medium creatures and have no bonuses or penalties due to their size.

Quick: Vulponies have a base speed of 40 feet (30 feet bipedal).

Four-Legged: Vulponies gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%.

Earth-Bound: Vulponies gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities. In addition they gain Endurance as a bonus feat.

Natural Weapons (Ex) Vulponies have a natural primary bite attack that deals 1d6 bludgeoning/piercing/slashing damage.

Vulpony Blood: Vulponies count as fey, kitsune, and ponykind for any effect related to race.

Vulpony Magic: Vulponies add +1 to the DC of any saving throws against enchantment spells that they cast. Vulpony with a Charisma score of 11 or higher gain the use of *dancing lights* as a spell-like ability 3 times per day (caster level equal to the vulpony's level; DC 10 + the spell's level + the vulpony's Charisma modifier).

5TH EDITION ATTRIBUTES



Ability Score Increase. Your Charisma score increases by 1. Your Dexterity score increases by 1.

Age. Vulponies live about the same timespan as humans.

Alignment. Vulponies are opportunistic and unpredictable, leading them towards chaotic alignments.

Size. Your size is Medium. Vulponies tend to be around four feet at the shoulders and just as long from front to rump.

Speed. Your base walking speed is 40 feet.

Fey Born. You count as fey for all purposes.

Kitsune. You are considered a kitsune for all purposes.

Ponykind. You are considered a ponykind for all purposes.

Bite. You gain a bite attack natural weapon that deals 1d6 piercing damage. You may treat it as a weapon with the finesse and light properties

Physical Tribe. Vulpony begin with one sub-race of ponykind.

Vulpony Magic. You learn the *dancing lights* cantrip (use Charisma as your spellcasting ability score).

Languages. You can speak, read, and write Common and Sylvan.

VULPONY AGE CATEGORIES

Middle Age	Old	Venerable	Maximum Age
35 years	54 years	72 years	72+3d20 years

VULPONY RANDOM STARTING AGES

Adulthood	Intuitive	Self-Taught	Trained
15 years	+1d4	1d6	2d6

VULPONY HEIGHT AND WEIGHT

Base Height	Base Weight	Modifier	Weight Modifier
3 ft. 9 in.	120 lbs.	1d6	x5 lbs.

ALTERNATE RACIAL TRAITS



Canny Shapeshifter: Some vulponies are able to change their mien with ease, assuming an entirely different look. The vulpony gains the shapeshifter subtype and the following ability. This ability replaces earth-bound.

Change Shape (Su) A vulpony can assume the appearance of a specific single pony form of the same sex. The vulpony always takes this specific form when they use this ability. A vulpony in pony form cannot use their bite attack, but gains a +10 racial bonus on Disguise checks made to appear as the different pony. Changing shape is a standard action. This ability otherwise functions as *alter self*, except that the pony does not adjust their ability scores and can remain in this form indefinitely.

RACIAL FEATS



KITSUNE POSSESSION (GENERAL)

The trick of possession is ancient and venerable. With the proper preparation you can claim this birthright.

Prerequisite: Kitsune, Star Ball, level 10+

Once per day, you can cast *magic jar* as a spell-like ability (caster level equal to character level; Charisma spellcasting attribute), using your star ball to immediately attempt to possess another. On a failure, nothing happens. If successful, the victim's spirit is transferred to the star ball, and your body vanishes, only to reappear when your spirit is forced out of the victim's body. When this occurs, you can appear anywhere you please within 30 feet and immediately take a turn, but afterward you are unable to use this spell-like ability for a week. You can end this effect willingly with a standard action. Doing so allows you to appear with your star ball in hand. If the star ball is instead destroyed, the victim's soul immediately retakes its body and you are hurled, prone at their feet and suffering the destruction of your star ball.

SPIRIT TOUCHED (GENERAL)

Your kind were known to be everliving. With the proper effort, you can reach that too.

Prerequisite: Kitsune, Magical Tail

You cease to age and become immune to effects that alter your age. All bonuses and penalties due to age are immediately lost.

STAR BALL

You keep a portion of your vital essence in a small ball that lends you greater might, though you must keep it safe.

Prerequisite: Kitsune, character level 3rd

So long as you are prominently holding your star ball, your caster level is increased by +1. When you cast a spell and are not prominently displaying your star ball however, your caster level is reduced by -1. When your star ball is destroyed (hardness 8, 10 hit points), you are nauseated for 1 round, staggered for 1d4 rounds after that, and remain shaken for 24 hours. Replacing your star ball takes a full week of concentration and effort (and your caster level is reduced by -1 until it is restored).

RACIAL FEATS



KITSUNE MAGIC

Prerequisites: Vulpony

The magic of tricksters runs powerfully through you—with time and training you've learned to bring it forward into practical use. You gain the following benefits:

- You may disguise yourself without the use of a disguise kit. When using a disguise kit, you have advantage.
- Creatures have disadvantage on checks made to investigate your illusions and saving throws made to resist spells that you cast from the illusion school.
- You cease to age and become immune to effects that alter your age.



FAMOUS PERSONAGES

HOOFGAR

He wears a thick tome hung by a chain along the spine and a knife and axe mostly for utility and last resorts, Hoofgar wears a filigree diadem made from adamantite which has a design like an average length unicorn's horn coming from the forehead, he otherwise wears light red to pink and sea blue robes, with many small pouches within reach of his muzzle. Despite his horn, he is an earth-bound, easily seen in his solid build. Generally treated as a grim footnote in the history of Ponykind with regard to the study of magic, all that is actually known about "Hoofgar" can be fit in a very small space compared the rumor and even myth surrounding him.

We know there was an Earth-Bound Pony born some 200'sh years ago, that he was called Hoofgar, and that whatever it is he did left a scar in a distant corner of the world where his tower still 'stands' to this day, but beyond that the rumors grow wildly divergent. The most popular rumors tell a tale of a wizard- though never a very powerful one, who set off to harness raw magical energy; whose tower and attending lands, now broken apart, still stands like a table tossed and frozen in time, the dishes and food still hanging as a reminder that there are rules of magic that must never be broken.

Some attribute Hoofgar as the first non-horned spellcaster, laying the groundwork for modern spellcasting and attributing him for the initial categorization of the schools of magic. Some even say his broken tower is merely a puzzle waiting to be reassembled. Still others spin a tale of raw, 'wild' magic, of folk tales of a stallion still wandering the lands whose wrath or help come as unpredictably as a bolt from the blue, often ravaging both sides of a conflict and disappearing again without so much as a greeting.

Hoofgar is as much at the mercy of the magic he once studied as a conceited wizard might believe magic is at their every beck and call. His studies were an attempt to grasp at the deeper 'mechanics' of magic, but what he found was at best a heartless chaos... and at worst, a malevolent, mad intelligence. He dismissed everyone who'd come with him in a violent fervor, doing everything he could to ensure no one would be near. No one was when magic struck and tore him out of the Prime Material Plane and into the currents of Mana themselves.

Hoofgar now manifests where and when these currents are sufficiently disturbed, a fraction of his consciousness is constantly present in the thaumaturgical maelstrom that is the creation and destruction of the world- Hoofgar is constantly 'frazzled' at best, and is at worst, stark raving mad.

GM Note: Hoofgar is nearly consumed by the chaos of raw magic. His will has managed to keep him relatively whole and sane but the whole ordeal wears on him and it's dead obvious. Imagine someone with severe anxiety who's been awake for 48+ hours and you've got the frame of mind. At times he's very well spoken, and in those lucid moments he will hire adventurers to take out local disturbances to the Mana currents (anything from a meddling wizard to a significant emotional disturbance, elemental rifts, or other events).

Hoofgar will always pay in items and never in currency as he can't use currency. In his worst moments, he can babble incoherent prophecies or even hatch an entire campaign of insanity, often 'coming to his senses' and stopping just as suddenly as he began. 'Killing' him will disperse his form and return him to the currents of mana, for a time.



RIVER BREEZE

River Breeze is a somewhat short, small-framed pegasus with a long light-blue mane, tail that she rarely keeps tidy, and magenta-colored coat and feathers. Her brand of destiny resembles a simple blue candle flame that matches the color of her eyes and mane.

Born in IC 265 on the shore of a lake in a very poor village between Turves and Ebon Silk, River Breeze has loved freedom since childhood. With her parents so busy making ends meet she was often left to her own devices and she entertained herself with mischief, thievery, and trickery. As soon as she turned fourteen River Breeze left the settlement, helping form a small gang that traveled the countryside to rob trade caravans for things they needed to survive. As time went on, despite her protests the group of raiders became more and more driven by greed.

While in the woods northeast of Cerulean Tides she fled in horror from the gang when they turned murderous. As fate would have it she stumbled across the secluded Temple of the Redeeming Dawn, taken in and educated in the ways of the Sun Queen before eventually joining the clergy. Given a chance at being something more than a caravan thief, River Breeze dedicated herself to it completely. Soon after leaving the temple Princess Luminace desired her devotion and she converted to become a cleric of friendship and knowledge, though she still holds the Sun Queen in very high regard.

After joining a group of adventurers in Turves, a simple hunt for an artifact had them uncovering and thwarting a plot by fanatics of the goddess Blaze, revealing their attempt to manipulate the Empire into going to war. In light of this and with much help from her friends, the sentence for her past crimes was reduced and she was allowed to return to the settlement of Turves, building a temple to Princess Luminace and offering her services as a village teacher.

While she is fully devoted to her goddess River Breeze is not an average cleric, retaining some roguish personality and a restless streak, going on adventures and leaving the temple in the capable care of others. She is usually soft spoken but can use very colorful language when frustrated—there are stories that she's beaten monks in drinking competitions and rumors that while she's renounced her old ways, she may still maintain some connections to the criminal underground for access to information and items.

GM Note: A curious character with some of the quirks one might expect from a knave mixed with the bookish qualities of any devotee of Princess Luminace, River Breeze believes that a perfect adventure has some hard drink over a rare tome being read over with some quality friends, though she may join the party if invited along. Adhering to her new goddess, she cleaves to forged friendships tightly and doesn't easily part from a true bond, but will not rest easily when slighted. She tries to make it clear what infraction has been done but if the situation is not swiftly remedied, River Breeze departs for friendlier climates.



SANDY FORTUNE

Sandy Fortune is a pegasus rogue known for her confidence and her reliance on gadgets and quick thinking. As her name suggests, the color of her coat and feathers are sandy tan, and she has always believed it was her destiny to hunt for ancient treasure. Her mane and tail are a much darker shade of brown, yet her eyes are very green. Her brand of destiny is that of a bronze sextant surrounded by five stars. For reasons unknown, her parents settled in the mysterious town of Tempus and raised a family there. Though Sandy tends to keep her hometown a secret, she and her siblings learned to be quite adept at understanding the streams of time.

Her desire for exploring ruins and hunting treasure made her leave at the age of 14 with little more the clothes on her back and a trusty crossbow. She made her way to Cerulean Tides and secured a spot on an expedition to an island ruin, but as the youngest and least experienced, she was treated poorly. An older stallion on the team took notice and started training her in firearms and teaching her to approach problems with creative thinking. “Plenty of ponies have the brawn,” he said. “But very few use their brain.” The expedition itself was a disaster.

A powerful artifact, a dark crown at the center of the ruin, gnawed at the minds of the crew. By the time they figured this out and dispatched of the artifact, most of the team had either gone insane or sacrificed themselves to save the others. Only a few escaped, including Sandy, who was not broken by the experience and resolved to keep using her mentor’s teachings. After years of adventuring around Everglow, Sandy massed enough wealth to start a trade school of sorts in Cerulean Tides. It was a place where new adventurers could apply to help with contracts and gain experience under the watchful eye of mentors. Sandy herself led several expeditions and only retired once she couldn’t physically handle adventuring.

GM Note: Sandy is, in some ways, a classic adventurer. She is just as likely to be a competitor for the prize as found as a potential ally in a tavern somewhere. Of course, if found late enough in her life, she could be found at her school, where she would still have a soft spot for fellow seekers of the lost and offer some help in dark times. She prefers to use her brain over more physically direct means, and any fight she doesn’t have to fight is one she can count as a victory.



SKYLA DANCER

Skyla Dancer is a pegasus pony who grew up as a hunter in a small woodland village. She came from a long line of unicorns and pegasi, making her more familiar with magical arts than normal. She also has a twin brother who works as a blacksmith and is responsible for the unique bow she wields. Skyla has an orange coat and green eyes, with a long silver mane and even longer silver tail that she ties back into a 9-segmented braid that she learned in school.

She is known not only as a great ranger and tracker, but with her experience in seeing the world in many different lights, is also a skilled negotiator who always works toward the solution which brings the most happiness to all sides. She has been known to make long-time enemies see eye to eye and end long standing conflicts with new tradition. Of course when battle is inevitable, she will fight for what she believes in and uses her arcane knowledge and magical studies to rain an almost literal monsoon of arrows on her opponent.

GM Note: Skyla is unlikely to be run into looking for a job. Instead, she is likely to be the one approaching the PCs for assistance as she tries to bring peace where once there was conflict and strife. No matter how pure her intentions, violence can be too tempting, and efficient. She can and will hire bodyguards to keep her safe while she tries to mend the wounds that keep people apart and make the world a little better for the effort, hopefully.



CHAMPIONS OF EVERGLOW

AEROEAN, PEGASUS DRUID

Aeroean was brought up among the clouds and many of his friends consider his head still up there, even at the best of times. The pegasus is just beginning his training among a sect of druids but finds it much more fun to flit about in the sky instead, poking and prodding at the storms. However when he does find something to focus on, he does so with a fierce determination. Aeroean's Brand of Destiny is a building thunderhead of clouds.

AEROEAN (NOVICE)

CR 1/2 (XP 200)

Male pony (pegasus) druid 1

NG Medium fey (ponykind)

Init +5; **Senses** low-light vision; Perception +7



DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 9 (1d8+1)

Fort +3, **Ref** +3, **Will** +5

OFFENSE

Speed 40 ft., fly 30 ft. (clumsy)

Melee shortspear +0 (1d6)

Domain Spell-Like Abilities (CL 1st; concentration +4)

6/day—storm burst (1d6 nonlethal)

Druid Spells Prepared (CL 1st; concentration +4)

1st—*cure light wounds*, *obscuring mist*^D, *produce flame*

0 (at will)—*create water*, *detect magic*, *light*

^D Domain spell; **Domain** Weather

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 12, **Wis** 17, **Cha** 11

Base Atk +0; **CMB** +0; **CMD** 13 (17 vs. trip)

Feats Cloud Kicker, Weather Pony

Traits magical talent (*acid splash*), reactionary

Skills Acrobatics +1 (+5 to jump), Fly -3, Heal +7, Knowledge (nature) +7, Perception +7, Sense Motive +4, Spellcraft +5, Survival +5

Languages Auran, Common, Druidic, Sylvan

SQ brand of destiny, cloud walker, fingerless, nature bond (Weather domain), nature sense, unique destiny, wild empathy, winged flight

Combat Gear acid (3); **Other Gear** lamellar (leather) armor^{UC}, shortspear, backpack, belt pouch, flint and steel, holly and mistletoe, mess kit^{UE}, soap, spell component pouch, trail rations (5), waterskin, 4 gp, 4 sp, 6 cp



AEROEAN (EXPERIENCED)

CR 4 (XP 1,200)

Male pony (pegasus) druid 5

NG Medium fey (ponykind)

Init +5; Senses low-light vision; Perception +13



DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 37 (5d8+9)

Fort +5, Ref +4, Will +9; +4 vs. fey and plant-targeted effects

OFFENSE

Speed 40 ft., fly 30 ft. (average)

Melee mwk shortspear +4 (1d6)

Special Attacks wild shape 1/day

Domain Spell-Like Abilities (CL 5th; concentration +10)

8/day—storm burst (1d6+2 nonlethal)

Druid Spells Prepared (CL 5th; concentration +10)

3rd—*call lightning*^D (DC 18), *lightning bolt* (DC 18), *protection from energy*

2nd—*barkskin*, *fog cloud*^D, *rainbow wings*, *lesser restoration*

1st—*cure light wounds*, *cure light wounds*, *hydraulic push*^{APG}, *obscuring mist*^D, *produce flame*, *produce flame*

0 (at will)—*create water*, *detect magic*, *light*, *stabilize*

^D Domain spell; **Domain** Weather

STATISTICS

Str 10, Dex 16, Con 13, Int 12, Wis 20, Cha 11

Base Atk +3; CMB +3; CMD 16 (20 vs. trip)

Feats Cloud Kicker, Dashing Flyer, Dashing Flyer, Weather Pony

Traits magical talent (*acid splash*), reactionary

Skills Acrobatics +2 (+6 to jump), Fly +9, Heal +13, Knowledge (nature) +10, Perception +13, Sense Motive +10, Spellcraft +7, Survival +7

Languages Auran, Common, Druidic, Sylvan

SQ brand of destiny, cloud walker, fingerless, nature bond (Weather domain), nature sense, trackless step, unique destiny, wild empathy, winged flight, woodland stride

Combat Gear *potion of bull's strength*, acid (3);

Other Gear +2 lamellar (leather) armor^{UC},

mwk shortspear, *headband of inspired wisdom* +2, *muleback cords*^{APG}, backpack, belt pouch, flint and steel, holly and mistletoe, mess kit^{UE}, pot, soap, spell component pouch, trail rations (5), waterskin, 484 gp, 4 sp, 6 cp

AEROEAN (MASTER)

CR 8 (XP 4,800)

Male pony (pegasus) druid 9

NG Medium fey (ponykind)

Init +5; Senses low-light vision; Perception +19



DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 74 (9d8+26)

Fort +8, Ref +6, Will +11; +4 vs. fey and plant-targeted effects

Immune poison

OFFENSE

Speed 40 ft., fly 30 ft. (average)

Melee mwk shortspear +7/+2 (1d6)

Special Attacks wild shape 3/day

Domain Spell-Like Abilities (CL 9th; concentration +14)

9/day—lightning lord (9 bolts/day)

8/day—storm burst (1d6+4 nonlethal)

Druid Spells Prepared (CL 9th; concentration +14)

5th—*call lightning storm* (DC 20), *ice storm*^D, *wall of fire*

4th—*cure serious wounds*, *freedom of movement*, *communal protection from energy*^{UC}, *sleet storm*^D

3rd—*greater animal aspect*^{UC}, *call lightning*^D (DC 18), *lightning bolt* (DC 18), *protection from energy*, *remove disease* (can spontaneously cast *lightning*)

2nd—*barkskin*, *bull's strength*, *fog cloud*^D, *rainbow wings*, *resist energy*, *lesser restoration*

1st—*cure light wounds*, *cure light wounds*, *hydraulic push*^{APG}, *obscuring mist*^D, *obscuring mist*, *produce flame*, *produce flame*

0 (at will)—*create water*, *detect magic*, *light*, *stabilize*

^D Domain spell; **Domain** Weather

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 12, **Wis** 20, **Cha** 11

Base Atk +6; **CMB** +6; **CMD** 19 (23 vs. trip)

Feats Cloud Kicker, Dashing Flyer, Dashing Flyer, Natural Spell, Storm Stallion, Weather Pony

Traits magical talent (*acid splash*), reactionary

Skills Acrobatics +2 (+6 to jump), Fly +11, Heal +17, Knowledge (nature) +10, Perception +19, Sense Motive +14, Spellcraft +18, Survival +7

Languages Auran, Common, Druidic, Sylvan

SQ brand of destiny, cloud walker, fingerless, nature bond (Weather domain), nature sense, trackless step, unique destiny, wild empathy, winged flight, woodland stride

Combat Gear brooch of amber sparks^{UE}, potion of blur, potion of bull's strength, potion of delay poison, acid (3); **Other Gear** +2 lamellar (leather) armor^{UC}, mwk shortspear, eyes of keen sight^{UE}, gloves of elvenkind^{ARG}, headband of inspired wisdom +2, muleback cords^{APG}, polymorphic pouch^{UE}, backpack, belt pouch, flint and steel, holly and mistletoe, mess kit^{UE}, pot, soap, spell component pouch, trail rations (5), waterskin, 84 gp, 4 sp, 6 cp

AEROEAN (NOVICE)

Medium fey (ponykind),

neutral good druid 1

Armor Class 13 (leather armor)

Hit Points 10 (1d8+2)

Speed 40 ft., fly 30 ft.



Str	Dex	Con	Int	Wis	Cha
8 (-1)	15 (+2)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Int +3, Wis +5

Skills Acrobatics +4, Medicine +5, Nature +3, Perception +5

Tools herbalism kit, an instrument

Senses passive Perception 15

Languages Auran, Common, Druidic, Sylvan

Challenge 1 (200 XP)

Spellcasting. Aeroean is a 1st level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Aeroean may cast it without using a spell slot. He has the following druid

spells prepared:

Cantrips (at will): guidance, produce flame

1st-level (2 slots): create or destroy water, cure wounds, detect magic (ritual), fog cloud

Unique Destiny. Aeroean has advantage on Intelligence (Nature) checks

ACTIONS

Spear. Melee or Ranged Weapon Attack: +1 to hit, reach 5 ft or range 20/60 ft., one target. *Hit:* 2 (1d6-1) piercing damage

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage

Produce Flame. Ranged Spell Attack: +5 to hit, range 30 feet, one target. *Hit:* 4 (1d8) fire damage

Gear (78/180 lbs.) leather armor, pony sling, spear, backpack, bedroll, clothes (common), druidic focus [sprig of mistletoe], herbalism kit, mess kit, rations (10), rope (hempen, 50 ft.), tinderbox, torch (10), waterskin, pouch with 15 gold pieces

AEROEAN (EXPERIENCED)

Medium fey (ponykind),

neutral good druid (circle of the land) 5

Armor Class 13 (leather armor)

Hit Points 38 (5d8+10)

Speed 40 ft., fly 30 ft.



Str	Dex	Con	Int	Wis	Cha
8 (-1)	15 (+2)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Int +4, Wis +6

Skills Acrobatics +5, Medicine +6, Nature +4, Perception +6

Tools herbalism kit, an instrument

Senses passive Perception 16

Languages Auran, Common, Druidic, Sylvan

Challenge 4 (1,100 XP)

Ability Score Increases. Aeroean has the Weather Pony feat instead of an increase to an ability score. If playing without feats, he instead increases his Dexterity by 2.

Spellcasting. Aeroean is a 5th level spellcaster. His spellcasting ability is Wisdom (spell save DC

14, +6 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Aeroean may cast it without using a spell slot. He has the following druid spells prepared:

Cantrips (at will): *guidance, mending, produce flame, resistance*

1st-level (4 slots): *create or destroy water, cure wounds, detect magic (ritual), fog cloud*

2nd-level (3 slots): *barkskin, blur*, gust of wind*, lesser restoration, rainbow wings*

3rd-level (2 slots): *call lightning*, protection from energy, wind wall**

*Circle Spells

Unique Destiny. Aeroean has advantage on Intelligence (Nature) checks

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft or range 20/60 ft., one target. *Hit:* 2 (1d6-1) piercing damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Produce Flame. *Ranged Spell Attack:* +6 to hit, range 30 feet, one target. *Hit* 9 (2d8) fire damage.

Javelin of Lightning (1/day). When thrown at a target within 120 feet, the spear forms into a 5-foot-wide line between Aeroean and the target. Any creature other than him and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save and half as much on a successful one. Aeroean then makes a ranged weapon attack (+2) against the target, who takes 2 (1d6-1) piercing damage plus 14 (4d6) lightning damage on a hit.

Gear (78/180 lbs.) *javelin of lightning^U, potion of healing^C (5), leather armor, pony sling, spear, backpack, bedroll, clothes (common), druidic focus [sprig of mistletoe], herbalism kit, mess kit, rations (10), rope (hempen, 50 ft.), tinderbox, torch (10), waterskin, pouch with 265 gold pieces*

^C - Common Magic Item, ^U - Uncommon Magic Item

CIRCLE OF THE LAND: SKY TERRAIN

Druids of the land with the cloudwalker feature may choose the the Sky terrain for their circle spells feature, gaining the following spells at the indicated levels:

- 3rd *blur, gust of wind*
- 5th *call lightning, wind wall*
- 7th *banishment, curiosity's lightning wall*
- 9th *cloudkill, scrying*

AEROEAN (EXPERIENCED)

Medium fey (ponykind),

neutral hood druid (circle of land) 11

Armor Class 15 (studded leather armor)

Hit Points 80 (11d8+22)

Speed 40 ft., fly 30 ft.



Str	Dex	Con	Int	Wis	Cha
8 (-1)	15 (+2)	14 (+2)	12 (+1)	18 (+4)	10 (+0)

Saving Throws Int +5, Wis +8 (+1 to all saving throws from *cloak of protection*)

Skills Acrobatics +6, Medicine +8, Nature +5, Perception +8

Tools herbalism kit, an instrument

Senses passive Perception 18

Languages Auran, Common, Druidic, Sylvan

Challenge 8 (3,900 XP)

Ability Score Increases. Aeroean increased his Wisdom by 2 (included in his stats) and has the Weather Pony feat. If playing without feats, he instead increases his Dexterity by 2.

Spellcasting. Aeroean is an 11th level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Aeroean may cast it without using a spell slot. He has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, mending, produce flame, resistance*

1st-level (4 slots): *create or destroy water, cure wounds, detect magic (ritual), fog cloud*

2nd-level (3 slots): *barkskin, blur*, gust of wind*, lesser restoration, pass without trace, rainbow wings*

3rd-level (3 slots): *call lightning*, protection from energy, sleet storm, wind wall**

4th-level (3 slots): *banishment*, curiosity's lightning wall*, freedom of movement, ice storm, wall of fire*

5th-level (2 slots): *cloudkill*, scrying**

6th-level (1 slots): *sunbeam, wInd Walk*

*Circle Spells

Unique Destiny. Aeroean has advantage on Intelligence (Nature) checks

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to

hit, reach 5 ft or range 20/60 ft., one target. **Hit:** 2 (1d6-1) piercing damage

Sling. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. **Hit:** 5 (1d4+3) bludgeoning damage

Produce Flame. *Ranged Spell Attack:* +8 to hit, Range 30 feet, one target. **Hit:** 13 (3d8) fire damage

Javelin of Lightning (1/day). When thrown at a target within 120 feet, the spear forms into a 5-foot-wide line between Aeroean and the target. Any creature other than him and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save and half as much on a successful one. Aeroean then makes a ranged weapon attack (+3) against the target, who takes 2 (1d6-1) piercing damage plus 14 (4d6) lightning damage on a hit.

Gear (85.5/180 lbs.) *javelin of lightning*^U, sling, spear, studded leather, backpack, bedroll, *cloak of protection*^{U,A}, clothes (common), druidic focus [sprig of mistletoe], eyes of the eagle^{U,A}, herbalism kit, mess kit, *potion of healing*^C (5), rations (10), *ring of free action*^{R,A}, rope (hempen, 50 ft.), silver scrying mirror, tinderbox, torch (10), waterskin, pouch with 350 platinum and 265 gold pieces

^C - Common Magic Item, ^U - Uncommon Magic Item, ^R - Rare Magic Item, ^A - Attuned Magic Item

BRIE BRIGHTWING, GRIFFON ARIEL WARRIOR

Born into a large family of competitive chicks, Brie rose above the rabble through sheer strength and savagery. By the time she was a young adult, she was an incorrigible bully—it wasn't until the griffon faced true danger that she realized her fury was misplaced. Now she directs her anger at monsters and foul people, grinding the edge of her axe in the hides of ever greater challenges to prove her worth.

BRIE BRIGHTWING (NOVICE)

CR 1/2 (XP 200)

Female griffon

unchained barbarian 1

CN Medium fey (griffon)

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



DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 14 (1d12+2)

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

OFFENSE

Speed 40 ft., fly 40 ft. (poor)

Melee greataxe +5 (1d12+6/×3) or bite +5 (1d6+6)

Special Attacks rage (6 rounds/day)

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats Intimidating Prowess

Traits armor expert, day greeter

Skills Acrobatics +4 (+8 to jump), Diplomacy +0, Fly +0, Intimidate +8, Knowledge (nature) +5, Perception +5, Survival +5

Languages Auran, Common

SQ cloud walker, fast movement, predator aspect, winged flight

Combat Gear alchemist's fire; **Other Gear** lamellar (leather) armor^{UC}, greataxe, backpack, bedroll, belt pouch, flint and steel, mess kit^{UE}, pot, silk rope (50 ft.), soap, torch (10), trail rations (5), waterskin, 14 gp, 4 sp, 6 cp



BRIE BRIGHTWING

(EXPERIENCED)

CR 4 (XP 1,200)

Female griffon

unchained barbarian 5

CN Medium fey (griffon)

Init +1; Senses low-light vision; Perception +9



DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 54 (5d12+14)

Fort +6, Ref +2, Will +2

Defensive Abilities danger sense +1, improved uncanny dodge

OFFENSE

Speed 40 ft., fly 40 ft. (poor)

Melee +1 furious greataxe +10 (1d12+7/×3) or bite +4 (1d6+2)

Special Attacks rage (14 rounds/day), rage powers (no escape, strength stance +2)

STATISTICS

Str 19, Dex 12, Con 14, Int 12, Wis 13, Cha 8

Base Atk +5; CMB +9; CMD 20 (24 vs. trip)

Feats Intimidating Prowess, Power Attack, Sudden Save

Traits armor expert, day greeter

Skills Acrobatics +5 (+9 to jump), Diplomacy +0, Fly +5, Intimidate +12, Knowledge (nature) +9, Perception +9, Survival +9

Languages Auran, Common

SQ cloud walker, fast movement, predator aspect, winged flight

Combat Gear *potion of bear's endurance, potion of blur, potion of cure serious wounds, potion of delay poison, alchemist's fire*; **Other Gear** mwk lamellar (leather) armor^{UC}, +1 furious greataxe, backpack, bedroll, belt pouch, flint and steel, mess kit^{UE}, pot, silk rope (50 ft.), soap, torch (10), trail rations (5), waterskin, 184 gp, 4 sp, 6 cp



BRIE BRIGHTWING (MASTER)

CR 8 (XP 4,800)

Female griffon

unchained barbarian 9

CN Medium fey (griffon)

Init +1; Senses low-light vision; Perception +13



DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 103 (9d12+35)

Fort +9, Ref +4, Will +4

Defensive Abilities danger sense +3, improved uncanny dodge; DR 1/—

OFFENSE

Speed 40 ft., fly 40 ft. (average)

Melee +1 furious greataxe +15/+10 (1d12+8/×3) or bite +9 (1d6+2)

Special Attacks rage (23 rounds/day), rage powers (clear mind, ghost rager^{UC}, no escape, strength stance +3)

STATISTICS

Str 20, Dex 12, Con 16, Int 12, Wis 13, Cha 8

Base Atk +9; CMB +14; CMD 25 (29 vs. trip)

Feats Intimidating Prowess, Power Attack, Powerful Flight, Sudden Save, Vital Strike

Traits armor expert, day greeter

Skills Acrobatics +9 (+13 to jump), Diplomacy +0, Fly +13, Intimidate +17, Knowledge (nature) +13, Perception +13, Survival +9

Languages Auran, Common

SQ cloud walker, fast movement, predator aspect, winged flight

Combat Gear *elixir of tumbling, potion of bear's endurance, potion of blur, potion of cure light wounds (2), potion of cure moderate wounds, potion of cure serious wounds, potion of darkvision, potion of delay poison, potion of eagle's splendor, potion of enlarge person, potion of protection from evil, potion of remove fear, alchemist's fire*; **Other Gear** +1 lamellar (leather) armor^{UC}, +1 furious greataxe, cloak of displacement, minor, elixir of vision, handy haversack, pink rhomboid ioun stone, backpack, bedroll, belt pouch, flint and steel, mess kit^{UE}, pot, silk rope (50 ft.), soap, torch (10), trail rations (5), waterskin, 34 gp, 4 sp, 6 cp

BRIE BRIGHTWING

Medium fey (griffon),
chaotic neutral barbarian 1



Armor Class 14 (Unarmored defense)

Hit Points 14 (1d12 + 2)

Speed 30 ft., fly 40 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	8 (-1)

Saving Throws Str +5, Con +4

Skills Athletics +5, Intimidation +1, Nature +2, Perception +3

Tools lyre

Senses passive Perception 13

Languages Auran, Common, Sylvan

Challenge 1 (200 XP)

ACTIONS

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 slashing damage or 8 (1d6+5) slashing damage while raging.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage or 11 (1d12+5) slashing damage while raging

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) slashing damage or 8 (1d6+5) slashing damage while raging (melee only)

Gear (73/360 lbs.) greataxe, handaxe (2), backpack, bedroll, clothes (common), mess kit, rations (10), rope (hempen, 50 ft.), tinderbox, torch (10), waterskin, pouch with 5 gold pieces

BRIE BRIGHTWING

Medium fey (griffon),
chaotic neutral barbarian
(aerial warrior) 5



Armor Class 16 (scale mail)

Hit Points 50 (5d12+10)

Speed 40 ft., fly 50 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	8 (-1)

Saving Throws Str +6, Con +5

Skills Athletics +6, Intimidation +2, Nature +3, Perception +4

Tools lyre

Senses passive Perception 14

Languages Auran, Common, Sylvan

Challenge 5 (1,800 XP)

Ability Score Increase. Brie Brightwing has the Sudden Save feat instead of an ability score increase. If playing without feats, she increases her Strength by 2 instead.

ACTIONS

Extra Attack. When Brie Brightwing takes the attack action on her turn, she may make two attacks.

+1 Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage or 12 (1d12+6) slashing damage while raging.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 slashing damage or 8 (1d6+5) slashing damage while raging.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) slashing damage or 8 (1d6+5) slashing damage while raging (melee only).

Gear (75/360 lbs.) +1 greataxe^U, handaxe (2), scale mail, acid (2), alchemist's fire, backpack, bedroll, clothes (common), mess kit, potion of healing^C (4), rations (10), rope (hempen, 50 ft.), tinderbox, torch (10), waterskin, pouch with 205 gold pieces

^C - Common Magic Item, ^U - Uncommon Magic Item, ^A - Attuned Magic Item

BRIE BRIGHTWING

Medium fey (griffon),
chaotic neutral barbarian
(aerial warrior) 11



Armor Class 17 (half plate)

Hit Points 104 (11d12+22)

Speed 30 ft., fly 40 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	8 (-1)

Saving Throws Str +8, Con +5

Skills Athletics +8, Intimidation +3, Nature +4, Perception +5

Tools lyre

Senses passive Perception 15

Languages Auran, Common, Sylvan
Challenge 8 (3,900 XP)

Ability Score Increase. Brie Brightwing has the Sudden Save feat and increases her Strength by 2 (included in her stats). If playing without feats, she instead increases her Constitution by 2

ACTIONS

Extra Attack. When Brie Brightwing takes the attack action on her turn, she may make two attacks.

+1 Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11(1d12+5) slashing damage or 14 (1d12+8) slashing damage while raging.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 slashing damage or 8 (1d6+5) slashing damage while raging.

Handaxe. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) slashing damage or 10 (1d6+7) slashing damage while raging (melee only).

Brutal Critical. Brie Brightwing rolls one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Dive Bomb. When Brie Brightwing moves at least 10 feet towards a target while raging and either makes an attack or attempts to break an object, she has advantage. In addition, she adds twice her rage bonus to any damage rolls. Once she has used this feature, she cannot move again until the start of her next turn.

Gear (118/405 lbs.) +1 greataxe^U, half plate, handaxe (2), acid (2), alchemist's fire, backpack, bedroll, cloak of displacement^{R,A}, clothes (common), mess kit, periapt of wound closure^{U,A}, potion of growth^U (2), potion of healing^C (4), rations (10), rope (hempen, 50 ft.), tinderbox, torch (10), waterskin,, pouch with 205 gold pieces and 410 platinum pieces

^C - Common Magic Item, ^U - Uncommon Magic Item, ^R - Rare Magic Item, ^A - Attuned Magic Item



CRESCENT STAR GEM UNICORN ALCHEMICAL KNIGHT

Crescent Star is an alchemist unicorn gem pony. Crescent comes from the forest of dreams. He lives on his own, on the outskirts of the settlement of Prisma. He normally comes into the town on occasion to sell his potions and healing salves. Crescent often finds himself adventuring out to exotic and different locations to find wild rare plants for better curatives. He has a general care-free demeanor and a knack for exploration.

CRESCENT STAR (NOVICE)

CR 1/2 (XP 200)

Male gem pony (unicorn)
alchemist 1

NG Medium fey (earth, ponykind)

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



DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 11 (1d8+3)

Fort +4, **Ref** +3, **Will** +0; +4 sacred bonus vs. fire, +2 vs. fear and despair

Defensive Abilities crystalline

OFFENSE

Speed 40 ft.

Melee club +2 (1d6+2)

Ranged bomb +2 (1d6+3 fire)

Special Attacks bomb 4/day (1d6+3 fire, DC 13)

Spell-Like Abilities (CL 1st; concentration +2)
 3/day—light

2/day—unseen servant

Alchemist Extracts Prepared (CL 1st; concentration +4)

1st—cure light wounds (2)

STATISTICS

Str 14, **Dex** 12, **Con** 15, **Int** 16, **Wis** 10, **Cha** 12

Base Atk +0.75; **CMB** +2; **CMD** 13 (17 vs. trip)

Feats Brew Potion, Lustrous Coat, Throw Anything

Traits a unicorn to light my way, day greeter

Skills Acrobatics -1 (+3 to jump), Craft (alchemy) +7 (+8 to create alchemical items), Diplomacy +2, Disable Device +1, Heal +4, Intimidate +2, Knowledge (arcana) +7, Perception +4, Sleight of Hand +3, Spellcraft +7

Languages Aquan, Common, Dwarven, Ignan, Sylvan

SQ +4 to saves vs. fire, alchemy (alchemy crafting +1), brand of destiny, eternal hope, fingerless, graceful caster, horn magic, mutagen (+4/-2, +2 natural armor, 10 minutes)

Other Gear lamellar (leather) armor^{UC}, club, alchemist starting formula book, alchemy crafting kit^{APG}, backpack, bedroll, belt pouch, flint and steel, ink, inkpen, mess kit^{UE}, pot, soap, torch (10), trail rations (5), waterskin, 35 gp

Crescent Star (Experienced)

CR 4 (XP 1,200)

Male gem pony (unicorn)

alchemist 5

NG Medium fey (earth, ponykind)

Init +1; **Senses** low-light vision; **Perception** +8

DEFENSE

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield)

hp 48 (5d8+20)

Fort +7, **Ref** +5, **Will** +1; +4 bonus vs. poison,



+4 sacred bonus vs. fire, +2 vs. fear and despair
Defensive Abilities crystalline

OFFENSE

Speed 40 ft.

Melee force morningstar +8 (1d8+4)

Ranged bomb +5 (3d6+4 fire)

Special Attacks bomb 9/day (3d6+4 fire, DC 16)

Spell-Like Abilities (CL 5th; concentration +6)

3/day—*light*

2/day—*unseen servant*

Alchemist Extracts Prepared (CL 5th; concentration +9)

2nd—*ablative barrier*^{UC}, *cure moderate wounds* (2)

1st—*ant haul*^{APG} (DC 15), *comprehend languages*, *cure light wounds* (2), *expeditious retreat*

STATISTICS

Str 14, **Dex** 12, **Con** 16, **Int** 18, **Wis** 10, **Cha** 12

Base Atk +3.75; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats Blade Of The Mind, Brew Potion, Lustrous Coat, Practiced Horn Magic, Throw Anything

Traits a unicorn to light my way, day greeter

Skills Acrobatics +0 (+4 to jump), Craft (alchemy) +12 (+17 to create alchemical items), Diplomacy +10, Disable Device +10, Heal +8, Intimidate +2, Knowledge (arcana) +12, Perception +8, Sleight of Hand +8, Spellcraft +12

Languages Aquan, Big Mao, Common, Dwarven, Ignan, Sylvan

SQ +4 to saves vs. fire, alchemy (alchemy crafting +5), brand of destiny, discoveries (healing bomb, infusion), eternal hope, fingerless, graceful caster, horn magic, mutagen (+4/-2, +2 natural armor, 50 minutes), poison use, swift alchemy

Combat Gear *boro bead* (1st level)^{UE}, *boro bead* (1st level)^{UE}, *mutagen*^{APG}, *oil of invisibility*, *potion of barkskin* +2, *potion of shield of faith* +2, *wand of cure light wounds*; **Other Gear** +1 lamellar (leather) armor^{UC}, +1 buckler, force morningstar, *headband of vast intelligence* +2, alchemist starting formula book, alchemy crafting kit^{APG}, backpack, bedroll, belt pouch, flint and steel, ink, inkpen, mess kit^{UE}, pot, soap, mwk thieves' tools (mouth), torch (10), trail rations (5), waterskin, 135 gp



Crescent Star (Master)

CR 8 (XP 4,800)

Male gem pony (unicorn)
alchemist 9

NG Medium Fey (earth, ponykind)

Init +2; **Senses** low-light vision; Perception +12

DEFENSE

AC 23, touch 13, flat-footed 21 (+6 armor, +1 deflection, +2 Dex, +1 natural, +3 shield)

hp 84 (9d8+36)

Fort +9, **Ref** +8, **Will** +3; +6 bonus vs. poison, +4 sacred bonus vs. fire, +2 vs. fear and despair

Defensive Abilities crystalline

OFFENSE

Speed 40 ft.

Melee +1 *holy force morningstar* +11/+6 (1d8+5 plus 2d6 vs. evil)

Ranged +1 *hoof crossbow* +9 (1d8/19-20) or bomb +9 (5d6+4 Fire)

Special Attacks bomb 13/day (5d6+4 fire, DC 18)

Spell-Like Abilities (CL 9th; concentration +10) 3/day—*light*

2/day—*unseen servant*

Alchemist Extracts Prepared (CL 9th; concentration +13)

3rd—*cure serious wounds* (2), *fly*, *resinous skin*^{UC}

2nd—*ablative barrier*^{UC} (2), *bull's strength*, *cure moderate wounds* (2)

1st—*ant haul*^{APG} (DC 15), *comprehend languages*, *cure light wounds* (2), *expeditious retreat* (2)

STATISTICS

Str 14, **Dex** 15, **Con** 16, **Int** 18, **Wis** 10, **Cha** 12

Base Atk +6.75; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Blade Of The Mind, Brew Potion, Lustrous Coat, Point-Blank Shot, Practiced Horn Magic, Precise Shot, Throw Anything

Traits a unicorn to light my way, day greeter

Skills Acrobatics +1 (+5 to jump), Craft (alchemy) +16 (+25 to create alchemical items), Diplomacy +14, Disable Device +15, Heal +12, Intimidate +2, Knowledge (arcana) +16, Perception +12, Sleight of Hand +13, Spellcraft +16

Languages Aquan, Big Mao, Common, Dwarven, Ignan, Sylvan

SQ +4 to saves vs. fire, alchemy (alchemy craft-



ing +9), brand of destiny, discoveries (healing bomb, heavy bomb, infusion, precise bombs [4 squares]), eternal hope, fingerless, graceful caster, horn magic, mutagen (+4/-2, +2 natural armor, 90 minutes), poison use, swift alchemy

Combat Gear *boro bead* (1st level)^{UE}, *boro bead* (1st level)^{UE}, *mutagen*^{APG}, *oil of invisibility*, *potion of barkskin* +2, *potion of shield of faith* +2, *wand of cure light wounds*, *wand of true strike* (50 charges); **Other Gear** +2 chain shirt, +2 buckler, +1 *holy force morningstar*, +1 *hoof crossbow*, blunted bolts (20), crossbow bolts (30), *amulet of natural armor* +1, *belt of incredible dexterity* +2, *headband of vast intelligence* +2, *ring of protection* +1, alchemist starting formula book, alchemy crafting kit^{APG}, backpack, bedroll, belt pouch, flint and steel, ink, inkpen, mess kit^{UE}, pot, soap, mwk thieves' tools (mouth), torch (10), trail rations (5), waterskin, 325 gp

Crescent Star

Medium Fey (ponykind),
neutral good fighter 1

Armor Class 13 (leather armor)

Hit Points 12 (1d10+2)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	14 (+2)	14 (+2)	16 (+3)	8 (-1)	11 (+0)

Saving Throws Str +3, Con +4

Skills Acrobatics +4, Arcana +5, Medicine +1, Perception +1,

Tools alchemist's supplies, herbalism kit

Senses passive Perception 11

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Fighting Style (Archery). Crescent Star gains a +2 bonus to attack rolls he makes with ranged weapons.

ACTIONS

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Hoof Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.



REACTIONS

Elegant Spellcaster. Crescent Star has advantage on Constitution saving throws to maintain a spell.

Gear (98/270 lbs.) leather armor, hoof crossbow, rapier, acid (2), alchemist's supplies, backpack, bedroll, case (crossbow bolt), clothes (common), crossbow bolts (20), healer's kit, herbalism kit, mess kit, rations (10), rope (hempen, 50 ft.), tinderbox, torch (10), waterskin, pouch with 5 gold pieces

Crescent Star

Medium *fey* (ponykind),
neutral good fighter
(alchemical knight) 5

Armor Class 13 (leather armor)

Hit Points 44 (5d10+10)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
12 (+1)	14 (+2)	14 (+2)	16 (+3)	8 (-1)	11 (+0)

Saving Throws Str +4, Con +5

Skills Acrobatics +5, Arcana +6, Medicine +2, Perception +2

Tools alchemist's supplies, herbalism kit

Senses passive Perception 12

Languages Common, Sylvan

Challenge 2 (450 XP)

Ability Score Increase. Crescent Star has the Practiced Horn Magic feat instead of an ability score increase. If playing without feats, he increases his Dexterity by 2 instead.

Alchemical Spellcaster. Crescent Star is a 5th level spellcaster. His spells take the form of alchemical concoctions, which may only target himself or objects within a range of touch. Crescent Star's spells do not require him to maintain concentration, but he cannot dismiss the spell early and still may only have one effect that requires concentration at one time. Crescent Star's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following alchemical knight spells prepared:

Cantrips (at will): *guidance*, *resistance*

1st-level (3 slots): *cure wounds**, *expeditious*

retreat, *jump*, *longstrider*

*Unrestricted Spells

Fighting Style (Archery). Crescent Star gains a +2 bonus to attack rolls he makes with ranged weapons.

ACTIONS

Extra Attack. When Crescent Star takes the attack action on his turn, he may make two attacks.

Energy Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) magical bludgeoning damage (this weapon is created with practiced horn magic.)

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Energy Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4+3) magical piercing damage (this weapon is created with practiced horn magic.)

Hoof Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Pearl of Power (1/dawn). Crescent Star recovers one spent spell slot.

REACTIONS

Elegant Spellcaster. Crescent Star has advantage on Constitution saving throws to maintain a spell.

Gear (104.5/270 lbs.) *pearl of power*^{U,A}, *potion of healing*^C (6), leather armor, light crossbow, rapier, acid (2), alchemist's fire (4), alchemist's supplies, backpack, bedroll, case (crossbow bolt), clothes (common), crossbow bolts (20), healer's kit, herbalism kit, mess kit, rations (10), rope (hempen, 50 ft.), tinderbox, torch (10), pouch with 5 gold pieces

^C - Common Magic Item, ^U - Uncommon Magic Item, ^A - Attuned Magic Item



Crescent Star

Medium fey (ponykind),
neutral good fighter
(alchemical knight) 11



Armor Class 15 (studded leather armor)

Hit Points 92 (11d10+22)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	14 (+2)	14 (+2)	20 (+5)	8 (-1)	11 (+0)

Saving Throws Str +5, Con +6 (+1 to all saving throws from *cloak of protection*)

Skills Acrobatics +6, Arcana +9, Medicine +3, Perception +3

Tools alchemist's supplies, herbalism kit

Senses passive Perception 13

Languages Common, Sylvan

Challenge 8 (3,900 XP)

Ability Score Increase Crescent Star has the Practiced Horn Magic feat and increased his intelligence by 2 (included in his stats). If playing without feats, he instead increases his Dexterity by 2

Alchemical Spellcaster. Crescent Star is an 11th level spellcaster. His spells take the form of alchemical concoctions, which may only target himself or objects within a range of touch. Crescent Star's spells do not require him to maintain concentration, but he cannot dismiss the spell early and still may only have one effect that requires concentration at one time. Crescent Star's spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following alchemical knight spells prepared:

Cantrips (at will): *acid splash*, *guidance*, *resistance*

1st-Level (4 slots): *cure wounds**, *expeditious retreat*, *jump*, *longstrider*

2nd-Level (3 slots): *alter self*, *darkvision*, *enhance ability*, *invisibility**

*Unrestricted Spells

Fighting Style (Archery). Crescent Star gains a +2 bonus to attack rolls he makes with ranged weapons.

ACTIONS

Extra Attack. When Crescent Star takes the attack action on his turn, he may make three attacks.

Energy Maul. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) magical bludgeoning damage (this weapon is created with practiced horn magic.)

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Energy Dart. *Ranged Weapon Attack:* +11 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4+5) magical piercing damage (this weapon is created with practiced horn magic.)

Hoof Crossbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Pearl of Power (1/dawn). Crescent Star recovers one spent spell slot.

REACTIONS

Elegant Spellcaster. Crescent Star has advantage on Constitution saving throws to maintain a spell.

Gear (107.5/270 lbs.) light crossbow, rapier, studded leather, acid (2), alchemist's fire (4), alchemist's supplies, backpack, bedroll, case, crossbow bolt, *cloak of protection*^{U,A}, clothes (common), crossbow bolts (20), healer's kit, herbalism kit, mess kit, *pearl of power*^{U,A} (2), *potion of fire giant strength*^R, *potion of healing*^C (6), *potion of heroism*^R, *potion of vitality*^C (3), rations (10), rope (hempen, 50 ft.), tinderbox, torch (10), waterskin, pouch with 430 platinum pieces and 5 gold pieces

^C - Common Magic Item, ^U - Uncommon Magic Item, ^R - Rare Magic Item, ^A - Attuned Magic Item



DAWN EVENT, EARTHBOUND CLERIC OF UNITY

Dawn is a devout cleric to the pony gods. He has heard their songs in the wind and their commands in his soul. Born to serve the divine, Dawn accepts much of the world as either things to protect or things to test his resolve. Unlike some he has little reservation bowing his head to the darker of the pony gods, claiming that all have some word of wisdom for those willing to decipher and pontificate. To listen only to the Sun Queen is to invite blindness from her brilliance. Unapologetically panthiest, Dawn has learned a wide array of religious ceremonies and practices.

DAWN EVENT (NOVICE)

CR 1/2 (XP 200)

Male pony

cleric of Pony Pantheon 1

LN Medium fey (ponykind)

Init -1; **Senses** low-light vision; Perception +3



DEFENSE

AC 14, touch 9, flat-footed 14 (+5 armor, -1 Dex)

hp 14 (1d8+6)

Fort +4, **Ref** -1, **Will** +6; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee scimitar +2 (1d6+2/18-20)

Special Attacks channel positive energy 5/day (DC 12, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +6)

6/day—rebuke death (1d4)

Cleric Spells Prepared (CL 1st; concentration +6)

1st—*bless*, *cure light wounds*^D, *shield of faith*
o (at will)—*detect magic*, *light*, *stabilize*

^D Domain spell; **Domains** Good (Friendship subdomain), Healing

STATISTICS

Str 14, **Dex** 8, **Con** 14, **Int** 11, **Wis** 17, **Cha** 14

Base Atk +0; **CMB** +2; **CMD** 11 (15 vs. trip)

Feats Endurance, Selective Channeling, Toughness

Traits focused mind, indomitable faith

Skills Diplomacy +6, Knowledge (religion) +4

Languages Common, Sylvan

SQ brand of destiny, earth-bound, fingerless, powerful bond, unique destiny

Other Gear scale mail, scimitar, bedroll, belt pouch, candle (10), flint and steel, hemp rope (50 ft.), holy text (Pony Gods of Everglow)^{UE}, mess kit^{UE}, pony saddle bags, pot, soap, spell component pouch, sunrod (2), torch (10), trail rations (5), waterskin, wooden holy symbol of Sun and Moon, 11 gp



DAWN EVENT (EXPERIENCED)

CR 4 (XP 1,200)

Male pony

cleric of Pony Pantheon 5

LN Medium fey (ponykind)

Init -1; **Senses** low-light vision; Perception +3



DEFENSE

AC 20, touch 9, flat-footed 20 (+7 armor, -1 Dex, +1 natural, +3 shield)

hp 48 (5d8+20)

Fort +7, **Ref** +1, **Will** +9; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee scimitar +5 (1d6+2/18-20)

Special Attacks channel positive energy 5/day (DC 14, 3d6)

Domain Spell-Like Abilities (CL 5th; concentration +10)

6/day—rebuke death (1d4+2)

Cleric Spells Prepared (CL 5th; concentration +10)

3rd—*cure serious wounds*^D, *dispel magic*, *prayer*

2nd—*bull's strength*, *cure moderate wounds*^D, *resist energy*, *spiritual weapon*

1st—*bless*, *cure light wounds*^D, *liberating command*^{UC}, *protection from evil*, *shield of faith*

0 (at will)—*create water*, *detect magic*, *light*, *stabilize*

^D Domain spell; **Domains** Good (Friendship subdomain), Healing

STATISTICS

Str 14, **Dex** 8, **Con** 14, **Int** 12, **Wis** 17, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 14 (18 vs. trip)

Feats Deep Healing, Deep Rooted, Endurance, Selective Channeling, Toughness

Traits focused mind, indomitable faith

Skills Diplomacy +10, Knowledge (religion) +9, Sense Motive +11

Languages Common, Dwarven, Sylvan

SQ brand of destiny, earth-bound, fingerless, powerful bond, unique destiny

Combat Gear *pearl of power* (1st level), *potion of fly* (2); **Other Gear** +1 chainmail, +1 heavy wooden shield, scimitar, amulet of natural armor +1, cloak of resistance +1, ring of feather falling, bedroll, belt pouch, candle (10), flint and steel, hemp rope (50 ft.), holy text (Pony Gods of Everglow)^{UE}, mess kit^{UE}, pony saddle bags, pot, saddle rack, soap, spell component pouch, sunrod (2), torch (10), trail rations (5), waterskin, wooden holy symbol of Sun and Moon, 97 gp



DAWN EVENT (MASTER)

CR 8 (XP 4,800)

Male pony

cleric of Pony Pantheon 9

LN Medium fey (ponykind)

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



DEFENSE

AC 22, touch 10, flat-footed 22 (+7 armor, -1 Dex, +1 insight, +2 natural, +3 shield)

hp 84 (9d8+36)

Fort +11, **Ref** +5, **Will** +14; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee scimitar +8/+3 (1d6+2/18-20)

Special Attacks channel positive energy 7/day (DC 16, 7d6), holy lance (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 9th; concentration +15)

7/day—rebuke death (1d4+4)

Cleric Spells Prepared (CL 9th; concentration +15)

5th—*breath of life*^D (DC 19), *flame strike* (DC 19)

4th—*air walk*, *cure critical wounds*^D, *freedom of movement*, *tongues*

3rd—*create food and water*, *cure serious wounds*^D, *dispel magic* (2), *prayer*

2nd—*bull's strength*, *cure moderate wounds*^D, *resist energy* (2), *sacred space*^{ARG}, *spiritual weapon*

1st—*bless*, *cure light wounds*^D, *liberating command*^{UC} (2), *protection from evil*, *shield of faith*

0 (at will)—*create water*, *detect magic*, *light*, *stabilize*

^D Domain spell; **Domains** Good (Friendship subdomain), Healing

STATISTICS

Str 14, **Dex** 8, **Con** 14, **Int** 12, **Wis** 18, **Cha** 14

Base Atk +6; **CMB** +8; **CMD** 18 (22 vs. trip)

Feats Deep Healing, Deep Rooted, Endurance, Extra Channel, Selective Channeling, Spontaneous Counter, Toughness

Traits focused mind, indomitable faith

Skills Bluff +5, Diplomacy +17, Disguise +5, Intimidate +5, Knowledge (religion) +13, Sense Motive +16

Languages Common, Dwarven, Sylvan

SQ brand of destiny, earth-bound, fingerless, healer's blessing, powerful bond, unique destiny

Combat Gear *pearl of power (1st level)* (2), *potion of fly* (2); **Other Gear** +1 chainmail, +1 heavy wooden shield, scimitar, amulet of natural armor +2, circlet of persuasion, cloak of resistance +3, dusty rose prism ioun stone, phylactery of positive channeling, ring of feather falling, bedroll, belt pouch, candle (10), flint and steel, hemp rope (50 ft.), holy text (Pony Gods of Everglow)^{UE}, mess kit^{UE}, pony saddle bags, pot, saddle rack, soap, spell component pouch, sunrod (2), torch (10), trail rations (5), waterskin, wooden holy symbol of Sun and Moon, 97 gp

DAWN EVENT

Medium fey (ponykind), lawful neutral cleric (unity) 1

Armor Class 16 (chainmail)

Hit Points 10 (1d8+2)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	8 (-1)	14 (+2)	10 (+1)	16 (+3)	14 (+2)

Saving Throws Wis +4, Cha +4

Skills History +2, Insight +5, Persuasion +4, Religion +2

Senses passive Perception 13

Languages Celestial, Common, Dwarven, Sylvan
Challenge 1/2 (100 XP)

Spellcasting. Dawn Event is a 1st level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Dawn Event may cast it without using a spell slot. He has the following cleric spells prepared:

Cantrips (at will): *guidance, light, spare the dying*

1st-level (2 slots): *bless*, cure wounds, detect magic (ritual), guiding bolt*, healing word, shield of faith*

*Domain Spells

Unique Destiny. Dawn Event has advantage on Intelligence (Religion) checks.

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

Gear (86/292 lbs.) chain mail, mace, 2 blocks of incense, alms box, backpack, blanket, book, candle (10), censer, clothes (common), holy symbol (amulet), rations (2), tinderbox, vestments, waterskin, pouch with 15 gp

DAWN EVENT

Medium fey (ponykind),

lawful neutral cleric (unity) 5

Armor Class 17 (splint armor)

Hit Points 38 (5d8+10)

Speed 40 ft. (30 ft. while in splint armor)

Str	Dex	Con	Int	Wis	Cha
13 (+1)	8 (-1)	14 (+2)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Wis +6, Cha +5

Skills History +3, Insight +6, Persuasion +5, Religion +3

Senses passive Perception 13

Languages Celestial, Common, Dwarven, Sylvan
Challenge 2 (450 XP)

Ability Score Increase. Dawn Event has the Deep Healer feat instead an ability score increase. If playing without feats, he increases his Wisdom by 2 instead.

Spellcasting. Dawn Event is a 5th level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Dawn Event may cast it without using a spell slot. He has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, spare the dying***

1st-level (2 slots): *bless*, cure wounds, detect magic (ritual), guiding bolt*, healing word, shield of faith*

2nd-level (3 slots): *aid, enhance ability, spiritual weapon, staunch wounds**

3rd-level (1 slot): *beacon of Hope, dispel magic, haste*, mass healing word**

*Domain Spells, **from Deep Healer Feat



Unique Destiny. Dawn Event has advantage on Intelligence (Religion) checks.

ACTIONS

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

Channel Divinity (1/short rest). By channeling divine energy, Dawn Event can perform one of the following

Shared Burdens. Dawn Event may redistribute the hit points of himself and any number of willing allies within 30 feet as he wishes as long as no creature is reduced below 0 hit points or raised above their maximum hit points. Any creature reduced to 0 hit points this way is unconscious but stable.

Turn Undead. Any undead within 30 feet that can see or hear Dawn Event must make a DC 14 Wisdom saving throw. An undead that fails its saving throw is turned for 1 minute or until it takes damage, and any undead with a challenge rating of 1/2 or less is instead destroyed.

Pearl of Power (1/dawn). Dawn Event recovers one spent spell slot.

Gear (96.5/292 lbs.) mace, splint, 2 blocks of incense, alchemist's fire, alms box, backpack, blanket, book, candle (10), censer, clothes (common), holy symbol (amulet), holy water (2), *pearl of power*^U, *potion of healing*^C (5), rations (2), tinderbox, vestments, waterskin, pouch with 15 gp

^C - Common Magic Item, ^U - Uncommon Magic Item, ^A - Attuned Magic Item

DAWN EVENT

Medium fey (ponyind),
lawful neutral cleric (unity) 11

Armor Class 19 (plate armor)

Hit Points 80 (11d8+22)

Speed 40 ft. (30 ft. while in splint armor)



Str	Dex	Con	Int	Wis	Cha
13 (+1)	8 (-1)	14 (+2)	10 (+0)	18 (+4)	14 (+2)

Saving Throws Wis +8, Cha +6 (+1 to all saving throws from *cloak of protection*)

Skills History +4, Insight +8, Persuasion +6, Religion +4

Senses passive Perception 14

Languages Celestial, Common, Dwarven, Sylvan
Challenge 8 (3,900 XP)

Ability Score Increase. Dawn Event has the Deep Healer feat and increased his Wisdom by 2 (included in his stats). If playing without feats, he instead increases his Strength by 2

Spellcasting Dawn Event is an 11th level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Dawn Event may cast it without using a spell slot. He has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, spare the dying*^{**}, *thaumaturgy*

1st-level (4 slots): *bles*^{*}, *cure wounds*, *detect magic (ritual)*, *guiding bolt*^{*}, *healing word*, *shield of faith*

2nd-level (3 slots): *aid*^{*}, *enhance ability*, *spiritual weapon*, *staunch wounds*^{*}

3rd-level (3 slots): *beacon of hope*, *dispel magic*, *haste*^{*}, *mass healing word*^{*}, *revivify*^M, *tongues*

4th-level (3 slots): *freedom of movement*, *guardian of faith*^{*}, *move in tandem*^{*}

5th-level (2 slots): *flame strike*, *mass cure wounds*^{*}, *seeming*^{*}

6th-level (1 slots): *true seeing*^M, *word of recall*

^{*}Domain Spells, ^{**}from Deep Healer Feat, ^M - Expensive Material Component

Unique Destiny. Dawn Event has advantage on Intelligence (Religion) checks

ACTIONS

+1 Mace. *Melee Weapon Attack* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage.

Channel Divinity (2/short rest). By channeling divine energy, Dawn Event can perform one of the following

Shared Burdens. Dawn Event may redistribute the hit points of himself and any number of willing allies within 30 feet as he wishes as long as no creature is reduced below 0 hit points or raised above their maximum hit points. Any creature reduced to 0 hit points this way is unconscious but stable.

Turn Undead. Any undead within 30 feet that can see or hear Dawn Event must make a DC 16 Wisdom saving throw. An undead that fails its saving throw is turned for 1 minute or until it

takes damage, and any undead with a challenge rating of 2 or less is instead destroyed.

Divine Intervention (1/long rest). Calling upon his deities for aid, Dawn Event has an 11% chance of receiving the petitioned assistance, typically duplicating the effect of a cleric or cleric domain spell. Once he has successfully gained aid from his deities, he cannot use this ability again for 7 days.

Focused Protection (4/long rest). Dawn Event chooses a friendly creature within 30 feet. That creature is his ward for 1 minute or until Dawn Event uses this feature again. Once per turn when his ward is attacked, Dawn Event or a friendly creature who can see and hear Dawn Event may make a weapon attack against the attacker as a reaction.

Pearl of Power (1/dawn). Dawn Event recovers one spent spell slot of 3rd-level or lower.

Gear (101.5/292 lbs.) +1 mace^U, plate, 2 blocks of incense, alchemist's fire, alms box, backpack, blanket, book, candle (10), censer, *cloak of protection*^{U,A}, clothes (common), diamond (300 gp) (3), holy symbol (amulet), holy water (2), *necklace of prayer beads* (*Beads: Blessing, Curing, Favor, Smiting*)^{R,A}, *ointment for true seeing* (4), *pearl of power*^{U,A}, *potion of healing*^C (5), rations (2), tinderbox, vestments, waterskin, pouch with 200 platinum pieces and 15 gold pieces

^C - Common Magic Item, ^U - Uncommon Magic Item, ^R - Rare Magic Item, ^A - Attuned Magic Item



FAST SHADOW, EARTHBOUND FIGHTER

Fast Shadow is an earth-bound pony mare that has dedicated her life to the cause of the Seekers since early in her childhood. Aggressive, but controlled, she became the leader of her friends in their games—just for fun at first but with rapidly escalating stakes. The Seekers saw the potential in her and gave her and her companions missions that had stymied others. With teamwork and an unwavering resolve, she saw each to its end. Wielding a polearm secured to her side and always leading from the front, she puts her fellows at ease when they trot into the unknown.

FAST SHADOW (NOVICE)

CR 1/2 (XP 200)

Female pony fighter 1

NG Medium fey (ponykind)

Init +6; Senses low-light vision; Perception +1



DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 16 (1d10+6)

Fort +4, Ref +0, Will +1; +2 vs. poison, spells, and spell-like abilities, +4 sacred bonus vs. fire

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee lance +4 (1d8+3/×3)

Space 5 ft.; Reach 5 ft. (10 ft. with lance)

STATISTICS

Str 16, Dex 10, Con 15, Int 13, Wis 12, Cha 12

Base Atk +1; CMB +4; CMD 14 (18 vs. trip)

Feats Endurance, Improved Initiative, Power Attack, Toughness

Traits day greeter, reactionary

Skills Climb +3, Diplomacy +2, Intimidate +6, Survival +5

Languages Common, Sylvan, Terran

SQ brand of destiny, earth-bound, fingerless, unique destiny

Combat Gear acid, alchemist's fire, caltrops (2);

Other Gear scale mail, lance, backpack, saddle rack, shovel, torch (4), trail rations (5), waterskin, 4 sp, 6 cp

FAST SHADOW (EXPERIENCED)

CR 4 (XP 1,200)

Female pony fighter 5

NG Medium fey (ponykind)

Init +6; Senses low-light vision; Perception +1



DEFENSE

AC 22, touch 11, flat-footed 22 (+7 armor, +1 deflection, +1 natural, +3 shield)

hp 59 (5d10+25)

Fort +8, Ref +2, Will +5 (+1 vs. fear); +2 vs. poison, spells, and spell-like abilities, +4 sacred bonus vs. fire

OFFENSE

Speed 40 ft.

Melee +1 lance +9 (1d8+11/×3)

Space 5 ft.; Reach 5 ft. (10 ft. with +1 lance)

Special Attacks weapon training (spears +1)

STATISTICS

Str 16, Dex 10, Con 16, Int 13, Wis 12, Cha 12

Base Atk +5; CMB +6; CMD 19 (23 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Power Attack, Tough As Rocks, Toughness, Weapon Focus (lance), Weapon Specialization (lance)

Traits day greeter, reactionary

Skills Acrobatics -3 (+1 to jump), Climb +8, Diplomacy +6, Intimidate +10, Survival +8

Languages Common, Sylvan, Terran

SQ armor training 1, brand of destiny, earth-bound, fingerless, unique destiny

Combat Gear *potion of cure serious wounds*, *potion of fly* (2), acid, alchemist's fire, caltrops (2); Other Gear +1 mountain pattern armor^{UC}, +1 heavy wooden shield, +1 lance, cloak of resistance +1, ring of protection +1, backpack, saddle rack, shovel, torch (4), trail rations (5), waterskin, 21 gp, 4 sp, 6 cp

FAST SHADOW (MASTER)

CR 8 (XP 4,800)

Female pony fighter 9

NG Medium fey (ponykind)

Init +6; Senses low-light vision; Perception +1



DEFENSE

AC 26, touch 12, flat-footed 26 (+7 armor, +2 deflection, +3 natural, +4 shield)

hp 100 (9d10+42)

Fort +10, Ref +4, Will +7 (+2 vs. fear); +2 vs. poison, spells, and spell-like abilities, +4 sacred bonus vs. fire

DR 1/—

OFFENSE

Speed 40 ft.

Melee +2 adamantine lance +15/+10 (1d8+16/×3) or

2 hooves +12 (1d4+11)

Space 5 ft.; Reach 5 ft. (10 ft. with +2 adamantine lance)

Special Attacks weapon training (spears +2, natural +1)

STATISTICS

Str 18, Dex 10, Con 16, Int 14, Wis 12, Cha 12

Base Atk +9; CMB +10; CMD 25 (28 vs. disarm, 28 vs. sunder, 29 vs. trip)

Feats Blade-turning Pelt, Endurance, Improved Initiative, Iron Hooves, Iron Hooves, Iron Will, Power Attack, Tough As Rocks, Toughness, Weapon Focus (hooves), Weapon Focus (lance), Weapon Specialization (lance)

Traits day greeter, reactionary

Skills Acrobatics -2 (+2 to jump), Climb +11, Diplomacy +7, Handle Animal +6, Intimidate +14, Knowledge (dungeoneering) +14, Ride +3, Survival +8, Swim +7

Languages Common, Elven, Sylvan, Terran

SQ armor training 2, brand of destiny, earth-bound, fingerless, unique destiny

Combat Gear *oil of invisibility*, *potion of cure serious wounds*, *potion of fly* (2), *potion of gaseous form*, *potion of lesser restoration* (3), acid, alchemist's fire, caltrops (2); Other Gear +1 mountain pattern armor^{UC}, +2 heavy wooden shield, +2 adamantine lance, amulet of natural armor +2, bandages of rapid recovery^{APG} (4), belt of giant strength +2, cloak of resistance +1, ring of protection +2, swarmbane clasp^{UE}, backpack, saddle rack, shovel, torch (4), trail rations (5), waterskin, 71 gp, 4 sp, 6 cp

FAST SHADOW

Medium fey (ponykind),
neutral good fighter 1



Armor Class 17 (chainmail) or
19 (chainmail, shield)

Hit Points 13 (1d10+3)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	8 (-1)	16 (+3)	13 (+1)	10 (+0)	12 (+1)

Saving Throws Str +5, Con +5

Skills Athletics +5, Intimidation +3, Perception
+2, Survival +2

Tools cartographer's tools

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP)

Fighting Style (Defense). While wearing armor,
Fast Shadow increases her AC by 1.

ACTIONS

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12+3) piercing damage. This attack has disadvantage against targets within 5 feet.

Lancing Charge. When Fast Shadow moves at least 10 feet in a straight line and then makes an attack with a weapon in her saddle rack, she is considered to be charging and may treat her lance as a one-handed weapon, allowing her to benefit from her shield at the same time.

Gear (143/360 lbs.) chain mail, handaxe (2), lance, shield, backpack, bedroll, chalk (5), clothes (common), compass, mess kit, rations (10), rope (hempen, 50 ft.), saddle rack, tin seeker's crest, tinderbox, torch (10), waterskin, pouch with 15 gold pieces

FAST SHADOW

Medium fey (ponykind),
neutral good fighter (champion) 5



Armor Class 18 (splint armor),
20 (splint armor with shield)

Hit Points 49 (5d10+15)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	8 (-1)	16 (+3)	13 (+1)	10 (+0)	12 (+1)

Saving Throws Str +6, Con +6

Skills Athletics +6, Intimidation +4, Perception
+3, Survival +3

Tools cartographer's tools

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 5 (1800 XP)

Ability Score Increase. Fast Shadow has the
Like a Boulder feat. If playing without feats, she
increases her Strength by 2 instead.

Fighting Style (Defense). While wearing armor,
Fast Shadow increases her AC by 1.

Ride Alone. Fast Shadow is always considered
mounted for purposes of class abilities, magic
items, equipment, and feats. She cannot be
targeted as a mount as there is none, but anything
that affects her as the rider functions normally.

Unique Destiny. Fast Shadow has advantage on
Strength (Athletics) checks.

ACTIONS

Extra Attack. Fast Shadow attacks twice.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12+4) piercing damage. This attack has disadvantage against targets within 5 feet.

Hoof.* *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage. After making a hoof attack, Fast Shadow may make a second hoof attack as a bonus action.

*Requires the *Like a Boulder* feat

Lancing Charge. When Fast Shadow moves at least 10 feet in a straight line and then makes an attack with a weapon in her saddle rack, she is considered to be charging and may treat her lance as a one-handed weapon, allowing her to benefit from her shield at the same time.

Gear (153.5/360 lbs.) +1 lance^U, *potion of healing*^C (5), handaxe (2), shield, splint, acid (2), alchemist's fire, backpack, bedroll, chalk (5), clothes (common), compass, mess kit, rations (10), rope, hempen (50 feet), saddle rack, tin seeker's crest, tinderbox, torch (10), waterskin, pouch with 15 gold pieces

^c - Common Magic Item, ^u - Uncommon Magic Item, ^a - Attuned Magic Item

FAST SHADOW

Medium fey (ponykind),
neutral good fighter (champion) 11

Armor Class 21 (plate armor),
24 (plate armor with shield)

Hit Points 103 (11d10+33)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
20 (+5)	8 (-1)	16 (+3)	13 (+1)	10 (+0)	12 (+1)

Saving Throws Str +9, Con +7 (+1 to all saving throws from *cloak of protection*)

Speed 40 ft.

Skills Athletics +9, Intimidation +5, Perception +4, Survival +4

Tools cartographer's tools

Senses passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 9 (5,000 XP)

Ability Score Increase. Fast Shadow has the *Like a Boulder* feat instead of taking an ability score increase and increases her Strength by 4 (Included in her stats). If playing without feats, she instead increases her Strength by 4 (included in her stats) and her constitution by 2.

Fighting Style (Defense). While wearing armor, Fast Shadow increases her AC by 1.

Ride Alone. Fast Shadow is always considered mounted for purposes of class abilities, magic items, equipment, and feats. She cannot be targeted as a mount as there is none, but anything that affects her as the rider functions normally.

Unique Destiny. Fast Shadow has advantage on Strength (Athletics) checks.

ACTIONS

Extra Attack. Fast Shadow attacks three times.

+1 Lance. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (1d12+6) piercing damage. This attack has disadvantage against targets within 5 feet.

Hoof.* *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage. After making a hoof attack, Fast Shadow

may make a second hoof attack as a bonus action.

*Requires the *Like a Boulder* feat

Charging Strike. Fast Shadow may charge at a hostile creature 10 ft. or further away. She may move up to her remaining movement towards the creature, plus additional movement equal to her speed, ending closer to her target than she started. Once her movement has ended, if the target is within reach, Fast Shadow makes two melee weapon attacks at the target with advantage. Afterwards, she loses any extra movement gained from this feature.

Gear (158.5/450 lbs.) +1 lance^u, +1 plate^r, handaxe (2), +1 shield^u, acid (2), alchemist's fire, backpack, bedroll, chalk (5), *cloak of protection*^{u,a}, clothes (common), compass, mess kit, *potion of healing*^c (5), rations (10), rope (hempen, 50 ft.), saddle rack, tin seeker's crest, tinderbox, torch (10), waterskin, pouch with 310 platinum pieces and 15 gold pieces

^c - Common Magic Item, ^u - Uncommon Magic Item, ^r - Rare Magic item, ^a - Attuned Magic Item



SONJA THE TINKERER ZEBRA MOBILE CANNON

Sonja is a zebra whose fascinations lean more towards the mechanical than the natural. While her father was a traditional healer, even from a young age she couldn't help but get her hooves into moving parts, and then found a calling once she was asked to help tend to an injured clockwork pony. She spent time building and seeking out mechanical creations, eventually leading her to discover firearms when those were used against some of her friends. Sonja prefers large guns, wielding what some would call full cannons on her back to protect those in need. She searches out other pieces of technology left behind as well, both to study how they work herself and to prevent them from being used against those she cares for. In her travels Sonja is often accompanied by clockwork ponies, frequently whom she's saved from peril. Some of the parts of her armor are gifts from this race over the years.

SONJA The TINKERER

(NOVICE)

CR 1/2 (XP 200)

Female pony (zebra)

gunslinger (mobile cannon) 1

LN Medium fey (ponykind)

Init +2; Senses low-light vision; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 12 (1d10+2)

Fort +3, Ref +5, Will +1; +4 sacred bonus vs. fire

OFFENSE

Speed 40 ft. (30 ft. in armor)

Ranged musket +3 (1d12/×4)

Special Attacks deeds (deadeye, gunslinger's dodge, quick clear), grit (1)

STATISTICS

Str 12, Dex 14, Con 13, Int 16, Wis 12, Cha 14

Base Atk +1; CMB +2; CMD 14 (18 vs. trip)

Feats Gunsmithing^{UC}, Point-Blank Shot, Precise Shot

Traits deft dodger, vagabond child (urban)

Skills Climb +2, Craft (clockwork) +7, Craft (firearms) +7, Disable Device +4, Knowledge (engineering) +7, Knowledge (local) +7, Perception +5



Languages Auran, Common, Dwarven, Elven, Sylvan

SQ brand of destiny, fingerless, gunsmith, natural linguist, poison use, quadrupedal reload, unique destiny

Combat Gear *potion of cure light wounds*; Other Gear lamellar (leather) armor^{UC}, black powder^{UC} (11), bullet^{UC} (30), musket^{UC}, backpack, bedroll, belt pouch, flint and steel, gunsmith's kit^{UC}, hemp rope (50 ft.), mwk gunsmithing tools, mess kit^{UE}, pot, powder horn^{UC}, saddle rack, thieves' tools, torch (10), trail rations (5), waterskin

SONJA The TINKERER

(EXPERIENCED)

CR 4 (XP 1,200)

Female pony (zebra)

gunslinger (mobile cannon) 5

LN Medium fey (ponykind)

Init +4; Senses low-light vision; Perception +9



DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 natural)

hp 49 (5d10+15)

Fort +6, Ref +7, Will +2; +4 sacred bonus vs. fire

OFFENSE

Speed 40 ft.

Ranged +1 *Large musket* +4 (3d6+3/×4)

Special Attacks deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), grit (1), gun training +2 (musket)

STATISTICS

Str 12, Dex 14, Con 14, Int 16, Wis 12, Cha 14

Base Atk +5; CMB +6; CMD 18 (22 vs. trip)

Feats Bullseye Shot, Deadly Aim, Gunsmithing^{UC}, Point-Blank Shot, Precise Shot, Weapon Focus (musket)

Traits deft dodger, vagabond child (urban)

Skills Acrobatics +1 (+5 to jump), Climb +8, Craft (clockwork) +10, Craft (firearms) +11, Disable Device +10, Knowledge (engineering) +11, Knowledge (local) +11, Linguistics +8, Perception

+9; **Racial Modifiers** +4 Linguistics

Languages Auran, Common, Dwarven, Elven, First Speech, Gnoll, Sylvan

SQ brand of destiny, fingerless, gunsmith, heavy calibre, natural linguist, poison use, quadrupedal reload, unique destiny

Combat Gear *potion of cure light wounds* (2), *potion of cure moderate wounds*, *potion of jump*, *potion of remove fear*, *potion of shield of faith* +2; **Other Gear** +1 chain shirt, +1 musket^{UC}, black powder^{UC} (30), bullet^{UC} (30), *amulet of natural armor* +1, *muleback cords*^{APG}, backpack, bedroll, belt pouch, flint and steel, gunsmith's kit^{UC}, hemp rope (50 ft.), mwk gunsmithing tools, mess kit^{UE}, pot, powder horn^{UC}, saddle rack, thieves' tools, torch (10), trail rations (5), waterskin, 20 gp

SONJA THE TINKERER

(MASTER)

CR 8 (XP 4,800)

Female pony (zebra)

gunslinger (mobile cannon) 9

LN Medium fey (ponykind)

Init +5; **Senses** low-light vision; Perception +13



DEFENSE

AC 22, touch 15, flat-footed 19 (+6 armor, +2 deflection, +3 Dex, +1 natural)

hp 85 (9d10+27)

Fort +8, **Ref** +10, **Will** +4; +4 sacred bonus vs. fire

OFFENSE

Speed 40 ft.

Ranged +1 *Large musket* +7 (3d6+4/×4) or +1 *musket* +12 (1d12+4/×4)

Special Attacks deeds (dead shot, deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, startling shot, targeting, utility shot), grit (1), gun training +3 (musket)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 16, **Wis** 12, **Cha** 14

Base Atk +9; **CMB** +10; **CMD** 25 (29 vs. trip)

Feats Bullseye Shot, Critical Focus, Deadly Aim, Gunsmithing^{UC}, Medium Armor Proficiency, Point-Blank Shot, Precise Shot, Weapon Focus (musket)

Traits deft dodger, vagabond child (urban)

Skills Acrobatics +2 (+6 to jump), Climb +12, Craft (clockwork) +14, Craft (firearms) +15, Disable Device +15, Knowledge (engineering) +15, Knowledge (local) +11, Linguistics +9, Perception +13, Survival +7; **Racial Modifiers** +4 Linguistics

Languages Auran, Common, Dwarven, Elven, First Speech, Gnoll, Infernal, Sylvan, Undercommon

SQ brand of destiny, double cannon, fingerless, gunsmith, heavy calibre, natural linguist, poison use, quadrupedal reload, unique destiny

Combat Gear *oil of invisibility*, *potion of cure light wounds* (2), *potion of cure moderate wounds*, *potion of jump*, *potion of remove fear*, *potion of shield of faith* +2; **Other Gear** +2 chain shirt, +1 musket^{UC}, +1 musket^{UC}, black powder^{UC} (30), bullet^{UC} (30), paper cartridge^{UC} (30), *amulet of natural armor* +1, *belt of incredible dexterity* +2, *muleback cords*^{APG}, *ring of protection* +2, *winged boots*, backpack, bedroll, belt pouch, flint and steel, gunsmith's kit^{UC}, hemp rope (50 ft.), mwk gunsmithing tools, mess kit^{UE}, pot, powder horn^{UC}, saddle rack, thieves' tools, torch (10), trail rations (5), waterskin, 60 gp

SONJA THE TINKERER

Medium fey (ponykind),

lawful neutral fighter 1

Armor Class 14 (leather armor)

Hit Points 11 (1d10+1)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
8 (-1)	16 (+3)	13 (+1)	15 (+2)	11 (+0)	13 (+1)

Saving Throws Str +1, Con +3

Skills Acrobatics +5, Athletics +1, History +4, Perception +2, Survival +2

Senses passive Perception 12

Tools tinkerer's tools

Languages Common, Dwarven, Elvish, Sylvan, Terran

Challenge 1 (200 XP)

Fighting Style (Archery). Sonja has a +2 bonus to attack rolls with ranged weapons.

Unique Destiny. Sonja has advantage on any ability check to use tinkerer's tools.

ACTIONS

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Hoof Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Gear (92.5/180 lbs.) hand crossbow, leather armor, hoof crossbow, scimitar, backpack, bedroll, case[crossbow bolt], crossbow bolts (20), mess kit, rations (10), rope (hempen, 50 ft.), saddle rack, tinderbox, torch (10), waterskin, pouch with 5 gold pieces

Hand Crossbow. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage. May only be used once per attack action.

+1 Oversized Musket . *Ranged Weapon Attack:* +10 to hit, range 40/120 ft., one target. *Hit:* 15 (1d12+1d6+5) piercing damage. May only be used once per attack action.

Gear (107.5/180 lbs.) +1 oversized musket, hand crossbow, scimitar, studded leather, backpack, bedroll, case (20 crossbow bolts), case (30 bullets), mess kit, rations (10), rope (hempen, 50 ft.), saddle rack, tinderbox, torch (10), waterskin, pouch with 5 gold pieces

^c - Common Magic Item, ^u - Uncommon Magic Item, ^A - Attuned Magic Item

SONJA The TINKERER

Medium fey (ponykind),
lawful neutral fighter
(mobile cannon) 5



Armor Class 16 (studded leather)

Hit Points 39 (5d10+5)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	16 (+3)	13 (+1)	15 (+2)	11 (+0)	13 (+1)

Saving Throws Str +2, Con +4

Skills Acrobatics +7, Athletics +2, History +5, Perception +3, Survival +3

Tools tinkerer's tools

Senses passive Perception 13

Languages Common, Dwarven, Elvish, Sylvan, Terran

Challenge 3 (700 XP)

Ability Score Increase. Sonja increased her Dexterity by 2 (included in her statistics).

Fighting Style (Archery). Sonja has a +2 bonus to attack rolls with ranged weapons.

Unique Destiny. Sonja has advantage on any ability check to use tinkerer's tools.

ACTIONS

Extra Attack. Sonja attacks twice.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

SONJA The TINKERER

Medium fey (ponykind),
lawful neutral fighter
(mobile cannon) 11



Armor Class 18 (studded leather armor)

Hit Points 69 (5d10+10)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	20 (+5)	14 (+2)	15 (+2)	12 (+1)	13 (+1)

Saving Throws Str +3, Con +6 (+1 to all saving throws from *cloak of protection*)

Skills Acrobatics +9, Athletics +3, History +6, Perception +5, Survival +5

Tools tinkerer's tools

Senses passive Perception 15

Languages Common, Dwarven, Elvish, Sylvan, Terran

Challenge 6 (2300 XP)

Ability Score Increase. Sonja increased her Dexterity by 4, Constitution by 1, and Wisdom by 1 (included in her statistics).

Fighting Style (Archery). Sonja has a +2 bonus to attack rolls with ranged weapons.

Unique Destiny. Sonja has advantage on any ability check to use tinkerer's tools.

ACTIONS

Extra Attack. Sonja attacks 3 times.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

+2 Oversized Musket. *Ranged Weapon Attack:* +13 to hit, range 40/120 ft., one target. *Hit:* 17 (1d12+1d6+7) piercing damage. May only be used once per attack action.

+1 Offhand Musket. *Ranged Weapon Attack:* +12 to hit, range 40/120 ft., one target. *Hit:* 12(1d12+6) piercing damage or 7(1d12+1) piercing damage when fired in tandem. May only be used once per attack action.

Hand Crossbow. *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6+5) piercing damage. May only be used once per attack action.

Gear (107.5/180 lbs.) +1 musket^U, +2 oversized musket^R, hand crossbow, scimitar, studded leather, backpack, bedroll, case (30 bullets), case (20 crossbow bolts), *cloak of protection*^{U,A}, *eyes of the eagle*^{U,A}, mess kit, rations (10), rope (hempen, 50 ft.), saddle rack, tinderbox, torch (10), water-skin, pouch with 415 platinum pieces and 5 gold pieces

^C - Common Magic Item, ^U - Uncommon Magic Item, ^R - Rare Magic Item, ^A - Attuned Magic Item

STAR DANCER, UNICORN ARCANES PHYSICIAN

Born after the fall of the empire, for most of her life Star Dancer has been a scholar, working on reviving the magical arts the town was once known for and hoping to discover some forgotten secrets. However, worried about the decline of the ponies, she is making a plan to revitalize the old empire, or perhaps even bring about something greater....

While primarily a scholar of the arcane arts, Star Dancer has had previous touches with divine power that have left their marks on her. As a foal she once became lost in a library, found a day later with fantastic stories of having ended up in Princess Luminace's own sanctum, engaging in discussions about her favorite fields of magic with the deity and of how all magic comes from a single source. Although there is no proof of her claims since then she has had a knack for healing magic that is unexplainable, even though by tradition restorative spells should not be available to her. Star Dancer currently resides in the town of Bristenlux Ciliorem.



STAR DANCER (NOVICE)

CR 1/2 (XP 200)

Female pony (unicorn)

arcanist (white mage) 1

NG Medium fey (ponykind)

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



DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 7 (1d6+1)

Fort +1, **Ref** +1, **Will** +2

OFFENSE

Speed 40 ft., bipedal 20 ft.

Melee force dagger +5 (1d4+4/19-20) or striking horseshoes +1 (1d4+1)

Special Attacks arcane reservoir (3/4), consume spells (1/day)

Spell-Like Abilities (CL 1st; concentration +5)
3/day—light

2/day—unseen servant

Arcanist (White Mage) Spells Prepared (CL 1st; concentration +5)

1st (3/day)—*mage armor*, *magic missile*

0 (at will)—*detect magic*, *prestidigitation*, *ray of frost*, *read magic*

TACTICS

Before Combat Star Dancer casts *mage armor*.

During Combat Star Dancer closes to attack with her conjured weapon, or casts *magic missile* if she is unable to enter close range. She depends on her armor and transmutation spells to bolster her defenses and gain advantage, or spontaneously converts her spell slots to *cure* spells as needed.

Morale Star Dancer fights hard to defend her friends but if the battle turns sour she encourages everyone to retreat to tend to their wounds rather than fight until the end. She flees alone if absolutely required—better that someone lives to carry onward than to have everyone's story end.

Base Statistics Without *mage armor*, Star Dancer's statistics are **AC** 11, flat-footed 10.

STATISTICS

Str 12, **Dex** 12, **Con** 12, **Int** 18, **Wis** 10, **Cha** 13

Base Atk +0; **CMB** +1; **CMD** 12 (16 vs. trip)

Feats Blade of the Mind^{TOE}, Practiced Horn Magic

Traits alicorn maximus (Diplomacy)^{TOE}, eternal student^{PLGPP}

Skills Diplomacy +6, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (local) +8, Perception +1, Perform (percussion instruments) +2, Sense Motive +1, Spellcraft +8

Languages Celestial, Common, Draconic, Dwarven, Protean, Sylvan

SQ brand of destiny, fingerless, horn magic, spontaneous healing, steady focus, unique destiny

Combat Gear *potion of cure light wounds*; **Other Gear** force dagger, striking horseshoes, bedroll, belt pouch, flint and steel, grooming kit^{UE}, ink, inkpen, iron pot, mess kit^{UE}, pony saddle bags, scholar's outfit, soap, spell component pouch, Star Dancer's basic spellbook (contains all prepared spells plus all 0-level spells; 1st—*feather fall*, *force bands*^{TOE}, *protection from evil*, *shield*, *shocking grasp*), Star Dancer's journal, torches (10), trail rations (5), waterskin, 67 gp

STAR DANCER (EXPERIENCED)

CR 4 (XP 1,200)

Female pony (unicorn)

arcanist (white mage) 5

NG Medium fey (ponykind)

Init +1; **Senses** low-light vision; **Perception** +3



DEFENSE

AC 21, touch 13, flat-footed 20 (+4 armor, +2 deflection, +1 Dex, +4 shield)

hp 25 (5d6+5)

Fort +3, **Ref** +3, **Will** +5

OFFENSE

Speed 40 ft., bipedal 20 ft.

Melee +1 *force bastard sword* +8 (1d10+6/19-20) or striking horseshoes +3 (1d4+1)

Special Attacks arcane reservoir (5/8), arcanist exploits (dimensional slide^{ACG}, quick study^{ACG}), consume spells (2/day)

Spell-Like Abilities (CL 5th; concentration +10)
3/day—light

2/day—unseen servant

Arcanist (White Mage) Spells Prepared (CL 5th; concentration +10)

2nd (4/day)—*animal aspect*^{UC}, *force armor*^{TOE}

1st (6/day)—*force bands*^{TOE} (DC 16), *mage armor*, *magic missile*, *shocking grasp*

0 (at will)—*arcane mark*, *detect magic*, *prestidigitiation*, *ray of frost*, *read magic*, *resistance*

TACTICS

Before Combat Star Dancer casts *mage armor* upon leaving a safe area and refreshes it as necessary. Upon encountering a foe, she casts *shield* from a wand and then her prepared *force armor*, using dimensional slide to evade until preparations are complete.

During Combat Star Dancer closes to attack with her conjured weapon or casts *magic missile* from a wand if she is unable to enter close range. She depends on her armor and transmutation spells to bolster her defenses and gain advantage, or spontaneously converts her spells slots to *cure* spells as needed.

Morale Star Dancer fights hard to defend her friends but if the battle turns sour she encourages everyone to retreat to tend to their wounds rather than fight until the end. She flees alone if absolutely required—better that someone lives to carry onward than to have everyone's story end.

Base Statistics Without *force armor*, *mage armor*, and *shield*, Star Dancer's statistics are **AC** 11, touch 11, flat-footed 10; **CMD** 14 (18 vs. trip).

STATISTICS

Str 12, **Dex** 12, **Con** 12, **Int** 20, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Blade of the Mind^{TOE}, Exotic Weapon Proficiency (bastard sword), Practiced Horn Magic, Skill Focus (Diplomacy)

Traits alicorn maximus (Diplomacy)^{TOE}, eternal student^{PLGPP}

Skills Acrobatics +2 (+6 when jumping), Appraise +9, Bluff +3, Diplomacy +14, Handle Animal +3, Heal +1, Knowledge (arcana) +13, Knowledge (dungeoneering) +9, Knowledge (engineering) +9, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +9, Knowledge (nobility) +9, Knowledge (planes) +9, Knowledge (religion) +9, Linguistics +9, Perception +3, Perform (percussion instruments) +3, Perform (sing) +3, Sense Motive +3, Spellcraft +13, Survival +1, Swim +2, Use Magic Device +10

Languages Auran, Celestial, Common, Draconic, Dwarven, Protean, Sylvan

SQ brand of destiny, fingerless, horn magic, sponta-

neous healing, steady focus, unique destiny

Combat Gear *potion of barkskin* +2, *potion of cure light wounds* (3), *potion of invisibility*, *potion of protection from evil*, *wand of cure light wounds* (CL 2nd, 20 charges), *wand of magic missile* (CL 3rd, 20 charges), *wand of shield* (CL 1st, 15 charges); **Other Gear** +1 *force bastard sword*, striking horseshoes, *cloak of resistance* +1, *headband of vast intelligence* +2 (grants ranks in Use Magic Device), *horn focus* +1^{TOE}, bedroll, belt pouch, canteen^{UE}, flint and steel, grooming kit^{UE}, ink, inkpen, iron pot, mess kit^{UE}, pony saddle bags, *potion sponge*^{ARG} (2), scholar's outfit, soap, spell component pouch, Star Dancer's basic spellbook (contains all prepared spells plus all 0-level spells; 1st—*ant haul*^{APG}, *erase*, *feather fall*, *magic weapon*, *monkey fish*^{ACG}, *protection from evil*, *shield*; 2nd—*burst of radiance*^{COP}, *lesser angelic aspect*^{COP}), Star Dancer's journal, torches (5), trail rations (5), 40 pp, 8 gp, 7 sp, 5 cp

STAR DANCER (MASTER)

CR 8 (XP 4,800)

Female pony (unicorn)

arcanist (white mage) 9

NG Medium fey (ponykind)

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



DEFENSE

AC 24, touch 14, flat-footed 23 (+6 armor, +3 deflection, +1 Dex, +4 shield)

hp 52 (9d6+18)

Fort +7, **Ref** +6, **Will** +8

OFFENSE

Speed 40 ft., bipedal 20 ft.

Melee +2 *force bastard sword* +11 (1d10+7/19-20) or striking horseshoes +5 (1d4+1)

Special Attacks arcane reservoir (7/12), arcanist exploits (dimensional slide^{ACG}, quick study^{ACG}, spell echo^{PLGPP}), consume spells (2/day)

Unicorn Spell-Like Abilities (CL 9th; concentration +14)

3/day—*light*

2/day—*unseen servant*

Bloodline Spell-Like Abilities (CL 7th, concentration +9)

5/day—*force ray*^{TOE} (1d4+3 force)

Arcanist (White Mage) Spells Prepared (CL 9th; concentration +14)

4th (4/day)—*greater animal aspect*^{UC}, *mage armor II*^{BOMSS1}

3rd (5/day)—*haste*, *horn bolts*^{TOE}, *pegasus blessing*

2nd (5/day)—*lesser angelic aspect*^{COP}, *animal aspect*^{UC}, *burst of radiance*^{COP} (DC 17), *force armor*^{TOE}

1st (6/day)—*ant haul*^{APG} (DC 16), *erase*, *force bands*^{TOE} (DC 16), *magic missile*, *shocking grasp*

0 (at will)—*arcane mark*, *detect magic*, *detect poison*, *open/close* (DC 15), *prestidigitation*, *ray of frost*, *read magic*, *resistance*

TACTICS

Before Combat Star Dancer casts *mage armor II* upon leaving a safe area and refreshes it as necessary. Upon encountering a foe, she casts *shield II* from a wand and then her prepared *force armor*, using dimensional slide to evade until preparations are complete.

During Combat Star Dancer closes to attack with her conjured weapon or casts *magic missile* and *horn bolts* from a wand if she is unable to enter close range. She depends on her armor and transmutation spells to bolster her defenses and gain advantage, or spontaneously converts her spells slots to *cure* spells as needed.

Morale Star Dancer fights hard to defend her friends, but if the battle turns sour she encourages everyone to retreat to tend to their wounds rather than fight until the end. She flees alone if absolutely required—better that someone lives to carry onward than to have everyone's story end.

Base Statistics Without *force armor*, *mage armor II*, and *shield*, Star Dancer's statistics are **AC** 11, **touch** 11, **flat-footed** 10; **CMD** 16 (20 vs. trip).

STATISTICS

Str 12, **Dex** 12, **Con** 14, **Int** 20, **Wis** 10, **Cha** 15

Base Atk +4; **CMB** +5; **CMD** 19 (23 vs. trip)

Feats Blade of the Mind^{TOE}, Eldritch Heritage (unification)^{UM}, Exotic Weapon Proficiency (bastard sword), Golden Legion's Stayed Blade^{COP}, Practiced Horn Magic, Skill Focus (Diplomacy)

Traits alicorn maximus (Diplomacy)^{TOE}, eternal student^{PLGPP}

Skills Acrobatics +2 (+6 when jumping), Appraise +9, Bluff +3, Climb +2, Diplomacy +18, Disguise +3, Fly +11, Handle Animal +4, Heal +2, Intim-

idate +4, Knowledge (arcana) +17, Knowledge (dungeoneering) +10, Knowledge (engineering) +9, Knowledge (geography) +9, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +9, Knowledge (nobility) +9, Knowledge (planes) +10, Knowledge (religion) +9, Linguistics +9, Perception +5, Perform (percussion instruments) +3, Perform (sing) +3, Sense Motive +5, Spellcraft +17, Survival +1, Swim +2, Use Magic Device +14

Languages Auran, Celestial, Common, Draconic, Dwarven, Protean, Sylvan

SQ brand of destiny, fingerless, horn magic, spontaneous healing, steady focus, unique destiny

Combat Gear *potion of barkskin* +3 (2), *potion of cure moderate wounds* (2), *potion of cure serious wounds*, *scroll of fireball*, *scroll of fox's cunning* (3), *scroll of invisibility* (3), *scroll of lesser restoration* (2), *scroll of lightning bolt*, *scroll of tongues* (2), *wand of cure moderate wounds* (CL 5th, 20 charges), *wand of horn bolts*^{TOE} (CL 9th, 10 charges), *wand of magic missile* (CL 9th, 30 charges), *wand of shield II*^{PLGPP} (CL 7th, 10 charges); **Other Gear** +2 *force bastard sword*, striking horseshoes, *belt of mighty constitution* +2, *cloak of resistance* +2, *headband of vast intelligence* +2 (grants ranks in Use Magic Device), *handy haversack*, *horn focus* +2^{TOE}, *ring of sustenance*, bedroll, belt pouch, canteen^{UE}, flint and steel, grooming kit^{UE}, ink, inkpen, iron pot, mess kit^{UE}, *potion sponge*^{ARG} (2), scholar's outfit, soap, spell component pouch, Star Dancer's basic spellbook (contains all prepared 1st & 2nd level spells plus all 0-level spells; 1st—*feather fall*, *mage armor*, *magic weapon*, *monkey fish*^{ACG}, *protection from evil*, *shield*), Star Dancer's intermediate spellbook (contains all prepared 3rd & 4th level spells plus 3rd—*fireball*; 4th—*discrete dispel magic*^{PLGPP}, *shield II*^{PLGPP}), Star Dancer's journal, torches (5), 36 pp, 16 gp, 6 sp, 14 cp

STAR DANCER

Medium fey (ponykind),
neutral good wizard 1

Armor Class 11 (14 with *mage armor*)

Hit Points 7 (1d6+1)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
12 (+1)	13 (+1)	12 (+1)	16 (+3)	8 (-1)	14 (+2)

Saving Throws Int + 5, Wis +1

Skills Arcana +5, History +5, Insight +1, Persuasion +4

Senses passive Perception 9

Languages Celestial, Common, Draconic, Sylvan

Challenge 1/2 (100 XP)

Spellbook. Star Dancer prepares up to 4 spells each day from her spellbook. Her spellbook contains the following spells (all 1st-level): *alarm (ritual)*, *comprehend languages (ritual)*, *detect magic (ritual)*, *mage armor*, *magic missile*, *shield*.

Spellcasting. Star Dancer is a 1st level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). By increasing the casting time of any spell within her spellbook with the Ritual tag by 10 minutes, Star Dancer may cast it without using a spell slot, even if it's not prepared. She has the following wizard spells prepared:

Cantrips (at will): *mending*, *prestidigitation*, *ray of frost*

1st-level (2 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

Unique Destiny. Star Dancer has advantage on Intelligence (Arcana) checks.

ACTIONS

Striking Horseshoe. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. *Hit:* 3 (1d4+1) piercing damage

Ray of Frost. Ranged Spell Attack: +5 to hit, range 60 ft., one target. *Hit:* 4 (1d8) cold damage and the target's speed is reduced by 10 ft. until the start of Star Dancer's next turn.

REACTIONS

Elegant Spellcaster. When Star Dancer would have to make a Constitution saving throw to maintain a spell, she may do so with advantage

Gear (19/240 lbs.) striking horseshoe, backpack, book, clothes (common), component pouch, ink (1 ounce bottle), ink pen, little bag of sand, parchment (10), small knife, spellbook, pouch with 10 gold



STAR DANCER

Medium fey (ponykind),

neutral good wizard

(arcane physician) 5

Armor Class 11 (14 with *mage armor*)

Hit Points 27 (5d6+5)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
12 (+1)	13 (+1)	12 (+1)	16 (+3)	8 (-1)	14 (+2)

Saving Throws Int + 6, Wis +2

Skills Arcana +6, History +6, Insight +2, Persuasion +5

Senses passive Perception 9

Languages Celestial, Common, Draconic, Sylvan

Challenge 3 (750 XP)

Ability Score Increase. Star Dancer has the Practiced Horn Magic feat. If playing without feats, she increases her Intelligence by 2 instead.

Spellbook. Star Dancer prepares up to 8 spells each day from her spellbook. Her spellbook contains the following spells: 1st-level—*alarm (ritual)*, *comprehend languages (ritual)*, *detect magic (ritual)*, *illusionary script (ritual)*, *mage armor*, *magic missile*, *shield*. 2nd-level—*alter self*, *misty step*, *see invisibility*, *shatter*. 3rd-level—*haste*, *pegasus' blessing*.

Spellcasting. Star Dancer is a 5th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). By increasing the casting time of any spell within her spellbook with the Ritual tag by 10 minutes, Star Dancer may cast it without using a spell slot, even if it's not prepared. She has the following wizard spells prepared:

Cantrips (at will): *mending*, *prestidigitation*, *ray of frost*

1st-level (4 slots): *detect magic*, *mage armor*, *magic missile*

2nd-level (3 slots): *alter self*, *lesser restoration**, *misty step*, *shatter*

3rd-level (2 slots): *haste*, *pegasus' blessing*

*Arcane Medicine Spell

Unique Destiny. Star Dancer has advantage on Intelligence (Arcana) checks.

ACTIONS

Energy Longsword. Melee Weapon Attack:

+6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8+3) magical slashing damage or 8 (1d10+3) slashing damage if used two-handed (this weapon is created with the Practiced Horn Magic feat.)

Energy Greatsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit* 10 (2d6+3) magical slashing damage (this weapon is created with the Practiced Horn Magic feat.)

Striking Horseshoe. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 3 (1d4+1) piercing damage.

Wand of Magic Missiles (7 charges). As an action, Star Dancer may spend 1 or more charges to cast *magic missile* with a level equal to the number of charges spent. If all charges are spent, roll 1d20 and on a 1, the wand becomes non-functional. The wand regains 1d6+1 charges each dawn.

REACTIONS

Elegant Spellcaster. Star Dancer has advantage on Constitution saving throws made to maintain a spell.

Gear (28/240 lbs.) striking horseshoe, acid (2), alchemist's fire, antitoxin (2), backpack, book (lore), clothes, common, component pouch, healer's kit, ink (1 ounce bottle), ink pen, little bag of sand, parchment (10), *potion of healing*^c (6), small knife, spellbook, *wand of magic missiles*^u, pouch with 10 gold

^c - Common Magic item, ^u - Uncommon Magic Item

STAR DANCER

Medium fey (ponykind),
neutral good wizard
(arcane physician) 11

Armor Class 14 (17 *mage armor*
or 19 with *greater mage armor*)

Hit Points 57 (11d6+11)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
12 (+1)	13 (+1)	12 (+1)	18 (+4)	8 (-1)	14 (+2)

Saving Throws Int + 8, Wis +3 (+1 to all saving throws from *cloak of protection*)

Skills Arcana +8, History +8, Insight +3, Persuasion +6

Senses passive Perception 9

Languages Celestial, Common, Draconic, Sylvan
Challenge 8 (3,900 XP)

Ability Score Increase. Star Dancer has the Practiced Horn Magic feat and increased her Intelligence by 2 (included in her statistics). If playing without feats, she instead increases her Dexterity by 2.

Spellbook. Star Dancer prepares up to 15 spells each day from her spellbook. Her spellbook contains the following spells: 1st-level—*alarm (ritual)*, *comprehend languages (ritual)*, *detect magic (ritual)*, *illusionary script (ritual)*, *mage armor*, *magic missile*, *shield*. 2nd-level—*alter self*, *misty step*, *see invisibility*, *shatter*. 3rd-level—*haste*, *horn bolts*, *pegasus' blessing*, *protection from energy*. 4th-level—*fire shield*, *greater invisibility*, *greater mage armor*, *polymorph*. 5th-level—*seeming*, *telepathic bond*, *teleportation circle*, *wall of force*. 6th-level—*globe of invulnerability*, *sunbeam*.

Spellcasting. Star Dancer is an 11th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). By increasing the casting time of any spell within her spellbook with the Ritual tag by 10 minutes, Star Dancer may cast it without using a spell slot, even if it's not prepared. She has the following wizard spells prepared:

Cantrips (at will): *mending*, *prestidigitation*, *ray of frost*

1st-level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd-level (3 slots): *alter self*, *lesser restoration*^{*}, *misty step*, *see invisibility*

3rd-level (3 slots): *haste*, *horn bolts*, *pegasus' blessing*, *revivify*^{*}

4th-level (3 slots): *death ward*^{*}, *greater invisibility*, *greater mage armor*, *polymorph*

5th-level (2 slots): *greater restoration*^{*}, *wall of force*

6th-level (1 slot): *sunbeam*

^{*}Arcane Medicine Spell

Unique Destiny. Star Dancer has advantage on Intelligence (Arcana) checks.

ACTIONS

Energy Longsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 8 (1d8+4) magical slashing damage or 9 (1d10+4) slashing damage if used two-handed (this weapon is created with the Practiced Horn Magic feat.)

Energy Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 11 (2d6+4) magical slashing damage (this weapon is created with the Practiced Horn Magic feat.)

Striking Horseshoe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Wand of Magic Missiles (7 charges). As an action, Star Dancer may spend 1 or more charges to cast *magic missile* with a level equal to the number of charges spent. If all charges are spent, roll 1d20 and on a 1, the wand becomes non-functional. The wand regains 1d6+1 charges each dawn.

Pearl of Power (1/dawn). Star Dancer recovers one spent spell slot or 3rd-level or lower.

REACTIONS

Elegant Spellcaster. Star Dancer has advantage on Constitution saving throws made to maintain a spell.

Gear (28/240 lbs.) striking horseshoe, acid (2), alchemist's fire, antitoxin (2), backpack, book (lore), *bracers of defense*^{R,A}, *cloak of protection*^{U,A}, clothes (common), component pouch, diamond worth 300 gp (3), healer's kit, ink (1 ounce bottle), ink pen, little bag of sand, parchment (10), *pearl of power*^{U,A}, *potion of healing*^C (6), small knife, spellbook, *wand of magic missiles*^U, pouch with 350 platinum pieces and 10 gold pieces

^C - Common Magic item, ^U - Uncommon Magic Item, ^R - Rare Magic Item, ^A - Attuned Magic Item



STEEL PRISM, UNICORN PALADIN

A unicorn stallion that serves faithfully at the Queen's side, Steel Prism has been a member of the guards since coming of age and will continue to be one long after the Queen's death. His appearance in any given group of adventurers signifies that the actions of the party are of some interest to the Queen, even only his opinion tethers himself to a group of companions. He sees her as the Sun Queen's divine glory made flesh, and in Steel Prism's unwavering loyalty allows him to stop at nothing to see her that her will is done.

STEEL PRISM (NOVICE)

CR 1/2 (XP 200)

Male pony (unicorn)
paladin (sacred servant) 1

LG Medium fey (ponykind)

Init +2; Senses low-light vision; Perception +0



DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 13 (1d10+3)

Fort +4, Ref +0, Will +2; +4 sacred bonus vs. fire

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee longsword +4 (1d8+6/19-20)

Special Attacks smite evil 1/day (+1 attack and AC, +1 damage)

Spell-Like Abilities (CL 1st; concentration +2)
3/day—light

2/day—unseen servant

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

At will—detect evil

STATISTICS

Str 13, Dex 10, Con 14, Int 18, Wis 10, Cha 13

Base Atk +1; CMB +1; CMD 12 (16 vs. trip)

Feats Power Attack, Practiced Horn Magic

Traits dangerously curious, reactionary

Skills Diplomacy +5, Heal +4, Knowledge (religion) +8, Sense Motive +4, Spellcraft +8, Use Magic Device +6

Languages Common, Elven, Ignan, Infernal, Sylvan, Undercommon

SQ brand of destiny, fingerless, graceful caster, horn magic, unique destiny

Other Gear four-mirror^{UC}, longsword, backpack, bedroll, belt pouch, flint and steel, hemp rope (50 ft.), holy text^{UE}, mess kit^{UE}, pot, soap, torch (10), trail rations (5), waterskin, wooden holy symbol of Sun Queen

Steel Prism (Experienced)

CR 4 (XP 1,200)

Male Pony (unicorn)

paladin (sacred servant) 5

LG Medium fey (ponykind)

Init +2; **Senses** low-light vision; Perception +0

Aura courage (10 ft.)



DEFENSE

AC 23, touch 10, flat-footed 23 (+10 armor, +3 shield)

hp 49 (5d10+15)

Fort +8, **Ref** +3, **Will** +6; +4 sacred bonus vs. fire

Immune disease, fear

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee +1 longsword +8 (1d8+9/19-20) or cold iron longsword +4 (1d8+5/19-20) or silver longsword +4 (1d8+4/19-20)

Special Attacks channel positive energy 2/day (DC 14, 3d6 [+2 vs. undead]), smite evil 1/day (+2 attack and AC, +5 damage), sun's blessing

Spell-Like Abilities (CL 5th; concentration +7) 3/day—light

2/day—unseen servant

Paladin Spell-Like Abilities (CL 5th; concentration +7)

At will—detect evil

Paladin (Sacred Servant) Spells Prepared (CL 2nd; concentration +4)

1st—*bless weapon*, *endure elements*^D, *veil of positive energy*^{APG}

^D Domain spell; **Domain** Sun

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 18, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Advanced Horn Magic, Keen Evasion, Power Attack, Practiced Horn Magic

Traits dangerously curious, reactionary

Skills Diplomacy +10, Heal +8, Knowledge (religion) +12, Sense Motive +8, Spellcraft +12, Use Magic Device +11

Languages Common, Elven, Ignan, Infernal, Sylvan, Undercommon

SQ brand of destiny, divine bond (divine symbol^{APG}), domain (sun), fingerless, graceful caster, horn magic, lay on hands 4/day (2d6), mercy (fatigued), unique destiny

Combat Gear *pearl of power* (1st level), *potion of barkskin* +2, *potion of fly*, *potion of protection from evil*, *potion of resist fire* 10, *potion of shield of faith* +2; **Other Gear** +1 full plate, +1 heavy steel shield, +1 longsword, cold iron longsword, silver longsword, backpack, bedroll, belt pouch, flint and steel, hemp rope (50 ft.), holy text^{UE}, mess kit^{UE}, pot, soap, torch (10), trail rations (5), waterskin, wooden holy symbol of Sun Queen, 250 gp

Steel Prism (Master)

CR 8 (XP 4,800)

Male Pony (unicorn)

paladin (sacred servant) 9

LG Medium fey (ponykind)

Init +2; **Senses** low-light vision; Perception +0

Aura courage (10 ft.)



DEFENSE

AC 25, touch 10, flat-footed 25 (+11 armor, +1 natural, +3 shield)

hp 85 (9d10+27)

Fort +10, **Ref** +5, **Will** +8; +4 sacred bonus vs. fire

Immune disease, fear

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee +3 longsword +13/+8 (1d8+13/19-20)

Special Attacks channel positive energy 4/day (DC 16, 5d6 [+6 vs. undead]), smite evil 2/day (+2 attack and AC, +9 damage), sun's blessing

Spell-Like Abilities (CL 9th; concentration +11) 3/day—light

2/day—unseen servant

Paladin Spell-Like Abilities (CL 9th; concentration +11)

At will—detect evil

1/week—call celestial ally

Paladin (Sacred Servant) Spells Prepared
(CL 6th; concentration +8)

2nd—*heat metal*^D (DC 14), *litany of righteousness*^{UC} (DC 14), *resist energy*

1st—*endure elements*^D, *grace*^{APG}, *hero's defiance*^{APG}, *hero's defiance*^{APG}

^D Domain spell; **Domain** Sun

STATISTICS

Str 14, **Dex** 10, **Con** 14, **Int** 18, **Wis** 10, **Cha** 14

Base Atk +9; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Advanced Horn Magic, Extra Lay on Hands, Keen Evasion, Power Attack, Practiced Horn Magic, Sudden Warning

Traits dangerously curious, reactionary

Skills Diplomacy +14, Heal +12, Knowledge (religion) +16, Sense Motive +12, Spellcraft +16, Use Magic Device +15

Languages Common, Elven, Ignan, Infernal, Sylvan, Undercommon

SQ +4 to saves vs. fire, brand of destiny, divine bond (divine symbol^{APG}), domain (sun), fingerless, graceful caster, horn magic, lay on hands 8/day (4d6), mercies (diseased, fatigued, shaken), unique destiny

Other Gear +2 *full plate*, +1 *heavy steel shield*, +3 *longsword*, *amulet of natural armor* +1, *broom of flying*, backpack, bedroll, belt pouch, flint and steel, hemp rope (50 ft.), holy text^{UE}, mess kit^{UE}, pot, soap, torch (10), trail rations (5), waterskin, wooden holy symbol of Sun Queen, 195 gp

STEEL PRISM

Medium fey (ponykind), lawful good paladin 1

Armor Class 17 (chainmail, 19 with shield)

Hit Points 12 (1d10+2)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
13 (+1)	8 (-1)	14 (+2)	16 (+3)	11 (+0)	14 (+2)

Saving Throws Wis + 2, Cha + 4

Skills Arcana +5, Insight +2, Persuasion +4,

Religion +5

Senses passive Perception 10

Languages Common, Sylvan, Elven, Undercommon

Challenge 1/2 (100 XP)

Unique Destiny. Steel Prism has advantage on Intelligence (Religion) checks.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 5 (1d8+1) slashing damage

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft or range 30/120 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Divine Sense (3/long rest). Until the end of his next turn, Steel Prism knows the locations of any celestial, fiend, or undead within 60 feet, as well as any area that has been consecrated or desecrated by the *hallow* spell.

Lay on Hands (5 points/long rest). Steel Prism spends any number of hit points from his lay on hands pool and touches a creature, healing the target for that amount. Alternatively, he may instead remove any number of diseases or poisons from the target, spending 5 hit points from his pool for each one removed.

REACTIONS

Elegant Spellcaster. Steel Prism has advantage on Constitution saving throws to maintain a spell.

Gear (151/292.5 lbs.) chain mail, javelin (5), longsword, shield, backpack, bedroll, book, clothes (common), holy symbol (emblem of the Sun Queen), mess kit, rations (10), rope (hempen, 50 ft.), saddle rack, tinderbox, torch (10), waterskin, pouch with 10 gold pieces

STEEL PRISM

Medium fey (ponykind), lawful good paladin (Queen's Oath) 5

Armor Class 18 (splint)

Hit Points 44 (5d10+10)



Speed 40 ft. (30 ft. while in splint armor)

Str	Dex	Con	Int	Wis	Cha
13 (+1)	8 (-1)	14 (+2)	16 (+3)	11 (+0)	14 (+2)

Saving Throws Wis + 3, Cha + 5

Skills Arcana +6, Insight +3, Persuasion +5, Religion +6

Senses passive Perception 10

Languages Common, Elven, Sylvan, Undercommon

Challenge 5 (1,800 XP)

Ability Score Increase. Steel Prism has the Martial Horn Magic (Dual Weapons) feat. If playing without feats, he increases his strength by 2 instead.

Fighting Style (Defense). While in Armor, Steel Prism has a +1 bonus to AC.

Spellcasting. Steel Prism is a 3rd level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He has the following paladin spells prepared:

1st-level (4 slots): *bless*, *divine favor*, *heroism*, *protection from evil and good*^{*}, *sanctuary*^{*}

2nd-level (2 slots): *branding smite*, *lesser restoration*^{*}, *zone of truth*^{*}

^{*} Oath Spells

Unique Destiny. Steel Prism has advantage on Intelligence (Religion) checks.

ACTIONS

Extra Attack. Steel Prism attacks twice. In place of one of these attacks, he can choose one ally. That ally may make an attack as a reaction.

+1 Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) magical slashing damage.

Silvered Longsword (off-hand). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Channel Divinity (1/short rest). By channeling divine energy, Steel Prism can perform one of the following:

Forceful Magistrate. As an action, Steel Prism can strike at all hostile creatures within 30 feet of himself, making one melee attack roll and applying it to all eligible targets. Creatures he hits have

disadvantage to hit any creature other than Steel Prism until the start of his next turn. His attacks with this action deal no damage or other effects besides this effect.

In the Name of the Queen. As an action, Steel Prism can force a single creature to make a Charisma saving throw. A creature that loses this contest is charmed for 1 minute. The creature ceases to be charmed if it is dealt damage.

Divine Sense (3/long rest). Until the end of his next turn, Steel Prism knows the locations of any celestial, fiend, or undead within 60 feet, as well as any area that has been consecrated or desecrated by the *hallow* spell.

Standard Bearer (2/ long rest) Choose two allies. Those allies may move as a reaction

Lay on Hands (25 points/long). Steel Prism spends any number of hit points from his lay on hands pool and touches a creature, healing the target for that amount. Alternatively, he may instead remove any number of diseases or poisons from the target, spending 5 hit points from his pool for each one removed.

REACTIONS

Elegant Spellcaster. Steel Prism has advantage on Constitution saving throws to maintain a spell.

Gear (163.5/ 292.5 lbs.) +1 *longsword*^u, javelin (5), shield, silvered longsword, splint, acid (2), alchemist's fire, backpack, bedroll, book, clothes (common), holy symbol (emblem of the Sun Queen), mess kit, *potion of healing*^c (3), rations (10), rope (hempen, 50 ft.), saddle rack, tinderbox, torch (10), waterskin, pouch with 10 gold pieces

^c - Common Magic item, ^u - Uncommon Magic Item

STEEL PRISM

*Medium fey (ponykind),
lawful good paladin
(Queen's Oath) 11*

Armor Class 20 (plate armor)

Hit Points 92 (11d10+22)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	8 (-1)	14 (+2)	16 (+3)	11 (+0)	16 (+3)

Saving Throws Wis + 4, Cha + 7



Skills Arcana +7, Insight +4, Persuasion +7, Religion +7

Senses passive Perception 10

Languages Common, Elven, Sylvan, Undercommon

Challenge 12 (8,400 XP)

Ability Score Increase. Steel Prism has the Martial Horn Magic (Dual Weapons) feat and increases his Charisma by 2 (included in his statistics). If playing without feats, he instead increases his Strength by 2.

Fighting Style (Defense). While in Armor, Steel Prism has a +1 bonus to AC.

Spellcasting. Steel Prism is a 6th level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has the following paladin spells prepared:

1st-level (4 slots): *bless, divine favor, heroism, protection from evil and good*, sanctuary**

2nd-level (3 slots): *branding smite, lesser restoration*, zone of truth**

3rd-level (3 slots): *beacon of hope*, daylight, dispel magic*, remove curse*

* Oath Spells

Unique Destiny. Steel Prism has advantage on Intelligence (Religion) checks.

ACTIONS

Extra Attack. Steel Prism attacks twice. In place of one of these attacks, he can choose one ally. That ally may make an attack as a reaction.

+1 Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) magical slashing damage plus 4 (1d8) radiant damage.

Silvered Longsword of Warning (off-hand). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) magical slashing damage and 4 (1d8) radiant damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage and 4 (1d8) radiant damage when used in melee.

Channel Divinity (1/short rest). By channeling divine energy, Steel Prism can perform one of the following:

Forceful Magistrate. As an action, Steel Prism can strike at all hostile creatures within 30 feet of himself, making one melee attack roll and applying it to all eligible targets. Creatures he hits have disadvantage to hit any creature other than Steel

Prism until the start of his next turn. His attacks with this action deal no damage or other effects besides this effect.

In the Name of the Queen. As an action, Steel Prism can force a single creature to make a Charisma saving throw. A creature that loses this contest is charmed for 1 minute. The creature ceases to be charmed if it is dealt damage.

Divine Sense (3/long rest). Until the end of his next turn, Steel Prism knows the locations of any celestial, fiend, or undead within 60 feet, as well as any area that has been consecrated or desecrated by the *hallow* spell.

Standard Bearer (3/ long rest) Choose two allies. Those allies may move as a reaction

Lay on Hands (55 points/long). Steel Prism spends any number of hit points from his lay on hands pool and touches a creature, healing the target for that amount. Alternatively, he may instead remove any number of diseases or poisons from the target, spending 5 hit points from his pool for each one removed.

REACTIONS

Elegant Spellcaster. Steel Prism has advantage on Constitution saving throws to maintain a spell.

Supreme Guardian. Steel Prism can spend a number of hit points up to 22 from his lay on hands pool, and prevent an adjacent creature from taking that much damage. He can use this ability after the attack is rolled, but must declare its use before damage is rolled.

Gear (163.5/ 292.5 lbs.) +1 longsword^U, +1 plate^R, javelin (5), shield, *silvered longsword of warning*^{U,A}, acid (2), alchemist's fire, backpack, bedroll, book, *boots of striding and springing*^{U,A}, clothes (common), holy symbol (emblem of the Sun Queen), mess kit, *potion of healing*^C (3), rations (10), rope (hempen, 50 ft.), saddle rack, tinderbox, torch (10), waterskin, pouch with 300 platinum pieces and 10 gold pieces

^C - Common Magic item, ^U - Uncommon Magic Item, ^R - Rare Magic Item, ^A - Attuned magic Item



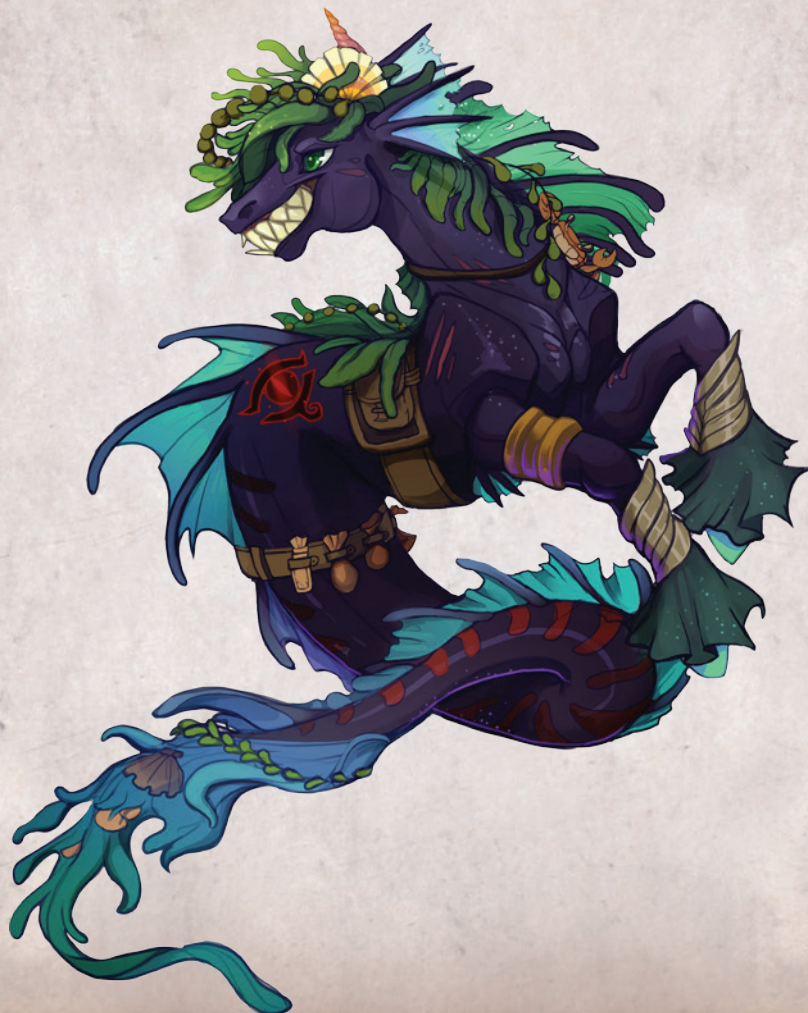
STILL CURRENT, ANCIENT SEA HORSE BARBARIAN

Still Current has made her mark on the world in three ways. The first is as a pirate hunter, a career that she started on in revenge after a raid went bad on her home hamlet to leave it naught but ash and smoke. None of the other anteans about cared to punish the ne'er-do-wells for their crimes, so in a fit of rage, she did—and made her first of many friends among the deeptide, Ripple. Over the course of many years Still Current would take packs of deeptides to wreak havoc amongst the pirate lanes, forever earning the enmity and fear amongst those plying the trade.

Her next mark she speaks of only rarely, but it earned her a brand of destiny that she remains even quieter regarding. After leaving her pack—grown fat and happy with Ripple there—she delved deep, searching for something more to drive her beyond combat and plunder. In her search Still Current found as such, her nature as an ally to the deeptides granting her free reign to a lost city of sea pony make. Despite the ever-present fear she pressed on, marveling at the palace, a place she only speaks of when drunk and trying to forget in lamentation what she did. “The door, the eye, and the gate. It watches, it dreams, and in its dreaming, it saw. Oh it saw.” She continues to this day delving every so often into many forgotten cities beneath the waves, returning with treasure and plunder never truly seen in Everglow.

On her final venture Still Current was in pursuit of an umbramancer and aiding an inquisitor of Kara's, seeking to blanket the city of lies in a deceit of its own making, proving herself a friend (such as they might be called) to the goddess' clergy. Little is spoken of this compared to the former two but her allies do run strangely for her deeds.

GM Note: A hereditary throwback, this sea horse embodies the vigor and strength of the ancient sea ponies. She often finds herself in or around the waters and isn't too likely to cross paths with the PCs unless they come to her, on a boat, in a dock or even exploring the amazing wealth that lurks beneath the waves for those brave enough to even consider plumbing it.



Still Current (Novice)

CR 1/2 (XP 200)

Female ancient sea horse
(sea horse)

unchained barbarian 1

NG Medium fey (ponykind, water)

Init +0; **Senses** darkvision 60 ft., low-light vision;
Perception +5



DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 15 (1d12+3)

Fort +4, **Ref** +0, **Will** +1

OFFENSE

Speed 40 ft., swim 40 ft.

Melee trident +3 (1d8+5)

Special Attacks rage (6 rounds/day)

STATISTICS

Str 17, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 14 (18 vs. trip)

Feats Power Attack

Traits natural-born leader, tempted by the waves

Skills Acrobatics +2 (+6 to jump), Bluff +1 (+4 vs. deep tide horses), Climb +5, Diplomacy +1 (+4 vs. deep tide horses), Intimidate +5, Perception +5, Sense Motive +1 (+4 vs. deep tide horses), Survival +5, Swim +9

Languages Common, Elven, Sylvan

SQ child of the depths, fast movement, fingerless, unique destiny

Other Gear chain shirt, trident, backpack, belt pouch, blanket^{APG}, flint and steel, hemp rope (50 ft.), pot, soap, trail rations (5), waterskin, 26 gp

vision; Perception +9

DEFENSE

AC 14, touch 8, flat-footed 14 (+5 armor, +1 natural, -2 rage)

hp 65 (5d12+25)

Fort +6, **Ref** +1, **Will** +4

DR 2/-, 4/lethal; **Resist** extreme endurance

OFFENSE

Speed 40 ft., swim 40 ft.

Melee +1 trident +11 (1d8+16)

Special Attacks rage (14 rounds/day), rage powers (accurate stance +2, night vision)

STATISTICS

Str 20, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +10; **CMD** 18 (22 vs. trip)

Feats Power Attack, Smooth Rise, Strong Jaw

Traits natural-born leader, tempted by the waves

Skills Acrobatics +7 (+11 to jump), Bluff +1 (+4 vs. deep tide horses), Climb +12, Diplomacy +1 (+4 vs. deep tide horses), Intimidate +9, Knowledge (nature) +6, Perception +9, Sense Motive +1 (+4 vs. deep tide horses), Survival +7, Swim +12

Languages Common, Elven, Sylvan

SQ child of the depths, fast movement, fingerless, unique destiny

Combat Gear *potion of cure light wounds* (3), *potion of cure moderate wounds*, *potion of levitate*, *potion of protection from evil*, *potion of shield of faith* +2; **Other Gear** +1 chain shirt, +1 trident, amulet of natural armor +1, belt of giant strength +2, backpack, belt pouch, blanket^{APG}, flint and steel, hemp rope (50 ft.), pot, soap, trail rations (5), waterskin, 61 gp

Still Current

(Experienced)

CR 4 (XP 1,200)

Female ancient sea horse
(sea horse)

unchained barbarian 5

NG Medium fey (ponykind, water)

Init +0; **Senses** darkvision 120 ft., low-light



Still Current (Master)

CR 8 (XP 4,800)

Female ancient sea horse
(sea horse)

unchained barbarian 9

NG Medium fey (ponykind, water)

Init +0; **Senses** darkvision 120 ft., low-light vision; Perception +14



DEFENSE

AC 13, touch 8, flat-footed 13 (+5 armor, -2 rage)
hp 113 (9d12+45)
Fort +8, **Ref** +3, **Will** +7
DR 4/—, 8/lethal; **Immune** nauseated, sickened;
Resist extreme endurance, cold resist 2

OFFENSE

Speed 40 ft., swim 40 ft.
Melee +2 *shock trident* +16/+11 (1d8+22 plus 1d6 electricity)
Special Attacks rage (22 rounds/day), rage powers (accurate stance +3, internal fortitude, intimidating glare, night vision)
Spell-Like Abilities (CL 9th; concentration +10) 2/day—*hydraulic push*^{APG}

STATISTICS

Str 22, **Dex** 10, **Con** 14, **Int** 12, **Wis** 14, **Cha** 12
Base Atk +9; **CMB** +14; **CMD** 23 (27 vs. trip)
Feats Power Attack, Smooth Rise, Step Up, Strong Jaw, Water Burst
Traits natural-born leader, tempted by the waves
Skills Acrobatics +11 (+15 to jump), Bluff +1 (+4 vs. deeptide horses), Climb +16, Diplomacy +1 (+4 vs. deeptide horses), Intimidate +13, Knowledge (nature) +9, Perception +14, Sense Motive +2 (+5 vs. deeptide horses), Survival +10, Swim +13
Languages Common, Elven, Sylvan
SQ child of the depths, fast movement, fingerless, unique destiny
Combat Gear *potion of cure light wounds* (3), *potion of cure moderate wounds*, *potion of levitate*, *potion of protection from evil*, *potion of shield of faith* +2; **Other Gear** +1 chain shirt, +2 *shock trident*, *belt of giant strength* +4, *carpet of flying ii*, belt pouch, blanket^{APG}, flint and steel, hemp rope (50 ft.), mwk backpack, pot, soap, trail rations (5), waterskin, 211 gp

STILL CURRENT

*Medium fey (ponykind),
neutral good barbarian 1*
Armor Class 14 (Constitution)
Hit Points 15 (1d12+3)
Speed 40 ft., swim 40 ft.



Str	Dex	Con	Int	Wis	Cha
16 (+3)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +5
Skills Athletics +5, Intimidation +2, Perception +3, Survival +3
Tools vehicle (water)
Senses darkvision 120 ft., passive Perception 13
Languages Common, Elven, Sylvan
Challenge 1 (200 XP)

ACTIONS

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage or 8 (1d6+5) piercing damage while raging (melee only).
Spear or Trident. *Melee or Ranged Weapon Attack* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage or 8 (1d6+5) piercing damage while raging (melee only).

Gear (77/360 lbs.) javelin (4), spear, trident, backpack, bedroll, clothes (common), mess kit, rations (10), rope (hempen, 50 ft.), tinderbox, torch (10), waterskin, pouch with 15 gold pieces

STILL CURRENT

*Medium fey (ponykind),
neutral good barbarian (berserker) 5*
Armor Class 15 (breastplate)
Hit Points 55 (5d12+15)
Speed 50 ft., swim 50 ft.



Str	Dex	Con	Int	Wis	Cha
18 (+4)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +7, Con +6
Skills Athletics +7, Intimidation +3, Perception +4, Survival +4
Tools vehicle (water)
Senses darkvision 120 ft., passive Perception 14



Languages Common, Elven, Sylvan

Challenge 4 (1,100 XP)

Ability Score Increase. Still Current increased her Strength by 2 (included in her statistics).

ACTIONS

Extra Attack. Still Current attacks twice.

+1 Trident. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6+5) piercing damage or 10 (1d6+7) piercing damage while raging (melee only).

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage or 9 (1d6+6) piercing damage while raging (melee only).

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage or 9 (1d6+6) piercing damage while raging (melee only).

Gear (77/360 lbs.) +1 trident^U, breastplate, javelin (4), spear, backpack, bedroll, clothes (common), mess kit, *potion of healing*^C (2), rations (10), rope (hempen, 50 ft.), tinderbox, torch (10), waterskin, pouch with 15 gold pieces

^C - Common Magic item, ^U - Uncommon Magic Item

STILL CURRENT

Medium fey (ponykind),
neutral good barbarian
(berserker) 11

Armor Class 17 (breastplate)

Hit Points 115 (11d12+33)

Speed 50 ft., swim 50 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +9, Con +7 (+1 to all saving throws from *cloak of protection*)

Skills Athletics +9, Intimidation +4, Perception +5, Survival +5

Tools vehicle (water)

Senses darkvision 120 ft., passive Perception 15

Languages Common, Elven, Sylvan



Challenge 9 (5,000 XP)

Ability Score Increase. Still Current increased her Strength by 4 (included in her statistics).

ACTIONS

Extra Attack. Still Current attacks twice.

+1 Trident. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d6+6) piercing damage or 12 (1d6+9) piercing damage while raging (melee only).

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6+5) piercing damage or 11 (1d6+8) piercing damage while raging (melee only).

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6+5) piercing damage or 11 (1d6+8) piercing damage while raging (melee only).

Intimidating Presence. Still Current chooses one creature within 30 feet. The creature must make a DC 12 Wisdom saving throw. On a failure, the creature is frightened of Still Current until either the end of her next turn if it does not have line of sight to her or until it is more than 60 feet away from her. She may take an action on her subsequent turns to extend the duration to the end of her next turn. On a successful save, a creature is immune to this ability for 24 hours.

Gear (98/360 lbs.) +1 breastplate^R, +1 trident^{U,A}, javelin (4), spear, backpack, bedroll, *cloak of protection*, clothes (common), mess kit, *potion of healing*^C (2), *potion of water breathing*^U (2), rations (10), rope (hempen, 50 ft.), tinderbox, torch (10), waterskin, pouch with 450 platinum pieces and 15 gold pieces

^C - Common Magic item, ^U - Uncommon Magic Item, ^R - Rare Magic Item, ^A - Attuned magic item



TIDA, EARTHBOUND CLERIC

Tida is an enigmatic earth pony of medium build with green eyes, a tan coat, and silver-streaked black mane and tail. He just showed up in Everglow one day, traveling all over helping and healing other ponies, griffons, and every other race in-between. He usually travels by himself but if there is a group of adventurers whose cause is just and right, he may choose to accompany them on their journey. He hardly speaks but for the few who do manage to strike up a conversation with him, they find that he is from a place known as the “Shadowlands” and that he has a lot of experience and words of wisdom to impart—albeit most of the time it’s cryptic. Groups that Tida has traveled with have said that he helps and heals others through the use of magic, occasionally speaking in strange, uncommon languages that he shouldn’t be able to know how to speak (adding to his enigmatic nature). Despite his air of mysery, Tida is very reliable and kind to most everyone.

TIDA (NOVICE)

CR 1/2 (XP 200)

Male pony oracle 1

NG Medium fey (ponykind)

Init +0; **Senses** low-light vision; Perception +0



DEFENSE

AC 15, touch 10, flat-footed 15 (+4 armor, +1 shield)

hp 11 (1d8+3)

Fort +2, **Ref** +0, **Will** +2; +2 vs. poison, spells, and spell-like abilities, +4 sacred bonus vs. fire

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee longspear +1 (1d8+1/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks channel positive energy 6/day (DC 13, 1d6)

Oracle Spells Known (CL 1st; concentration +4)

1st (4/day)—*bles*s, *cure light wounds*, *endure elements*

0 (at will)—*create water*, *detect magic*, *light*, *stabilize*

Mystery Life

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 12, **Wis** 10, **Cha** 17

Base Atk +0; **CMB** +1; **CMD** 11 (15 vs. trip)

Feats Endurance, Extra Channel, Selective

Channeling

Traits classically schooled, day greeter

Skills Diplomacy +8, Heal +4, Intimidate +4, Knowledge (religion) +5, Sense Motive +4, Spellcraft +6

Languages Common, Dwarven, Ignan, Sylvan

SQ brand of destiny, earth-bound, fingerless, oracle’s curse (tongues [Ignan]), revelation (channel), unique destiny

Other Gear hide armor, light wooden shield, longspear, backpack, bedroll, belt pouch, flint and steel, pot, saddle rack, soap, spell component pouch, trail rations (5), waterskin, 45 gp, 3 sp

TIDA (EXPERIENCED)

CR 4 (XP 1,200)

Male pony oracle 5

NG Medium fey (ponykind)

Init +4; **Senses** low-light vision; Perception +0



DEFENSE

AC 18, touch 10, flat-footed 18 (+5 armor, +3 shield)

hp 39 (5d8+11)

Fort +3, **Ref** +1, **Will** +4; +2 vs. poison, spells, and spell-like abilities, +4 sacred bonus vs. fire

OFFENSE

Speed 70 ft. (60 ft. in armor)

Melee mwk longspear +5 (1d8+1/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with mwk longspear)

Special Attacks channel positive energy 8/day (DC 18, 4d6)

Oracle Spells Known (CL 5th; concentration +10)

2nd (5/day)—*cure moderate wounds*, *make whole*, *lesser restoration*, *spiritual weapon*

1st (8/day)—*bles*s, *cure light wounds*, *detect undead*, *endure elements*, *remove fear*, *shield of faith*

0 (at will)—*create water*, *detect magic*, *light*, *mending*, *purify food and drink* (DC 15), *stabilize*

Mystery Life

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 12, **Wis** 10, **Cha** 20

Base Atk +3; **CMB** +4; **CMD** 14 (18 vs. trip)

Feats Deep Healing, Endurance, Extra Channel,

Improved Initiative, Selective Channeling

Traits classically schooled, day greeter

Skills Acrobatics -3 (+9 to jump), Diplomacy +14, Heal +8, Intimidate +11, Knowledge (religion) +8, Sense Motive +4, Spellcraft +10, Swim +1

Languages Abyssal, Common, Dwarven, Ignan, Sylvan

SQ brand of destiny, earth-bound, fingerless, oracle's curse (tongues [Abyssal, Ignan]), revelations (channel, safe curing), unique destiny

Other Gear +1 *hide armor*, +1 *heavy steel shield*, mwk longspear, *headband of alluring charisma* +2, *horseshoes of speed*, bedroll, belt pouch, flint and steel, mwk backpack, pot, saddle rack, soap, spell component pouch, trail rations (5), waterskin, 713 gp, 3 sp

TIDA (MASTER)

CR 8 (XP 4,800)

Male pony oracle 9

NG Medium fey (ponykind)

Init +4; **Senses** low-light vision; Perception +0

DEFENSE

AC 18, touch 10, flat-footed 18 (+5 armor, +3 shield)
hp 76 (9d8+28)

Fort +5, **Ref** +3, **Will** +6; +2 vs. poison, spells, and spell-like abilities, +4 sacred bonus vs. fire

OFFENSE

Speed 70 ft. (60 ft. in armor)

Melee +1 *longspear* +9/+4 (1d8+3/×3) or mwk striking horseshoes +9/+4 (1d4+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +1 longspear)

Special Attacks channel positive energy 9/day (DC 22, 7d6)

Oracle Spells Known (CL 9th; concentration +15)

4th (5/day)—*air walk*, *blessing of fervor*^{APG} (DC 20), *cure critical wounds*, *restoration*

3rd (7/day)—*cure serious wounds*, *daylight*, *invisibility purge*, *nap stack*^{APG} (DC 19), *neutralize poison*

2nd (8/day)—*cure moderate wounds*, *make whole*, *oracle's burden*^{APG} (DC 18), *resist energy*, *lesser restoration*, *spiritual weapon*

1st (8/day)—*bane* (DC 17), *bless*, *cure light wounds*, *detect undead*, *endure elements*, *remove fear*,

shield of faith

o (at will)—*create water*, *detect magic*, *detect poison*, *light*, *mending*, *purify food and drink* (DC 16), *read magic*, *stabilize*

Mystery Life

STATISTICS

Str 14, **Dex** 10, **Con** 14, **Int** 12, **Wis** 10, **Cha** 22

Base Atk +6; **CMB** +8; **CMD** 18 (22 vs. trip)

Feats Deep Healing, Endurance, Extra Channel, Improved Initiative, Run, Selective Channeling, Toughness

Traits classically schooled, day greeter

Skills Acrobatics -3 (+1 to jump with a running start, +9 to jump), Climb +1, Diplomacy +19, Heal +12, Intimidate +13, Knowledge (religion) +12, Sense Motive +5, Spellcraft +14, Swim +2

Languages Abyssal, Common, Dwarven, Ignan, Sylvan

SQ +4 to saves vs. fire, brand of destiny, earth-bound, fingerless, oracle's curse (tongues [Abyssal, Ignan]), revelations (life link, channel, safe curing), unique destiny

Combat Gear *potion of lesser restoration* (2), *ring of invisibility*, *wand of cure light wounds*;

Other Gear +1 *hide armor*, +1 *heavy steel shield*, +1 *longspear*, mwk striking horseshoes, *headband of alluring charisma* +4, *horseshoes of speed*, bedroll, belt pouch, flint and steel, mwk backpack, pot, saddle rack, soap, spell component pouch, trail rations (5), waterskin, 558 gp, 3 sp

TIDA

Medium fey (ponykind),
neutral good cleric (life) 1

Armor Class 16 (chainmail)

Hit Points 9 (1d8+1)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	8 (-1)	12 (+1)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Wis + 5, Cha + 4

Skills Arcana +3, Medicine +5, Persuasion +4, Religion +3

Damage Resistance poison

Senses passive Perception 13

Languages Common, Dwarven, Ignan, Sylvan
Challenge 1/2 (100 XP)

Spellcasting. Tida is a 1st level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Tida may cast it without using a spell slot. He has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, spare the dying*

1st-level (2 slots): *bless*, create or destroy water, cure wounds*, detect evil and good, detect magic (ritual), healing word*

*Domain Spells

Unique Destiny. Tida has advantage on Wisdom (Medicine) checks.

ACTIONS

Light Hammer. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Sacred Flame. Tida chooses a creature within 60 feet. The creature makes a DC 13 Dexterity saving throw, ignoring cover. On a failed save, the target takes 4 (1d8) radiant damage.

Gear (98/292 lbs.) chain mail, light hammer, spear, blocks of incense (2), alms box, backpack, blanket, candle (10), censer, clothes (common), holy symbol (amulet), rations (2), tinderbox, vestments, waterskin, pouch with 20 gp

TIDA

*Medium fey (ponykind),
 neutral good cleric (life) 5*

Armor Class 17 (splint)

Hit Points 33 (5d8+5)

Speed 40 ft. (30 ft. while in splint armor)



Str	Dex	Con	Int	Wis	Cha
13 (+1)	8 (-1)	12 (+1)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Wis + 6, Cha + 5

Skills Arcana +4, Medicine +6, Persuasion +5, Religion +4

Damage Resistance poison

Senses passive Perception 13

Languages Common, Dwarven, Ignan, Sylvan

Challenge 4 (1,100 XP)

Ability Score Increase. Tida has the Deep Healer feat. If playing without feats, he increases his Wisdom by 2 instead.

Spellcasting. Tida is a 5th level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Tida may cast it without using a spell slot. He has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, sacred flame, spare the dying***

1st-level (4 slots): *bless*, create or destroy water, cure wounds*, detect evil and good, detect magic (ritual), healing word*

2nd-level (3 slots): *aid, lesser restoration*, spiritual weapon*, warding bond^M*

3rd-level (2 slots): *beacon of hope*, daylight, revivify^{M*}*

*Domain Spells, **from Deep Healer Feat, M - Expensive Material Component

Unique Destiny. Tida has advantage on Wisdom (Medicine) checks.

ACTIONS

Light Hammer. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage

Channel Divinity (1/short rest). By channeling divine energy, Tida can perform one of the following:

Preserve Life. Tida may divide 25 hit points across any number of creatures within 30 feet so long as the creatures are not undead or constructs. A creature cannot have its hit points increased to more than half its maximum with this ability.

Turn Undead. Any undead within 30 feet that can see or hear Tida must make a DC 14 Wisdom saving throw. An undead that fails its saving throw is turned for 1 minute or until it takes damage, and any undead with a challenge rating

of 1/2 or less is instead destroyed.

Pearl of Power (1/dawn). Tida recovers one spent spell slot.

Sacred Flame. Tida chooses a creature within 60 feet. The creature makes a DC 14 Dexterity saving throw, ignoring cover. On a failed save, the target takes 9 (2d8) radiant damage.

Gear (87/292 lbs.) light hammer, spear, splint, blocks of incense (2), alms box, backpack, blanket, candle (10), censer, clothes, common, diamonds (worth 300 gp), holy symbol (amulet), pair of platinum rings (worth 100 gp), *pearl of power*^u, rations (2), tinderbox, vestments, waterskin, pouch with 20 gp

^c - Common Magic item, ^u - Uncommon Magic Item

TIDA

Medium fey (ponykind),
neutral good cleric (life) 11

Armor Class 19 (plate)

Hit Points 69 (11d8+11)

Speed 40 ft. (30 ft. while in splint armor)



Str	Dex	Con	Int	Wis	Cha
13 (+1)	8 (-1)	12 (+1)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Wis +8, Cha +6 (+1 to all saving throws from *cloak of protection*)

Skills Arcana +5, Medicine +8, Persuasion +6, Religion +5

Damage Resistance poison

Senses passive Perception 13

Languages Common, Dwarven, Ignan, Sylvan

Challenge 11 (7,200 XP)

Ability Score Increase. Tida has the Deep Healer feat and increased his Wisdom by 2 (included in his statistics). If playing without feats, he instead increases his Charisma by 2.

Spellcasting. Tida is an 11th level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Tida may cast it without using a spell slot. He has the following cleric spells prepared:

Cantrips (at will): guidance, light, mending, resistance, sacred flame, spare the dying**

1st-level (4 slots): bane, bless*, create or destroy water, cure wounds*, detect evil and good, detect magic (ritual), healing word

2nd-level (3 slots): aid, lesser restoration*, prayer of healing, protection from poison, spiritual weapon*, warding bond^M

3rd-level (3 slots): beacon of hope*, daylight, mass healing word, remove curse, revivify^{M*}

4th-level (3 slots): banishment, death ward*, guardian of faith*

5th-level (2 slots): greater restoration, mass cure wounds*, raise dead^{M*}

6th-level (1 slots): heal

*Domain Spells, **from Deep Healer Feat, M - Expensive Material Component

Unique Destiny. Tida has advantage on Wisdom (Medicine) checks.

ACTIONS

Light Hammer. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4+1) bludgeoning damage.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Hit: 4 (1d6+1) piercing damage.

Channel Divinity (2/short rest). By channeling divine energy, Tida can perform one of the following:

Preserve Life. Tida may divide 25 hit points across any number of creatures within 30 feet so long as the creatures are not undead or constructs. A creature cannot have its hit points increased to more than half its maximum with this ability.

Turn Undead. Any undead within 30 feet that can see or hear Tida must make a DC 16 Wisdom saving throw. An undead that fails its saving throw is turned for 1 minute or until it takes damage, and any undead with a challenge rating of 2 or less is instead destroyed.

Divine Intervention (1/long rest). Calling upon his deities for aid, Tida has an 11% chance of receiving the petitioned aid, typically duplicating the effect of a cleric or cleric domain spell. Once Tida has successfully gained aid from his Deities, he cannot use this ability again for 7 days.

Pearl of Power (1/dawn). Tida recovers one spent spell slot of 3rd-level or lower.

Sacred Flame. Tida chooses a creature within 60 feet. The creature makes a DC 16 Dexterity saving throw, ignoring cover. On a failed save, the target

takes 13 (3d8) radiant damage.

Gear (92/292 lbs.) light hammer, plate armor, spear, 2 blocks of incense, alms box, backpack, blanket, candle (10), censer, *cloak of protection*^{U,A}, clothes (common), diamond (worth 300 gp) (2), diamonds (worth 500 gp) (2), holy symbol (amulet), pair of platinum rings (worth 100 gp), *pearl of power*^{U,A}, *potion of greater healing*^U (2), rations (2), *staff of healing*^{R,A}, tinderbox, vestments, waterskin, pouch with 240 platinum pieces and 20 gold pieces

^C - Common Magic item, ^U - Uncommon Magic Item, ^R - Rare Magic Item, ^A - Attuned Magic Item



UNDER SCORE, EARTHBOUND WIZARD

Under has been labeled a priest in the past—a title he does not refute. He throws himself eagerly before the altar of knowledge, worshiping the forgotten lore of lost books and praying feverishly to Princess Luminace that he may live forever seeking out the mysteries of the universe he is fortunate to inhabit. Using his razor mind to his advantage, Under has learned the art of elemental manipulation and is not shy about putting it to work to dissuade those that would harm him or his allies.

Under has been labeled a priest in the past—a title he does not refute. He throws himself eagerly before the altar of knowledge, worshiping the forgotten lore of lost books and praying feverishly to Princess Luminace that he may live forever seeking out the mysteries of the universe he is fortunate to inhabit. Using his razor mind to his advantage, Under has learned the art of elemental manipulation and is not shy about putting it to work to dissuade those that would harm him or his allies.

UNDER SCORE (NOVICE)

CR 1/2 (XP 200)

Male pony evoker
(admixture^{APG}) 1

NG Medium fey (ponykind)

Init +3; Senses low-light vision; Perception +2



DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 9 (1d6+3)

Fort +2, Ref +1, Will +3; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 40 ft.

Melee mwk club +2 (1d6+1)

Special Attacks intense spells (+1 damage)

Evoker Spells Prepared (CL 1st; concentration +6)

1st—*burning hands* (DC 15), *magic missile*, *shocking grasp*

0 (at will)—*detect magic*, *light*, *ray of frost*

Opposition Schools Illusion, Necromancy

STATISTICS

Str 12, Dex 12, Con 14, Int 16, Wis 13, Cha 10

Base Atk +0; CMB +1; CMD 12 (16 vs. trip)

Feats Endurance, Point-Blank Shot, Scribe Scroll, Spell Focus (evocation)

Traits focused mind, reactionary

Skills Acrobatics +1 (+5 to jump), Knowledge (arcana, planes) +7, Linguistics +7, Perception +2, Spellcraft +7

Languages Celestial, Common, Dwarven, Elven, Sylvan, Terran

SQ arcane bond (mwk club), brand of destiny, earth-bound, fingerless, unique destiny, versatile evocation

Combat Gear *scroll of burning hands, scroll of protection from evil, scroll of shield*; **Other Gear** mwk club, backpack, bedroll, belt pouch, flint and steel, ink, inkpen, mess kit^{UE}, pot, soap, spell component pouch, torch (10), trail rations (5), waterskin, 36 gp, 9 sp, 6 cp

UNDER SCORE

(EXPERIENCED)

CR 4 (XP 1,200)

Male pony evoker
(admixture^{APG}) 5

NG Medium fey (ponykind)

Init +3; **Senses** low-light vision; Perception +6



DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 37 (5d6+15)

Fort +3, **Ref** +2, **Will** +5; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 40 ft.

Melee mwk club +4 (1d6+1)

Special Attacks intense spells (+2 damage)

Evoker Spells Prepared (CL 5th; concentration +10)

3rd—*fireball* (DC 17), *fireball* (DC 17), *lightning bolt* (DC 17)

2nd—*flaming sphere* (DC 16), *flaming sphere* (2, DC 16), *levitate*

1st—*burning hands* (DC 15), *burning hands* (DC 15), *feather fall*, *magic missile*, *shocking grasp*

0 (at will)—*detect magic*, *light*, *ray of frost*, *read magic*

Opposition Schools Illusion, Necromancy

STATISTICS

Str 12, **Dex** 12, **Con** 14, **Int** 17, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 14 (18 vs. trip)

Feats Endurance, Merciful Spell^{APG}, Point-Blank Shot, Scribe Scroll, Skill Focus (Knowledge [arcana]), Spell Focus (evocation), Spell Penetration

Traits focused mind, reactionary

Skills Acrobatics +1 (+5 to jump), Knowledge (arcana) +14, Knowledge (planes) +11, Linguistics +11, Perception +6, Spellcraft +11

Languages Aquan, Auran, Celestial, Common, Dwarven, Elven, Gnome, Ignan, Sylvan, Terran

SQ arcane bond (*staff of fire*), brand of destiny, earth-bound, fingerless, unique destiny, versatile evocation

Combat Gear *scroll of burning hands, scroll of protection from evil, scroll of shield, staff of fire*; **Other Gear** mwk club, backpack, bedroll, belt pouch, flint and steel, ink, inkpen, mess kit^{UE}, pot, saddle rack, soap, spell component pouch, torch (10), trail rations (5), waterskin, 445 gp, 2 sp, 9 cp

UNDER SCORE (MASTER)

CR 8 (XP 4,800)

Male pony

lorekeeper 2/evoker
(admixture^{APG}) 7

NG Medium fey (ponykind)

Init +3; **Senses** low-light vision; Perception +10



DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 72 (9d6+34)

Fort +5, **Ref** +4, **Will** +7; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 40 ft.

Melee mwk club +6 (1d6+1)

Special Attacks intense spells (+3 damage)

Evoker Spells Prepared (CL 9th; concentration +16)

5th—*cone of cold* (DC 21), *cone of cold* (DC 21), *wall of force*

4th—*black tentacles*, *dimension door*, *dragon's*

breath^{APG} (DC 20), *dragon's breath*^{APG} (DC 20)

3rd—*arcane sight*, *fireball* (DC 19), *fireball* (DC 19), *fly*, *Lightning Bolt* (DC 19)

2nd—*flaming sphere* (DC 18), *flaming sphere* (3, DC 18), *human way* (DC 17), *levitate*

1st—*burning hands* (DC 17), *burning hands* (DC 17), *feather fall*, *magic missile*, *shield*, *shocking grasp*, *sticky hoof*

0 (at will)—*detect magic*, *light*, *ray of frost*, *read magic*

Opposition Schools Illusion, Necromancy

STATISTICS

Str 12, **Dex** 12, **Con** 14, **Int** 20, **Wis** 13, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats Endurance, Heighten Spell, Merciful Spell^{APG}, Point-Blank Shot, Scribe Scroll, Skill Focus (Knowledge [arcana]), Solid Magic, Spell Focus (evocation), Spell Penetration, Toughness

Traits focused mind, reactionary

Skills Acrobatics +1 (+5 to jump), Escape Artist +10, Knowledge (arcana) +21, Knowledge (dungeoneering, engineering, geography, local, nature) +10, Knowledge (history, religion) +13, Knowledge (planes) +18, Linguistics +17, Perception +10, Spellcraft +17

Languages Aquan, Auran, Celestial, Common, Daemonic, Draconic, Dwarven, Elder Thing, Elven, Giant, Gnome, Ignan, Infernal, Orc, Sylvan, Terran

SQ arcane bond (*staff of fire*), brand of destiny, earth-bound, fingerless, lore, secret (secret health), unique destiny, versatile evocation

Combat Gear *pearl of power* (1st-level) (3), *scroll of burning hands*, *scroll of protection from evil*, *scroll of shield*, *staff of fire*; **Other Gear** mwk club, *cloak of displacement*, *minor*, *headband of vast intelligence* +2, *ring of feather falling*, backpack, bedroll, belt pouch, flint and steel, ink, inkpen, mess kit^{UE}, pot, saddle rack, soap, spell component pouch, torch (10), trail rations (5), waterskin, 745 gp, 2 sp, 9 cp

UNDER SCORE

Medium fey (ponykind), neutral good wizard 1

Armor Class 11

Hit Points 9 (1d6+3)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
10 (+0)	12 (+1)	16 (+3)	16 (+3)	13 (+1)	8 (-1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5, Investigation +5, Nature +5

Damage Resistance poison

Senses passive Perception 11

Languages Celestial, Common, Elvish, Sylvan

Challenge 1 (200 XP)

Spellbook. Under Score prepares 4 spells from his spellbook each day. His spellbook contains the following spells (all 1st-level): *burning hands*, *detect magic* (ritual), *grease*, *identify* (ritual), *magic missile*, *thunderwave*.

Spellcasting. Under Score is a 1st level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). By increasing the casting time of any spell within his spellbook with the Ritual tag by 10 minutes, Under Score may cast it without using a spell slot, even if it's not prepared. He has the following wizard spells prepared:

Cantrips (at will): *light*, *ray of frost*, *shocking grasp*

1st-level (2 slots): *burning hands*, *grease*, *magic missile*, *thunderwave*

Unique Destiny. Under Score has advantage on Intelligence (Investigation) checks.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Shocking Grasp. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) lightning damage and the target cannot take reactions until the start of its next turn. If the target is wearing metal armor, this attack has advantage.

Ray of Frost. *Ranged Spell Attack:* +5 to hit, range 60 feet, one target. *Hit:* 4 (1d8) cold damage and the target's speed is reduced by 10 feet until the start of Under Score's next turn.



Gear (23/225 lbs.) quarterstaff, arcane focus (orb), backpack, book, clothes (common), ink (1 ounce bottle), ink pen, little bag of sand, parchment (10), small knife, spellbook, ouch with 10 gold pieces

Under Score

Medium fey (ponykind),
neutral good wizard (evocation) 5

Armor Class 11

Hit Points 37 (5d6+15)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
10 (+0)	12 (+1)	16 (+3)	18 (+4)	13 (+1)	8 (-1)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Investigation +7, Nature +7

Damage Resistance poison

Senses passive Perception 11

Languages Celestial, Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Ability Score Increase. Under Score increased his Intelligence by 2 (this is included in his statistics).

Spellbook. Under Score prepares 9 spells from his spellbook each day. His spellbook contains the following spells: 1st-level—*burning hands*, *detect magic* (ritual), *feather fall*, *floating disk* (ritual), *grease*, *identify* (ritual), *magic missile*, *shield*, *thunderwave*. 2nd-level—*blur*, *darkness*, *enlarge/reduce*, *flaming sphere*, *invisibility*, *levitate*, *shatter*. 3rd-level—*fireball*, *lightning bolt*, *tiny hut* (ritual), *water breathing* (ritual).

Spellcasting. Under Score is a 5th level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). By increasing the casting time of any spell within his spellbook with the Ritual tag by 10 minutes, Under Score may cast it without using a spell slot, even if it's not prepared. He has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *light*, *ray of frost*, *shocking grasp*

1st-level (4 slots): *burning hands*, *grease*, *magic missile*, *shield*, *thunderwave*

2nd-level (3 slots): *flaming sphere*, *shatter*

3rd-level (2 slots): *fireball*, *lightning bolt*

Unique Destiny. Under Score has advantage on Intelligence (Investigation) checks.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Shocking Grasp. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage and the target cannot take reactions until the start of its next turn. If the target is wearing metal armor, this attack has advantage.

Acid Splash. Under Score chooses one creature or two creatures that are within 5 feet of each other. These creatures must be within 60 feet. All targets must succeed a DC 15 Dexterity saving throw or take 7 (2d6) acid damage.

Ray of Frost. *Ranged Spell Attack:* +7 to hit, range 60 feet, one target. *Hit:* 9 (2d8) cold damage and the target's speed is reduced by 10 feet until the start of Under Score's next turn.

Gear (23/225 lbs.) quarterstaff, arcane focus (orb), backpack, book, clothes (common), ink (1 ounce bottle), ink pen, little bag of sand, parchment (10), small knife, spellbook, *wand of secrets*^U, pouch with 10 gold pieces

^U - Uncommon Magic Item

Under Score

Medium fey (ponykind),
neutral Good wizard (evocation) 11

Armor Class 12

Hit Points 79 (11d6+33)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
10 (+0)	12 (+1)	16 (+3)	20 (+5)	13 (+1)	8 (-1)

Saving Throws Int +9, Wis +5 (+1 to all saving throws from *cloak of protection*)

Skills Arcana +9, History +9, Investigation +9, Nature +9

Damage Resistance poison

Senses passive Perception 11

Languages Celestial, Common, Elvish, Sylvan

Challenge 8 (3,900 XP)

Ability Score Increase. Under Score increased

his intelligence by 4 (included in his statistics).

Spellbook. Under Score prepares 16 spells from his spellbook each day. His spellbook contains the following spells: 1st-level—*burning hands*, *detect magic* (ritual), *feather fall*, *floating disk* (ritual), *grease*, *identify* (ritual), *magic missile*, *shield*, *thunderwave*. 2nd-level—*blur*, *darkness*, *enlarge/reduce*, *flaming sphere*, *invisibility*, *levitate*, *shatter*. 3rd-level—*fireball*, *hypnotic pattern*, *lightning bolt*, *sleet storm*, *tiny hut* (ritual), *water breathing* (ritual). 4th-level—*black tentacles*, *curiosity's lightning wall*, *dimension door*, *ice storm*. 5th-level—*arcane hand*, *cone of cold*, *teleportation circle*, *wall of force*. 6th-level—*freezing sphere*, *sunbeam*.

Spellcasting. Under Score is an 11th level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). By increasing the casting time of any spell within his spellbook with the Ritual tag by 10 minutes, Under Score may cast it without using a spell slot, even if it's not prepared. He has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *light*, *poison spray*, *ray of frost*, *shocking grasp*

1st-level (4 slots): *burning hands*, *grease*, *magic missile*, *shield*, *thunderwave*

2nd-level (3 slots): *flaming sphere*, *shatter*

3rd-level (3 slots): *fireball*, *hypnotic pattern*, *lightning bolt*

4th-level (3 slots): *black tentacles*, *dimension door*, *ice storm*

5th-level (2 slots): *arcane hand*, *wall of force*

6th-level (1 slot): *sunbeam*

Unique Destiny. Under Score has advantage on Intelligence (Investigation) checks.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Shocking Grasp. *Melee Spell Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) lightning damage and the target cannot take reactions until the start of its next turn. If the target is wearing metal armor, this attack has advantage.

Ray of Frost. *Ranged Spell Attack:* +11 to hit, range 60 feet, one target. *Hit:* 18 (3d8+5) cold damage and the target's speed is reduced by 10 feet until the start of Under Score's next turn.

Acid Splash. Under Score chooses one creature or two creatures that are within 5 feet of each

other. These creatures must be within 60 feet. All targets must succeed a DC 17 Dexterity saving throw or take 10 (3d6) acid damage.

Poison Spray. Under Score chooses a creature within 10 feet. The creature must make a DC 17 Constitution saving throw. On a failed save, it takes 19 (3d12) poison damage (half as much damage on a successful saving throw).

Gear (23/225 lbs.) quarterstaff, arcane focus (orb), backpack, book, *cloak of protection*^{U,A}, clothes (common), ink (1 ounce bottle), ink pen, little bag of sand, parchment (10), *pearl of power*^{U,A}, small knife, spellbook, *wand of secrets*^U, +2 *wand of the war mage*^{R,A}, pouch with 450 platinum pieces and 10 gold pieces

^U - Uncommon Magic Item, ^R - Rare Magic Item, ^A - Attuned Magic Item



WANDERING NOTE, CLOVEN BARD

Wandering is quite brave for a cloven, departing the comfort of his home city to discover new songs and stories. From an early age, he has been enraptured with tales of the world beyond the walls of Clovenhame, and would not be dissuaded from seeing them for himself. Polite and unassuming, he has little trouble fitting in along his travels, trading stories and doing odd jobs to pay his way to ever greater discoveries.

WANDERING NOTE (NOVICE)

CR 1/2 (XP 200)

Male cloven bard 1

LN Medium fey (cloven)

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



DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +3, **Will** +4; +1 vs. poison

OFFENSE

Speed 40 ft.

Melee rapier +1 (1d6+1/18-20) or gore +1 (1d4+1)

Special Attacks bardic performance 6 rounds/day (countersong, distraction, fascinate [DC 12], inspire courage +1)

Bard Spells Known (CL 1st; concentration +5)

1st (2/day)—*cure light wounds*, *hideous laughter* (DC 13)

o (at will)—*detect magic*, *ghost sound* (DC 12), *light*, *read magic*

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 16, **Wis** 12, **Cha** 14

Base Atk +0; **CMB** +1; **CMD** 12 (16 vs. trip)

Feats Combat Expertise

Traits focused mind, indomitable faith

Skills Acrobatics -1 (+3 to jump), Appraise +5, Bluff +6, Diplomacy +6, Knowledge (arcana, dungeoneering, engineering, history, nature, nobility, planes, religion) +4, Knowledge (geography, local) +8, Linguistics +7, Perception +5 (+7 to find hidden objects, including traps and secret doors, to determine whether food is spoiled, or to identify a potion by taste), Perform (wind instruments) +6, Sense Motive +5, Spellcraft +7; **Racial Modifiers** +2 Appraise

Languages Common, Elven, Gnome, Sylvan, Terran

SQ bardic knowledge +1, cloven resilience, cloven watchfulness, fingerless, mountain footed

Other Gear lamellar (leather) armor^{UC}, rapier, bedroll, belt pouch, candle (10), flint and steel, Flute, hemp rope (50 ft.), mess kit^{UE}, pony saddle bags, soap, spell component pouch, trail rations (5), waterskin, 43 gp, 4 sp, 5 cp

WANDERING NOTE

(EXPERIENCED)

CR 4 (XP 1,200)

Male cloven bard 5

LN Medium fey (cloven)

Init +1; **Senses** low-light vision; Perception +9



DEFENSE

AC 17, touch 12, flat-footed 16 (+5 armor, +1 deflection, +1 Dex)

hp 34 (5d8+6)

Fort +3, **Ref** +6, **Will** +7; +4 vs. bardic performance, language-dependent, and sonic, +5 vs. poison

OFFENSE

Speed 40 ft.

Melee rapier +5 (1d6+2/18-20) or gore +6 (1d4+4)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate [DC 14], inspire competence +2, inspire courage +2)

Bard Spells Known (CL 5th; concentration +9)

2nd (3/day)—*invisibility*, *mirror image*, *sound burst* (DC 14)

1st (5/day)—*cure light wounds*, *hideous laughter* (DC 13), *liberating command*^{UC}, *remove fear*

o (at will)—*detect magic*, *ghost sound* (DC 12), *light*, *open/close* (DC 12), *prestidigitation*, *read magic*

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** 16, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +5 (+7 disarm, +7 trip); **CMD** 17 (19 vs. disarm, 23 vs. trip)

Feats Combat Expertise, Improved Disarm, Improved Trip

Traits focused mind, indomitable faith

Skills Acrobatics +5 (+9 to jump), Appraise +5, Bluff +10, Climb +7, Diplomacy +10, Knowledge (arcana, dungeoneering, engineering, history, nature, nobility, planes, religion) +5, Knowledge (geography, local) +13, Linguistics +11, Perception +9 (+11 to find hidden objects, including traps and secret doors, to determine whether food is spoiled, or to identify a potion by taste), Perform (oratory) +9, Perform (wind instruments) +10, Spellcraft +11; **Racial Modifiers** +2 Appraise

Languages Aquan, Auran, Common, Draconic, Dwarven, Elven, Gnome, Sylvan, Terran

SQ bardic knowledge +2, cloven resilience, cloven watchfulness, fingerless, lore master 1/day, mountain footed, versatile performance (oratory)

Combat Gear *potion of cure moderate wounds* (2), *potion of fly*; **Other Gear** +1 *lamellar (leather) armor*^{UC}, rapier, *amulet of mighty fists* +1, *cloak of resistance* +1, *ring of protection* +1, bedroll, belt pouch, candle (10), flint and steel, Flute, hemp rope (50 ft.), mess kit^{UE}, pony saddle bags, soap, spell component pouch, trail rations (5), waterskin, 893 gp, 4 sp, 5 cp

WANDERING NOTE (MASTER)

CR 8 (XP 4,800)

Male cloven bard 9

LN Medium fey (cloven)

Init +2; **Senses** low-light vision; Perception +13

DEFENSE

AC 20, touch 14, flat-footed 18 (+6 armor, +2 deflection, +2 Dex)

hp 58 (9d8+10)

Fort +6, **Ref** +10, **Will** +10; +4 vs. bardic performance, language-dependent, and sonic, +9 vs. poison, +18 vs. ingested poisons, +9 vs. diseases caused by ingestion

OFFENSE

Speed 40 ft.

Melee mwk rapier +9/+4 (1d6+2/18-20) or gore +9 (1d4+4)

Special Attacks bardic performance 22 rounds/day (move action; countersong, dirge of doom, distraction, fascinate [DC 16], inspire competence +3, inspire courage +2, inspire greatness, suggestion [DC 16])

Bard Spells Known (CL 9th; concentration +13)

3rd (3/day)—*confusion* (DC 15), *haste*, see *invisibility*, *communal tongues*^{UC}

2nd (5/day)—*invisibility*, *mirror image*, *silence* (DC 14), *sound burst* (DC 14)

1st (6/day)—*cure light wounds*, *feather fall*, *hideous laughter* (DC 13), *liberating command*^{UC}, *remove fear*

0 (at will)—*detect magic*, *ghost sound* (DC 12), *light*, *open/close* (DC 12), *prestidigitation*, *read magic*

STATISTICS

Str 14, **Dex** 14, **Con** 12, **Int** 16, **Wis** 12, **Cha** 14

Base Atk +6; **CMB** +8 (+12 disarm, +10 trip); **CMD** 22 (24 vs. disarm, 28 vs. trip)

Feats Combat Expertise, Eat Anything, Greater Disarm, Improved Disarm, Improved Trip

Traits focused mind, indomitable faith

Skills Acrobatics +6 (+10 to jump), Appraise +5, Bluff +14, Climb +7, Diplomacy +19, Knowledge (arcana, dungeoneering, engineering, history, nature, nobility, planes, religion) +7, Knowledge (geography, local) +19, Linguistics +15, Perception +13 (+15 to find hidden objects, including traps and secret doors, to determine whether food is spoiled, or to identify a potion by taste), Perform (oratory) +13, Perform (wind instruments) +14, Sleight of Hand +8, Spellcraft +15; **Racial Modifiers** +2 Appraise

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Orc, Sylvan, Terran

SQ bardic knowledge +4, cloven resilience, cloven watchfulness, fingerless, lore master 1/day, mountain footed, versatile performances (oratory, wind)

Combat Gear *potion of cure moderate wounds* (2), *potion of fly*; **Other Gear** +2 *lamellar (leather) armor*^{UC}, mwk rapier, *amulet of mighty fists* +1, *cloak of resistance* +2, *living garments*^{ARG}, *ring of protection* +2, *winged boots*, bedroll, belt pouch, candle (10), flint and steel, Flute, hemp rope (50 ft.), mess kit^{UE}, pony saddle bags, soap, spell component pouch, trail rations (5), waterskin, 3,093 gp, 4 sp, 5 cp



WANDERING NOTE

Medium fey (cloven),

lawful neutral bard 1

Armor Class 13 (leather armor)

Hit Points 9 (1d8+1)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	12 (+1)	15 (+2)	10 (+0)	14 (+2)

Saving Throws Dex +4, Cha +4

Skills Arcana +4, History +4, Insight +2, Investigation +4, Persuasion +4

Tools flute, horn, pan flute

Damage Resistance poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish, Gnomish, Sylvan

Challenge 1/2 (100 XP)

Spellcasting. Wandering note is a 1st level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). By increasing the casting time of any known spell with the Ritual tag by 10 minutes, Wandering Note may cast it without using a spell slot. He knows the following bard spells:

Cantrips (at will): *light, minor illusion*

1st-level (2 slots): *cure wounds, detect magic (ritual), feather fall, hideous laughter*

ACTIONS

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage. This is considered a light weapon attack.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one targets. *Hit:* 6 (1d8+2) piercing damage.

Striking Horse Shoe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Gear (50/225 lbs.) dagger, leather armor, rapier, case, map or scroll, case, map or scroll, chest, clothes (fine), flute, ink (1 ounce bottle), ink pen, lamp, oil flask (2), paper (5), perfume, sealing wax, soap, pouch with 20 gold pieces

WANDERING NOTE

Medium fey (cloven),

lawful neutral bard (lore) 5



Armor Class 15 (studded leather, cloak of protection)

Hit Points 33 (5d8 + 5)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	12 (+1)	15 (+2)	10 (+0)	16 (+3)

Saving Throws Dex +5, Cha +6 (+1 to all saving throws from *cloak of protection*)

Skills Arcana +5, Deception +6, History^E +8, Insight +3, Investigation +5, Nature +5, Perception +3, Persuasion^E +9

Tools flute, horn, pan flute

Damage Resistance poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Gnomish, Sylvan

Challenge 3 (700 XP)

Ability Score Increase. Wandering Note increased his Charisma by 2 (included in his statistics).

Spellcasting. Wandering note is a 5th level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). By increasing the casting time of any known spell with the Ritual tag by 10 minutes, Wandering Note may cast it without using a spell slot. He knows the following bard spells:

Cantrips (at will): *light, minor illusion, prestidigitation*

1st-level (4 slots): *cure wounds, detect magic (ritual), feather fall, hideous laughter*

2nd-level (3 slots): *invisibility, shatter*

3rd-level (2 slots): *major image, tongues*

ACTIONS

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage. This is considered a light weapon attack.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one targets. *Hit:* 6 (1d8+2) piercing damage.

Striking Horse Shoe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

REACTIONS

Cutting Words. When a creature within 60 feet of Wandering Note that he can see makes an attack roll, ability check, or saving throw, he can spend a

use of bardic inspiration to subtract 1d8 from the roll's result. A creature who can't hear Wandering Note or be charmed is immune to this effect.

Gear (50/225 lbs.) dagger, leather armor, rapier, case, map or scroll, case, map or scroll, chest, *cloak of protection*, clothes (fine), flute, ink (1 ounce bottle), ink pen, lamp, oil flask (2), paper (5), perfume, sealing wax, soap, pouch with 20 gold pieces

WANDERING NOTE

Medium fey (cloven),
lawful neutral bard (lore) 11

Armor Class 15 (studded leather, *cloak of protection*)

Hit Points 69 (11d8+5)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	12 (+1)	15 (+2)	10 (+0)	18 (+4)

Saving Throws Dex +6, Cha +8 (+1 to all saving throws from *cloak of protection*)

Skills Arcana^E +10, Deception +8, History^E +10, Insight +4, Investigation +6, Nature^E +10, Perception +4, Persuasion^E +12

E - Double Proficiency bonus from expertise

Tools flute, horn, pan flute

Damage Resistance poison

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Gnomish, Sylvan

Challenge 6 (2,300 XP)

Ability Score Increase. Wandering Note increased his Charisma by 4 (included in his statistics).

Spellcasting. Wandering note is an 11th level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). By increasing the casting time of any known spell with the Ritual tag by 10 minutes, Wandering Note may cast it without using a spell slot. He knows the following bard spells:

Cantrips (at will): *light*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st-level (4 slots): *cure wounds*, *detect magic (ritual)*, *feather fall*, *hideous laughter*

2nd-level (3 slots): *invisibility*, *rope trick*,

shatter

3rd-level (3 slots): *beacon of hope*, *major image*, *tongues*

4th-level (3 slots): *banishment*, *confusion*, *dimension door*

5th-level (2 slots): *hold monster*, *passwall*

6th-level (1 slots): *irresistible dance*, *mass suggestion*

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage. This is considered a light weapon attack.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one targets. *Hit:* 6 (1d8+2) piercing damage.

Striking Horse Shoe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Counter Charm. Wandering Note begins a performance that lasts until the start of his next turn. While performing, Wandering Note and all friendly creatures within 30 feet who can hear him have advantage on saving throws against being charmed or frightened. This performance ends early if he is incapacitated or silenced, or if he voluntarily ends it.

Vicious Mockery. Wandering Note chooses a creature within 60 feet that can hear him. The creature must make a DC 16 Wisdom saving throw or takes 7 (3d4) psychic damage and suffers disadvantage on its next attack roll before the end of its next turn.

REACTIONS

Cutting Words. When a creature within 60 feet of Wandering Note that he can see makes an attack roll, ability check, or saving throw, he can spend a use of bardic inspiration to subtract 1d10 from the roll's result. A creature who can't hear Wandering Note or be charmed is immune to this effect.

Gear (50/225 lbs.) dagger, rapier, studded leather, case, map or scroll, case, map or scroll, chest, *cloak of protection*^{U,A}, clothes (fine), flute, *handy haversack*^R, ink (1 ounce bottle), ink pen, lamp, oil flask (2), paper (5), perfume, sealing wax, soap, *stone of good luck*^{U,A}, *winged boots*^{U,A}, pouch with 425 platinum pieces and 20 gold pieces

^U - Uncommon Magic Item, ^R - Rare Magic Item, ^A - Attuned Magic Item



DANGERS OF EVERGLOW

LEERING SUN

Rising above like celestial body, it quickly becomes obvious that this is no sun at all as it leers at you with a deranged smile, teeth clenched in a grimace.



LEERING SUN

CR 6 (XP 2,400)

LE Large outsider (extraplanar)

Init +1; **Senses** darkvision 60 ft.; Perception +13



DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 76 (9d10+27)

Fort +9, **Ref** +4, **Will** +7; +4 vs. psychic spells

Defensive Abilities amorphous, fire healing, psychic resilience; **DR** 5/adamantine or good; **Immune** fire; **SR** 15

Weaknesses vulnerability to cold

OFFENSE

Speed fly 60 ft. (perfect)

Melee 2 slams +9 (1d8+9, 1 Charisma damage)

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

Special Attacks penetrating stare

STATISTICS

Str 16, **Dex** 12, **Con** 16, **Int** 10, **Wis** 12, **Cha** 14

Base Atk +9; **CMB** +10; **CMD** 24 (can't be tripped)

Feats Blind-fight, Cleave, Power Attack, Run, Weapon Focus (slam)

Skills Acrobatics +1 (+5 to jump with a running start), Bluff +10, Diplomacy +9, Fly +19, Intimidate +14, Perception +13, Sense Motive +13, Spellcraft +12

Languages Sylvan

ECOLOGY

Environment Leering Suns appear most often where great battles have come and gone, especially sites where exceptional depravity or cruelty has taken place. They say these creatures are sent by Blaze to remind ponies that all things come with a price, even in battle.

Organization Leering suns often appear alone but when drawn to enough psychic trauma, they form what is known as a constellation. The most powerful of the suns commands and guides the others. While the forming is filled with violence and struggle, once the group settles the ruler is unchanging and the loyalty unwavering.

Treasure none

SPECIAL ABILITIES

Fire Healing (Ex) Every 3 fire damage that would be dealt to a leering sun heals it 1 hit point instead.

Penetrating Stare (DC 16) (Su) As a free action during its turn, a leering sun can stare at those that it wishes within 60 feet. This is calculated as a gaze attack for all intents. Those caught in it must make a Will save or take 1d6 damage as they are haunted with visions of every slight they've ever inflicted on the world. A natural 1 on the saving throw drains 1 point of Charisma.

Psychic Resilience (Ex) A leering sun gains a +4 racial bonus to saves vs. psychic spells.

Leering Sun, Elder**CR 12 (XP 19,200)**

LE Huge outsider (extraplanar)

Init +0; **Senses** darkvision 60 ft.;
Perception +20**DEFENSE****AC** 27, touch 8, flat-footed 27 (+19 natural, -2 size)**hp** 168 (16d10+80)**Fort** +15, **Ref** +7, **Will** +11; +4 vs. psychic spells**Defensive Abilities** amorphous, fire healing, psychic resilience; **DR** 10/adamantine or good;**Immune** fire; **SR** 20**Weaknesses** vulnerability to cold**OFFENSE****Speed** fly 60 ft. (perfect)**Melee** 2 slams +18 (1d8+17 plus burn and 1 Charisma damage)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** burn (DC 23), penetrating stare**Spell-Like Abilities** (CL 16th; concentration +18)
2nd—*scorching ray*, *Invisibility***STATISTICS****Str** 24, **Dex** 10, **Con** 20, **Int** 10, **Wis** 12, **Cha** 14**Base Atk** +16; **CMB** +20; **CMD** 35 (can't be tripped)**Feats** Blind-fight, Cleave, Greater Weapon Focus (slam), Lightning Reflexes, Power Attack, Run, Weapon Focus (slam)**Skills** Acrobatics +0 (+4 to jump with a running start), Bluff +13, Diplomacy +13, Fly +23, Intimidate +21, Perception +20, Sense Motive +20, Spellcraft +19**Languages** Sylvan**ECOLOGY****Organization** Elder leering suns are most commonly the center of a constellation of leering suns, leading and commanding the others to find suitable prey. They have a malicious streak a mile wide but detest being caught in a lie or crooked dealing.**Treasure** none**SPECIAL ABILITIES****Burn (Ex)** When an elder leering sun slams or grapples an opponent, or when a creature grapples or attacks it with a non-reach melee weapon, the elder leering sun inflicts 1d4 fire damage and the creature must make a DC 23 Reflex save or catch on fire.**Fire Healing (Ex)** Every 3 fire damage that would be dealt to an elder leering sun heals it 1 hit point instead.**Penetrating Stare (DC 16) (Su)** As a free action during its turn, an elder leering sun can stare at those that it wishes within 60 feet. This is calculated as a gaze attack for all intents. Those caught in it must make a Will save or take 1d6 damage as they are haunted with visions of every slight they've ever inflicted on the world. A natural 1 on the saving throw drains 1 point of Charisma.**Psychic Resilience (Ex)** An elder leering sun gains a +4 racial bonus to saves vs. psychic spells.**Leering Sun**

Large elemental, lawful evil

Armor Class 15 (natural armor)**Hit Points** 59 (7d10+21)**Speed** 0 ft., fly 40 ft. (hover)

Str	Dex	Con	Int	Wis	Cha
16 (+3)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Cha +5**Skills** Acrobatics +4, Deception +5, Insight +4, Persuasion +5**Damage Resistances** psychic**Damage Vulnerabilities** cold**Damage Immunities** fire**Condition Immunities** poisoned, prone**Senses** passive Perception 11**Languages** Sylvan**Challenge** 6 (2,300 XP)**Penetrating Stare.** As a bonus action, the leering sun can fix its gaze on any number of creatures within 60 feet. Targets make a DC 13 Wisdom saving throw or take 7 (2d6) psychic damage. Any creature that rolls a natural 1 on its saving throw becomes frightened for 1d4 rounds.

ACTIONS

Multiattack. The leering sun makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+3) bludgeoning damage. On a hit, the victim's Charisma decreases by 1. Frightened creatures take an additional 3 (1d6) psychic damage. A victim's Charisma is restored when it finishes a long rest.

LEERING SUN, ELDER

Huge elemental, lawful evil

Armor Class 17 (natural armor)

Hit Points 142 (15d12+45)

Speed 0 ft., fly 60 ft. (hover)



Str	Dex	Con	Int	Wis	Cha
18 (+4)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Cha + 8

Skills Acrobatics +5, Deception +6, Insight +5, Persuasion +6

Damage Resistances psychic

Damage Vulnerabilities cold

Damage Immunities fire

Condition Immunities poisoned, prone

Senses passive Perception 11

Languages Sylvan

Challenge 12 (8,400 XP)

Penetrating Stare. As a bonus action, the elder leering sun can fix its gaze on any number of creatures within 60 feet. Targets make a DC 16 Wisdom saving throw or take 10 (3d6) psychic damage. Any creature that fails its saving throw by 5 or more becomes frightened for 1d4 rounds.

ACTIONS

Multiattack. The elder leering sun makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 26 (4d10+4) bludgeoning damage. On a hit, the victim's Charisma decreases by 1. Frightened creatures take an additional 7 (2d6) psychic damage. A victim's Charisma is restored when it finishes a long rest.

LONGMA

This winged equine figure is covered in fine scales from its long ears to its sinuous tail, darting and bobbing behind it.

LONGMA

CR 10 (XP 9,600)

N Large dragon

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +18



DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

hp 136 (13d12+52)

Fort +12, **Ref** +9, **Will** +9

Defensive Abilities desperate lash; **DR** 10/silver or wood; **Immune** paralysis, sleep

OFFENSE

Speed 60 ft., fly 40 ft. (good)

Melee bite +16 (2d6+4/19-20, poison), 2 kicks +17 (1d8+4)

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

Special Attacks judgment, poison, trample (1d6+6, DC 20)

STATISTICS

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

Base Atk +13; **CMB** +18; **CMD** 29

Feats Alertness, Endurance, Flyby Attack, Improved Critical (bite), Improved Natural Attack (bite), Improved Natural Attack (kick), Weapon Focus (kick)

Skills Acrobatics +1 (+13 to jump), Bluff +7, Diplomacy +15, Fly +19, Knowledge (arcana, religion) +17, Perception +18, Sense Motive +21, Spellcraft +15

Languages Draconic, Sylvan; telepathy 100 ft.

ECOLOGY

Environment Longma often watch over forgotten places. Though they can subsist off of grazing on local flora, a meal of fresh meat is not turned away, especially if the offering belongs to something that dares to intrude rudely on its domain. When approached with respect and treated well, the average longma returns the gesture—provided its

hunger is not too great.

Organization Longma most often appear alone, but mated pairs or even entire families (2-4 adults with 1d6 offspring) are possible though much more rarely. Longma seem to be creatures of habit. If one forms a family, it tends to remain loyal until death parts them.

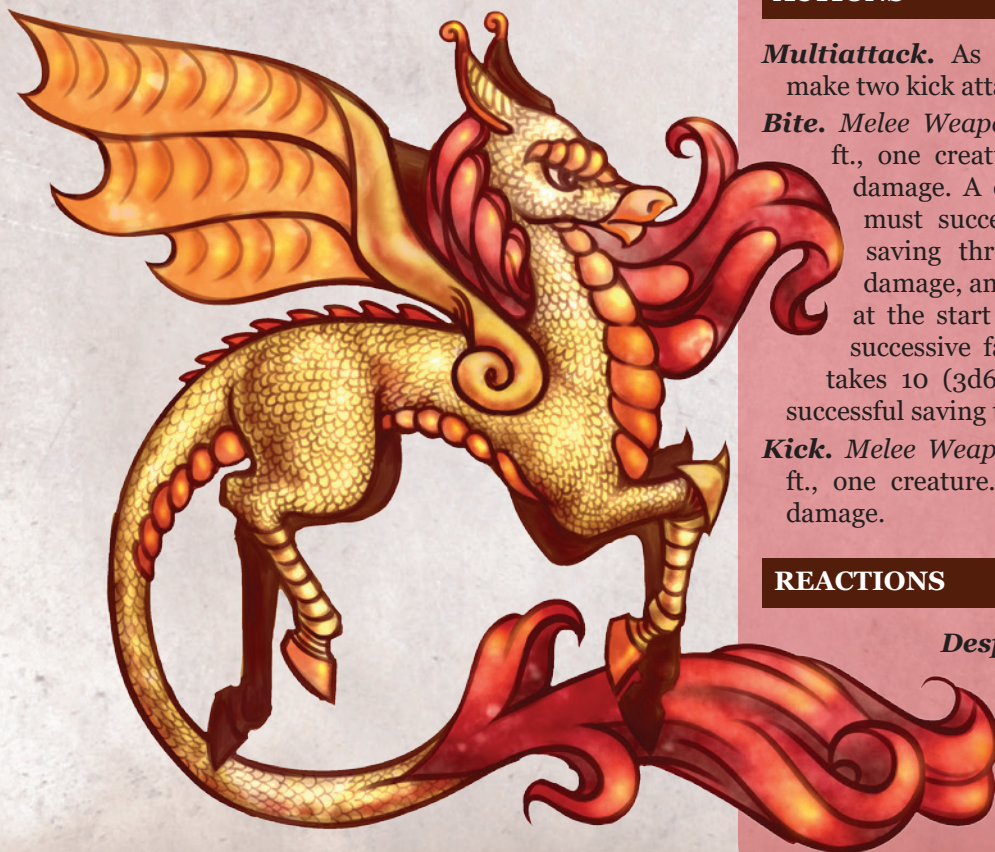
Treasure None (but double in its lair)

SPECIAL ABILITIES

Desperate Lash (Ex) When a creature within 5 feet attempts to grapple, trip, overrun, or bull rush the longma, it may take a free bite attack as its tail lashes out at the aggressor.

Judgment (Ex) Once per hour, as a move action the longma can call down judgment on a target within 60 feet. All longma gain a +2 racial bonus to attack and damage rolls against the target until that longma declares a different target of its ire or goes to sleep.

Tail Venom Poison (Ex) Bite—injury; *save*—Fort DC 20; *frequency*—1/round for 6 rounds; *effect*—1d4 Dex; *cure*—1 save.



LONGMA

Large dragon, neutral

Armor Class 17 (natural armor)

Hit Points 142 (15d10+60)

Speed 60 ft., fly 40 ft.



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

Saving Throws Dex + 5

Skills Arcana +5, Athletics +8, Insight +5, Perception +5, Persuasion +3, Religion +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses passive Perception 15

Languages Draconic, Sylvan

Challenge 10 (5,900 XP)

Trample. When the longma first enters the square of an enemy smaller than itself on each given round, the victim must make a DC 16 Dexterity saving throw. On a failure the creature takes 10 (3d6) bludgeoning damage and becomes prone.

ACTIONS

Multiattack. As a multiattack a longma may make two kick attacks and a bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) piercing damage. A creature subjected to this bite must succeed on a DC 16 Constitution saving throw or take 21 (6d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed saving throw, a creature takes 10 (3d6) poison damage. After three successful saving throws, the poison ends.

Kick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) bludgeoning damage.

REACTIONS

Desperate Lash. When a creature within 5 feet attempts to give the longma the grappled or prone condition, it can use its reaction to make an opportunity attack against the creature.

PYGMY MAO

This small, gray-furred creature stands upright and looks vaguely bear-like. It seems to wear a perpetual grin and carries a flint hunting-boomerang, looking about ready to attack without provocation.

PYGMY MAO

CR 1/2 (XP 200)

NE Small fey (big mao)

Init +2; **Senses** darkvision 30 ft., low-light vision; Perception +4



DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 5 (2d6-2)

Fort -1, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee 2 claws +1 (1d3-1 plus 1d6 sneak attack)

Ranged flint boomerang +4 (1d4-1 plus 1d6 sneak attack)

Special Attacks sneak attack +1d6

STATISTICS

Str 8, **Dex** 15, **Con** 9, **Int** 8, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** -1; **CMD** 11

Feats Exotic Weapon Proficiency (boomerang), Go Unnoticed^{APG}

Skills Acrobatics +7, Climb +4, Escape Artist +7, Perception +4, Stealth +10, Swim +3

Languages Undermao

Other Gear 4x flint boomerang^{APG}

ECOLOGY

Organization Most likely encountered in groups, pygmy mao villages tend to be aggressive and always have more warriors to hunt down fresh meat.

Treasure none

SPECIAL ABILITIES

Deadly Precise (Ex) A pygmy mao deals sneak attack damage whenever it hits an opponent with a melee or ranged attack.



PYGMY MAO

Small fey, neutral evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.



Str	Dex	Con	Int	Wis	Cha
8 (-1)	15 (+2)	10 (+0)	8 (-1)	9 (-1)	10 (+0)

Senses passive Perception 9

Languages Undermao

Challenge 1/8 (25 XP)

Underhanded Tactics. Whenever a pygmy mao has advantage on an attack roll or at least one other ally is within 5 feet of the target, they deal an additional 3 (1d6) damage.

ACTIONS

Boomerang. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1 (1d4-1) bludgeoning damage. Pygmy mao usually carry 1d3+3 boomerangs.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 2 (1d6-1) slashing damage.

PYGMY MAO WITCH DOCTOR

Small, gray-furred, bear-like, and grinning maniacally, this creature carries a bone staff covered in fetishes, its tiny red eyes eagerly searching for weaknesses to exploit.

PYGMY MAO WITCH DOCTOR

CR 3 (XP 800)

Pygmy mao witch 3

NE Small fey (big mao)

Init +2; **Senses** darkvision 30 ft., low-light vision; Perception +5

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 15 (5d6-2)

Fort +0, Ref +6, Will +5

OFFENSE

Speed 30 ft.

Melee fetish-adorned staff +2 (1d4-3 plus 1d6 sneak attack) or 2 claws +2 (1d3-1 plus 1d6 sneak attack)

Ranged flint boomerang +5 (1d4-1 plus 1d6 sneak attack)

Special Attacks hexes (evil eye, slumber), sneak attack +1d6

Witch Spells Prepared (CL 3rd; concentration +4)

2nd—*summon swarm*

1st—*mage armor*, *ray of enfeeblement* (DC 12), *shocking grasp*

0 (at will)—*bleed* (2, DC 11), *putrefy food and drink*^{APG} (2, DC 11)

Patron Elements

STATISTICS

Str 8, Dex 15, Con 9, Int 13, Wis 9, Cha 8

Base Atk +2; CMB +0; CMD 12

Feats Combat Casting, Exotic Weapon Proficiency (boomerang), Go Unnoticed^{APG}, Point-Blank Shot

Skills Acrobatics +10, Climb +5, Escape Artist +10, Heal +4, Perception +5, Spellcraft +5, Stealth +12, Swim +3

Languages Ignan, Undermao**SQ** witch's familiar (monkey)**Other Gear** fetish-adorned staff, 4x flint boomer-ang^{APG}, spell component pouch

ECOLOGY

Organization most likely encountered mixed in with a swarm of their kin, pygmy mao villages tend to be aggressive and always have more warriors to hunt down fresh meat.

Treasure none

SPECIAL ABILITIES

Deadly Precise (Ex) A pygmy mao deals sneak attack damage whenever it hits an opponent with a melee or ranged attack.



MONKEY FAMILIAR

CR —

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision; Perception +7



DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 7 (1d8)

Fort +2, Ref +6, Will +7

Defensive Abilities improved evasion

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d3-4)**Space** 2 ft.; **Reach** 0 ft.

STATISTICS

Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5

Base Atk +2; CMB +2; CMD 8

Feats Weapon Finesse^B

Skills Acrobatics +18, Climb +16, Escape Artist +7, Heal +3, Perception +7, Spellcraft -1, Stealth +16, Swim +6; **Racial Modifiers** +8 Acrobatics

SQ deliver touch spells, empathic link, share spells

PYGMY MAO WITCH DOCTOR

Small fey, neutral evil

Armor Class 12

Hit Points 49 (11d6+11)

Speed 30 ft.



Str	Dex	Con	Int	Wis	Cha
8 (-1)	15 (+2)	12 (+1)	13 (+1)	9 (-1)	8 (-1)

Saving Throws Int + 3, Wis + 1, Cha + 1

Skills Acrobatics +4, Arcana +3, Athletics +1, Medicine +1, Perception +1, Stealth +4

Damage Resistances psychic

Senses passive Perception 11

Languages Ignan, Undermao

Challenge 3 (700 XP)

Familiar. The witch doctor has the arcane services of one intelligent monkey it can command easily (summoned via the *find familiar* spell).

Innate Spellcasting. The witch doctor's innate spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). The witch doctor can cast the following spells, requiring no material components:

Cantrips (at will): *mage armor*, *ray of enfeeblement*, *shocking grasp*, *sleep*

Underhanded Tactics. Whenever the witch doctor has advantage on an attack roll or at least one other ally is within 5 feet of the target, they deal an additional 3 (1d6) damage.

ACTIONS

Boomerang. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 1 (1d4-1) bludgeoning damage.



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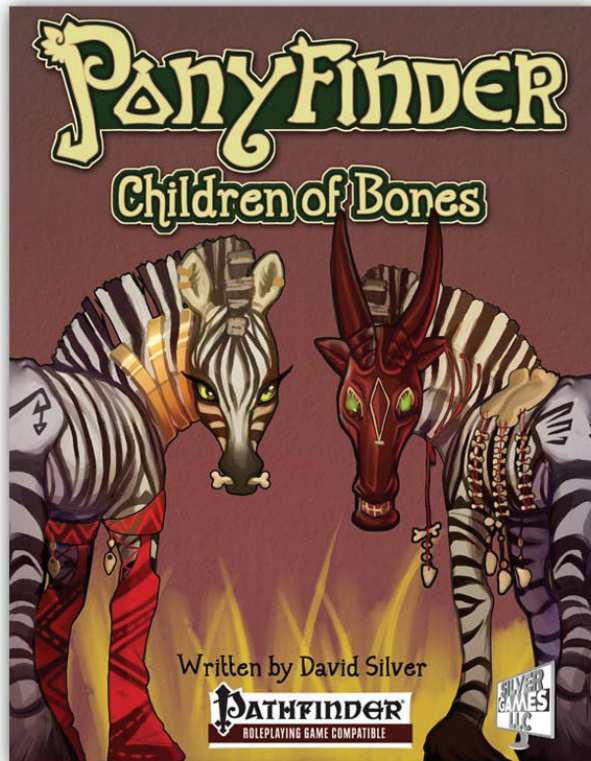
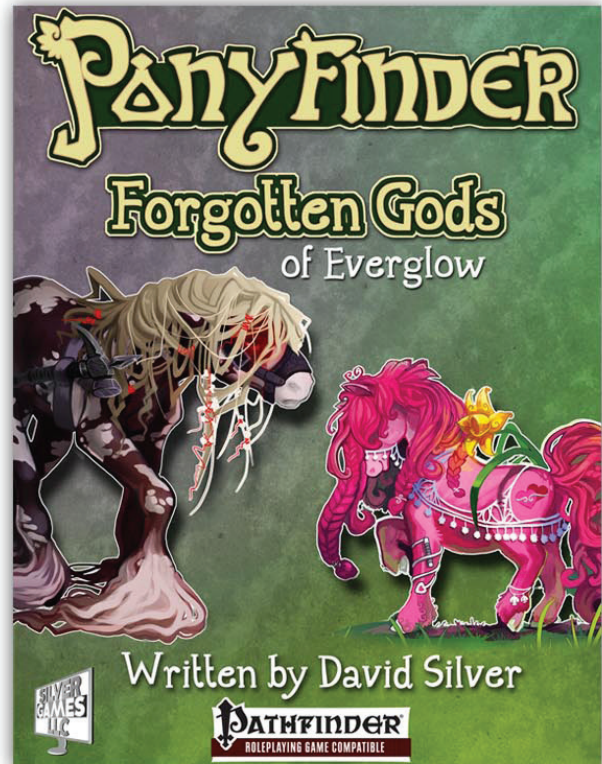
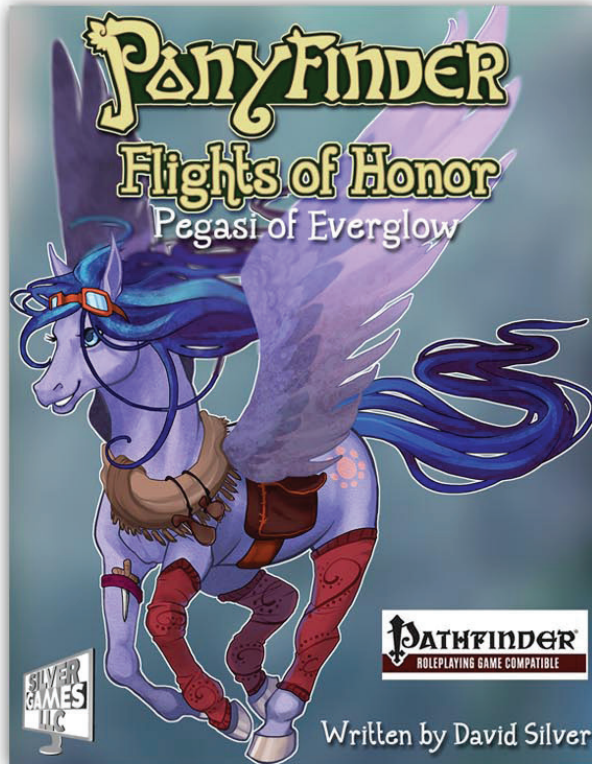
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