

Ponyfinder

Forgotten Past

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Ponyfinder
ROLEPLAYING GAME COMPATIBLE



Pathfinder

FORGOTTEN PAST

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CONTENTS

Explorers of Everglow	5
The Forgotten.....	11
Forgotten Techniques	21
Famous Figures.....	29
Exotic Treasures.....	49
Dangers of the Dark	57
Forgotten Magic	63
Exploration Gear	71
Interesting Ruins.....	73
Murrage	79
Bestiary of the Lost	83







EXPLORERS OF EVERGLOW

HISTORY OF ADVENTURE

When ponykind first arrived on Everglow, survival was their primary goal, and those that wished to explore the ruins and leavings of past society were viewed with suspicion and incredulity. Who were these ponies, who thought the answers to current problems could be found buried in the past? Even if one did manage to return, weighed down with arcane and divine treasures, the objects were often regarded with superstition and fear. Few were the ponies that wished to risk the anger of the gods or draw revenge from wild monsters for intruding on their domain. The past was, by and large, left in the past.

This attitude changed as time progressed. More stable settlements gave rise to bolder adventurers, and people more willing to accept the wonders of the past. The most famed group of adventurers rose during the tumultuous time of inter-tribal conflict, the Seekers of the One Herd. They looked for answers to ponykind's problems, answers which included old artifacts and ancient places that seemed far older than pony civilization as a whole. Mercenaries and sellswords as well, the Seekers gained many reputations throughout the land, some of them good, others less savory.

The other races of Everglow approach the matter in

different ways. Griffons don't see anything wrong with plundering the depths, provided they aren't griffon ruins. Their own ancient places are to be protected and venerated, and guarded jealously from the encroachment of outlaws and foreigners who think they may find something interesting among the old stone and bones of the griffon people.

Purrsians consider archaeology a perfectly valid way to make money, and celebrate their tomb raiders, when they succeed. Even the burial sites of their own people are considered valid targets. If they didn't want their things taken, they would have paid for better deterrents. The only exception are those marked blessed by the Sun King. It is in poor taste to touch such a place, and such a robber faces social ostracism, but not legal action.

Some races, like the flutters, cloven, and sun cats, just never formed a strong opinion one way or the other, as a species, about the art. Those that want to explore, do, and are left to it. Unless they are especially disrespectful to the dead in some strange way, they are acknowledged for their successes as any individual who excels at a craft, but that's the extent of it. Of course, there are exceptions, and a flutter who returns home with some exotic artifact that shines with colors previously unknown is going to receive quite a welcoming reception.

For the steelhearts, exploring the past has its practical purposes, but it also shares a spiritual one. The true origin of their species is shrouded in mystery, and seeking that is considered a very worthy task. Though it is blasphemous to try to intrude on any functional factory, attempting to gain access to one that is already abandoned has no such taboos, to say nothing of the arcane laboratories of other species that may contain scraps and clues hinting at the true origin of steelhearts.

BURNING EVERGLOW

The stories of the great demon Apep are many and varied. Where did he come from? What brought him? The truth is far more and less than many put forward. A bold purrsian explorer found ruins she didn't recognize. They were built by no pony, cat, griffon, or anything else she could quite put a claw on. She spent months exploring every corner, slowly overcoming the traps, and dealing with the guardians that sought to end her life for her curiosity. She thought it was all worth it when she finally cracked open the door that seemed to lead to the main vault. Here, at last, she would find her ultimate reward.

Glowing violet letters covered the walls of that sanctum, but she knew not what they meant. She hadn't come unprepared, and with a flick of a wand, the meaning became clear to her. Most of it turned out to be words she'd read in far too many other tombs. Turn back. Doom awaits you who venture here. Blah, blah, blah. She quickly tuned out the alien writing and moved for the center of the room, where a glowing pillar of red light with golden flecks awaited her. A voice spoke to her. It had a deep rumble of a male, and whispered sweet things. If she could pass this final test, one of bravery, all the riches of the past would be hers. All she had to do was to put her paws into the light. She did, and all of Everglow paid the price.

The rest you know. The great demon Apep scorched the lands of the purrsians to a desert, and the races of Everglow united to put an end to its blood-soaked reign. But what happened to that original adventurer, the she-cat that unleashed the demon after working so hard to reach it? Few even know she existed, and most of those think she was one of countless others butchered by the demon's rampage. But was she killed? Perhaps she was rewarded, as was promised. None could say with certainty. It will require another bold explorer to discover the truth, buried in the shifting sands of the past.

THOSE THAT CAME BEFORE

The cage of Apep was far from the first place that showed signs of creation that didn't match any of the known species, even the more exotic ones like humans,

halflings or kitsune. Who were these ancient beings, who built marvels only to be buried with time? Their technological and magical prowess seemed infinite, but it didn't save them, or did it? Some postulated that they reached such a pinnacle of understanding, they simply moved on from the prime material plane, transcending to a higher, or lower, place fit for their dreams and machinations. Others say that they had a mighty empire that had, like the Pony Empire, shattered and broken, leaving their people to scatter to the winds, and their great treasures to slowly be buried in dirt and sand.

The truth lies, as is usually the case, somewhere in the middle. These reclusive beings have found other homes, with their original shattered. They have even met ponykind, but only those few able and willing to follow them into their ghostly homes in the ether. Those who enter their cities in the world of spirits must swear to never leave them, and so ghost ponies eventually retire into the deep reaches of the ether, never to return. They know not what they are going to, but the tales that have spread speak of a paradise that awaits them, where they can study, grow, and learn unfettered. In some rare times, a bold member of the past would emerge from their city, and find a ghost pony they find favor with. A foal can result. The foal appears much like any other ghost pony, but that bloodline sometimes looks very much like the race that spawned them, appearing more like a deer than a pony, with delicate, but deadly, antlers to match.

But what of this species, standing on their own cloven hooves, with sleek bodies and keen minds? They resemble ponykind in some ways, especially to an outside view, but no pony, and no member of this tribe would confuse one for the other. To them, the cloven are a closer kin, with their horns and cloven hooves. Relationships aside, they stand on their own, as a tribe unique. They are the ruminant, and their time has passed, at least in the physical world.

THOSE ON TWO LEGS

Not all who travel Everglow do so on all fours. Of course, some of them are clever enough to stand on two or four as they wish, some even have hands. But we're talking about those naturally inclined to bipedalism. Humans, dwarves, halflings, gnomes, and even more exotic types such as the ratfolk, kitsune, and undines of the humanoid lands to the east, to say nothing of the elves on their far-removed continent to the west. Though their presence as a whole has waxed and waned through the ages, never have they been entirely gone from Everglow. Even in the early days of ponykind, some few humanoids, brave and full of the spirit of exploration, found these curious hooved creatures.

Some, notably gnomes, feel a strong kinship for the creatures of Everglow. Their connection to the elements

of the world, the very fey nature that suffuses the region, draws them. Their presence is an irritant and unwelcome by the griffons, accepted politely by the cloven, and confusing to many others. For ponykind, it can run a wider spectrum of reactions. Grand are the tales of ponies and gnomes that have found comradery and become almost as one, riding into battle with the pony serving as a steed for their small humanoid companion. Such relationships are often long in making, and formed on the mutual respect of both combatants. A gnome that mistakes a pony as a dumb beast of the land is in for a stern rejection, along with a possibly painful and violent lesson.

Relationship to the species of Everglow aside, humanoid explorers come wanting to delve into the past, and Everglow has a lot of past to sift through. Clever fingers and keen minds set to work the moment the hint of a prize is found. While some form troops entirely of humanoids, fighting against prejudice and speciesism in a foreign land while they try to hit it big, most become mixed parties. With some Everglow species and some humanoids, they become an exotically mixed group that apply their varied specialties and abilities to survive the dangers of the ruins where they seek fame and fortune.

For better or worse, most laws in Everglow apply equally no matter how many legs, or hands, the accused possesses. A halfling that follows the local social mores and is polite to his or her neighbors will not be ejected from a pony town just for being a biped. Some even use this to their advantage, plying their unique biology to offer services that the hooved species find difficult or bothersome on their own. If a human wanted to open a barbershop in Clovenhame or a dwarf offered fine metalwork in Viljatown, both would be welcomed with open hooves and ready coin purses. But that way lies

not adventure of the sort that draws many to leave their homelands.

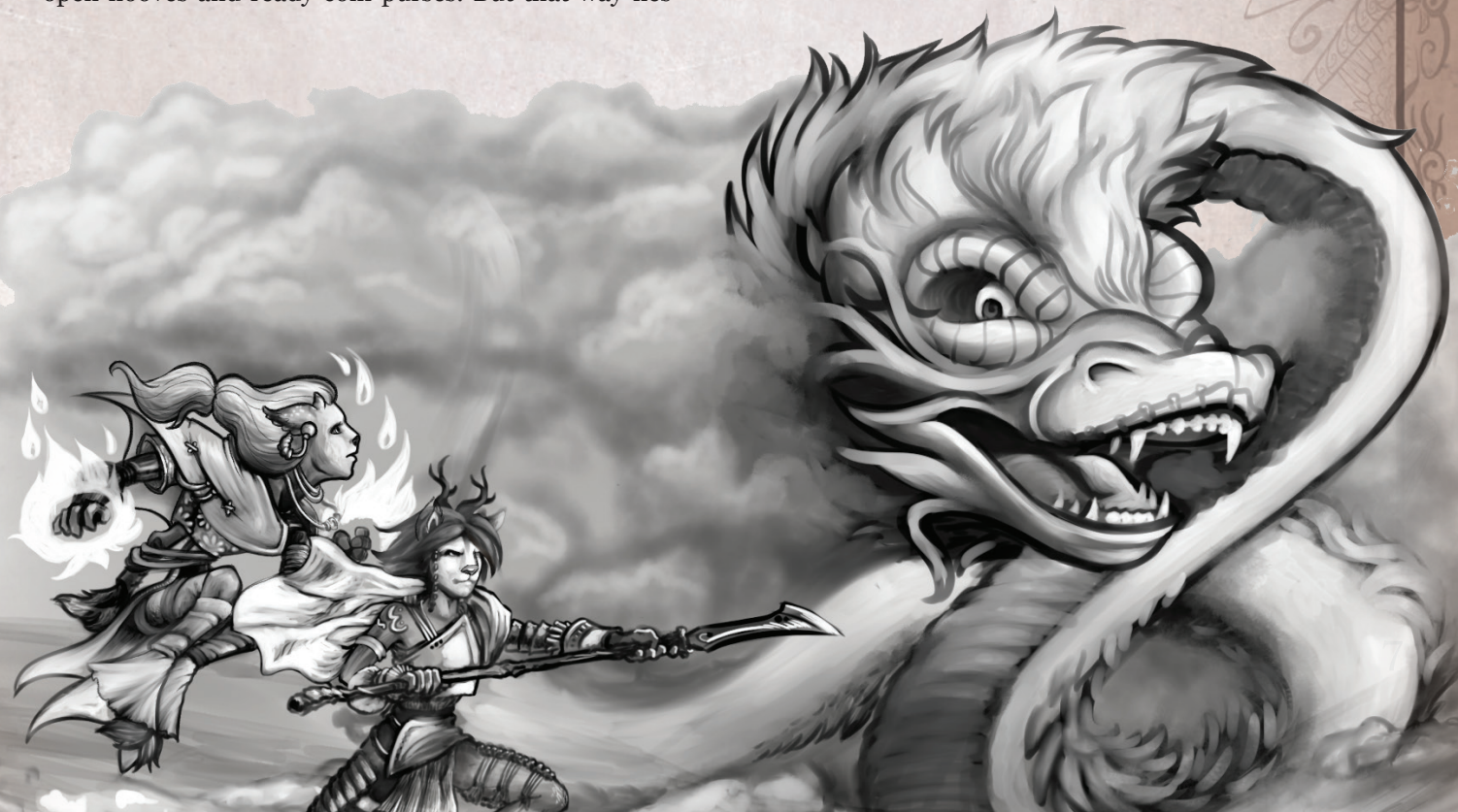
TIMELINE CLASH

The official timeline, as constructed by Rough Draft, shows the known history of about seven centuries in length. Those that explore and learn question this timeline. Rough Draft made no attempt to pin the start of Everglow, and this remains a mystery. The oldest ruins seem over a thousand years in age, perhaps hinting that Everglow has been host to other great empires during its long history, before ponies were even a twinkle in the Author's eyes.

Putting aside the scale of the start, there are other places the official story clashes with verbal history. Surely the griffons were around for a little longer than a century before the ponies? The sun cats and purrsians certainly act as if they had more than a century to themselves before the griffons came along. Everything is too fast, and too orderly. What really happened?

Of course, those that would tell us personally have passed away. Much like the tomb raiders searching for snippets of the past, we are left with hints, pieces, and broken tidbits to follow, hoping it will lead us to the answers we seek, while trying to avoid being devoured by the horrible beasts of miscalculation, popular opinion, or their dread companion, political disapproval.

Whether the timeline's overall scale is accurate or wildly off-kilter, most can agree that the keynote events occurred in the order presented, and it remains the timeline used by Everglow scholars, and is likely to remain so for quite some time, until a clever explorer finds a kernel of truth to shatter it with.









THE FORGOTTEN

RUMINANTS

Ruminants hail from a time before the other species of Everglow, save perhaps the dwarves. They fled from the turmoil that rocked their kingdom, leaving behind little hints as to the heights that their culture, magic, and might had reached before the end. Now, they dwell in the shrouded embrace of the ether, where they are free from strife, in theory. In practice, like most living things, there is squabbling and arguing over resources and lofty ambitions. While they built their ghost cities, the other species slowly filled in the spaces they left behind.

Not all ruminants were satisfied to live in their ethereal palaces and safe places. Born to the ethers, they knew nothing of the fears the physical world could provide, and the words of their elders fell on deaf ears. Some of them wanted to go back, to see this place. Most were forcibly turned away, but others were more clever, and a few escapes were managed. The first and most noticeable resulted in a new species entirely. An unassuming ruminant doe slipped into the physical world in the tall mountains of the north. It was cold and hostile and she was scared, but she was good-natured and kind. She made friends with primitive goats that she found and led them to build cities for themselves, and shared her

sunny personality with them. When she died, she left behind a legacy that would remain with Everglow for a long time, to say nothing of the few children she had, who would in turn produce their own, creating a bloodline that ran quietly through the goats.

In terms of physical appearance, ruminants are slight and graceful creatures with delicate-appearing limbs that propel them with mighty bounds and strides. All of them, male and female, sport horns in a variety of racks that are both for display and for defense. These horns do shed, usually once a year, and regrow in a few weeks. The horns are also capable of regrowing in a similar fashion if damaged or broken. They have short tails, large ears, and a full-body covering of fur. Unlike ponykind, they are more likely to have 'natural' shades of tawny browns and dappled whites with some closer to a pure white shade. A minority feature the wild pastel shades that ponykind displays.

Those that are likely to be encountered away from their kingdom in the ether are the ancestors of those who have escaped to see what the physical world is like, unless they are agents of that kingdom. This results in genetic impurities being common. The physical realm is a dangerous place, and those who are outcast find shelter where they can. Mentally, the ruminants are

RUMINANT PATHFINDER ATTRIBUTES



Fey (Ruminant)

+2 Intelligence, +2 Dexterity, -2 Charisma

Medium size

40 ft movement (-10ft if holding an item/bipedal)

Quadruped

Languages: All ruminants begin play with Common and Ruminant, a flowing and prancing speech that is often found written in their old places, confusing explorers of the modern day as it has become secret outside of the ruminant themselves. Intelligent ruminants may select Auran, Terran, Celestial, Dwarven, Elven, or human regional tongues as bonus languages.

Antlers: You have a fine set of antlers that give you a primary 1d6 gore attack.

Clouded History: An abandoned child of your people, the bloodlines of others run in your veins. Select an impurity from the impurity table. Your appearance is also strongly influenced by your bloodline, and you can attempt to disguise as another race if appropriate with a +10 racial bonus to the check.

Mechanically Adept: Assembling and tinkering with complex devices fills you with a primal sort of joy. You gain a +2 racial bonus to Disable Device and Knowledge (engineering) checks.

RUMINANT 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Intelligence score increases by 1. Your dexterity score increases by 2.

Age. Ruminant are slow aging, coming into maturity at around twenty years of age and remaining for about twice as long as most other races. In the ether, a ruminant ceases to age.

Alignment. Ruminant can be of any alignment, though there is a slight inclination towards lawful alignments.

Size. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Born. You count as fey for all purposes.

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 gain advantage on any ability checks or saving throws to avoid the prone condition.

Languages. You can speak, read, and write Common and Ruminant, a flowing and prancing speech that is often found written in their old places, confusing explorers of the modern day as it has become secret outside of the ruminant themselves.. You can also choose one language from the following list: Aquan, Terran, Celestial, Dwarven, Elven, or a human regional tongue.

Clouded History. An abandoned child of your people, the bloodlines of others run in your veins. Select an impurity from the impurity table. Your appearance is also strongly influenced by your bloodline, and you can attempt to disguise as another race if appropriate with advantage.

Mechanically Adept. Assembling and tinkering with complex devices fills you with a primal sort of joy. You may add your proficiency bonus to use thieves tools and ability checks involving engineering knowledge.

eager thinkers and prefer games of logic and are drawn to complex systems and designs. The workings of other beings outside themselves can be confusing to them, despite their 'elegant' and comely appearances. Unlike ponykind and cloven, their hooves can be moved, and the cloven hooves work as two fingers, allowing them to grasp and manipulate things with far greater dexterity than most of the hooved species.

SUBRACES



COMMON

The most common form of ruminant, they are easily identified by their proud antlers, male and female alike.

Antlers. You have a natural attack in the form of a gore weapon that deals 1d6 piercing damage. You are considered proficient with this weapon.

PEACEBRINGER

You are of an old line, which only expresses in females. You have no antlers, never did, and never will. In its place you dance with an inner peace.

Diplomat. You can use your bonus action to gain advantage on a Deception, Insight, Intimidate or Persuasion check check. You can do so once, and can do so again after finishing a long rest.

IMPURITIES



Arcane: The stuff of raw magic flows thickly through you. Provided your intelligence is 11 or higher, you gain *detect magic*, *read magic*, and *prestidigitation* as spell-like abilities, castable at will.

Clever Fingers: While all ruminants have fingers, you can split your hooves again, featuring manual dexterity to put your peers to shame. Mechanically Adept's bonus increases to +3, and you gain *mending* as a spell-like ability you can use as many times a day as your intelligence modifier.

Cloven Created: The blood of the cloven stirs in you. Perhaps you are an ancestor of their first leader. You gain the cloven subtype and qualify as a cloven for all purposes.

Elemental: Choose from acid(earth), lightning(air), fire(fire), or cold(water). You gain a resistance of 2 against this element, which increases by 1 for every 2 character levels you possess. Your abilities/spells of the same element have their save DC increased by 1.

Elk: Your line is given to large proportions. Your strength is increased by 2, while your Dexterity decreases by 2. Your size increases to large, while your reach remains the same.



Pony Touched: The blood of ponies runs strongly in you. You gain the ponykind subtype and qualify as a ponykind for all purposes. You also gain a brand of destiny, though this has no mechanical benefit.

Pure: Your lineage traces without impurity. Are you an agent of your people, or perhaps your parents and those before them were quite particular, holding onto your tribe's original purposes, long since forgotten. Gain run as a bonus feat, and a +2 racial bonus to initiative checks.

IMPURITIES



Arcane: The stuff of raw magic flows thickly through you. You know the *light* and *mage hand* cantrips. Intelligence is your spellcasting ability for these spells.

Clever Fingers: While all ruminants have fingers, you can split your hooves again, featuring manual dexterity to put your peers to shame. You gain *mending* as a cantrip. Intelligence is your spellcasting ability for this spell.

Cloven Created: The blood of the cloven stirs in you. Perhaps you are an ancestor of their first leader. You qualify as a cloven for all purposes.

Elemental: Choose from acid(earth), lightning(air), fire(fire), or cold(water). You gain a resistance to damage of this element. Your abilities/spells that deal the same element of damage have their save DC increased by 1.

Elk: Your line is given to large proportions. Your strength is increased by 1, and your maximum for strength increases to 22.

Pony Touched: The blood of ponies runs strongly in you. You qualify as a ponykind for all purposes. You also gain a brand of destiny, though this has no mechanical benefit.

Pure: Your lineage traces without impurity. Are you an agent of your people, or perhaps your parents and those before them were quite particular, holding onto your tribe's original purposes, long since forgotten. Your movement rate increases by 5 feet and you gain advantage on initiative checks.

ALTERNATE RACIAL TRAITS



PEACEBRINGER

You are of an old line, which only expresses in females. You have no antlers, never did, and never will. In its

place you dance with an inner peace. Lose antlers. Once per day, you may roll twice on a bluff, diplomacy, sense motive or intimidate check and take the higher result. You must use this ability before rolling.

RUMINANT HISTORY

Ruminants have changed quite a lot from their original state. At one time, they roamed the world in free bands, seeking life itself, fleeing predators and troubles, and dancing through the trails of the world with light hooves and clever tongues. They were always shy, like delicate spirits, but if one could gently be drawn out, they would become a fast ally, for a time, at least until wanderlust overwhelmed them and they pranced away.

Eventually, they built cities and homes for themselves, and they began to move less often. They learned to work with their clever fingers, to build things that would last longer than themselves, and they would always build for the next generation. It became such a strong part of their lives that even the youngest of fawns would tinker and play with things, preparing to create the next great thing to pass on to their own descendants. The children of the wind had ceased to roam, and instead they built.

No matter how well they built, it was doomed to end. For every start, the conclusion is pre-written in the stars. The wiser of the ruminants saw it coming. The world was changing, becoming violent. A new era was starting. Some visions and dreams saw the world full of hooves, but they weren't the delicate hooves of the ruminants, they were round and clumsy and powerful. There were talons, and paws, and even strange feet with no hooves or fur at all. The world was going to change, and it would be no small event. When a ruminant town fell into the sea, that was the last straw.

The greatest minds of their people came together and found the solution. It was hasty, but it fit their mindset, the deep mindset they had begun to ignore. They ran. They ran away from the danger and fled into the ether, where even time lost its teeth as a predator. Instead of waiting to die, the entire race went stagnant. Accidents and outside agents would claim the life of a ruminant once in a while, and no fawns would replace them. They were dying, but it was such a slow and gentle death, few noticed, and fewer cared. Only the most bold, or perhaps those most true to their old selves, dared to leave. Are they running again, seeking refuge from this new danger, or are they running towards something? Only time can tell.

RUMINANT LIFE

Ruminants are not typically born in the ether. Those that have withdrawn entirely to their ghostly castles have willingly surrendered that part of life, and do not

produce young. The new blood of this tribe is found when a ruminant returns to the physical world and rejoins the living. Because such a being is often stranded and isolated, they may eventually find love, but it is very unlikely to be another ruminant. Instead, such a soul is left to find someone of like-minded temperament and sensibilities, and seek a companion who they find attractive on the inside, rather than the out. This task is not made easier with their natural shyness, to say nothing of the egotistical streak that can run thickly through their psyches.

Ruminants have proven compatible with cloven, ponykind, and humanity. Their children carry forward their blood in various states of impurity, and are able to continue passing on this blood through successive generations, which is what has created the ruminants of today, many of whom only faintly resemble the deer of their ancestors. There are exceptions, the occasional throwback or an actual couple that bred purely, creating an untainted child. In either event, such a child is quickly taught how to fit in, and the importance of not advertising their presence. It's easier, and gets less questions, to claim to be a ghost pony, if need be, than to get into the explanation of what a ruminant is, these mysterious creatures the ponies don't know of.

A ruminant fawn will be raised, most often, in the traditions of their non-ruminant parent. They will attend pony, cloven or human mentors or classes, while being taught quietly at home of their grander history. Ruminant parents often impart tricks on their fawn, even if they are choosing to pursue a different path. A parent skilled with blades will show their arcane-oriented fawn the basics, at least, of how to hold a sword. Likewise, a spellcasting parent may take the time to show their fawn how to recognize and read magical writing, even if they have decided to take up the path of baking.

Partially by tradition and partially by necessity, ruminant fawns, once mature, do not have much contact with those of their kind. Many lose track of even their own personal kin, fearing that discovery of one could lead to discovery of their entire family. So they drift apart for a time, seeking to solidify their path in life. This solitude does not always persist. Some ruminants cast caution to the wind, and return home to find their parents. If they haven't moved away or hidden, such reunions are often emotional for both sides, and is typically the mark that they will remain in frequent contact. On the other hoof, a fawn that returns to the nest because they've simply failed to make it on their own is met far less kindly much of the time. One thing remains true, any threat will scatter their families. Strong rumor of suspicion or curious scholars homing in will send parent and fawn fleeing in opposite directions, possibly never to meet again.

A ruminant's life is ruled by a skittish subconscious desire to be free and to avoid that which hunts them. It was this fear that their leaders exploited, feeding them lies about how they would be slaughtered if found, or else jailed, and the thought of jail seemed just as horrifying as death, if not more so in other ways. The ruminant psychology cannot handle the idea of captivity, and that fear keeps them moving through life. Even love can feel like a snare made of the softest ropes, threatening to steal away a ruminant's freedom. For this reason, most ruminants do not actively seek out mates, but they still find them. Often a little before the halfway point of their life, they find some special someone that makes them feel safe, and makes them happy. Perhaps they challenge them in some unique way, or are especially humorous in the right way, or they simply tolerate the ruminant's quirks the longest, and the ruminant may fall in love before they realize they've been caught, and the family cycle repeats.

Even with a fawn, ruminants do not like settling down if they don't have to, and prefer to continue their wandering, lest anyone get much of a chance to examine them for long. The call of adventure is strong to them. It's a natural way to keep moving, and to amass the power to assure their freedom while acting the way they want to act. Be your own boss; be an adventurer. Even the life of a mercenary, with a nominal boss, is more free than others, with many opportunities to escape your would-be commander and never be found.

When age pulls at a Ruminant, they face a difficult choice. Do they attempt to return home and beg for forgiveness to stave off the effects of age, or do they accept the final trap with all the dignity they can muster? What is death, if not that last trap, the one you cannot escape? For those who have the means to return to the ether, only the manipulative masters of the citadels know what will happen to them, but for the remainders, when they feel the chill approach of the final end, they leave. They leave everyone and everything they know and follow a primal instinct to explore the wilderness and to roam one last time. They wander and explore until their time ends. A rare few are followed by their loved ones or friends, but they always get away, just before the end, and the body is never found. What exactly occurs remains a mystery.



RUMINANT NAMES

Ruminant given names tend to be proportions of things. Taking one too close to a whole is considered quite vain, and one who has not performed acts great enough to back up the claim of their name is to be considered dubious at best. Those born to entirely nativized families take on more naturally themed names. Common names include: Fourth, Half, Bush, Tenth, Tree, Longhorn, Third, Quarter, Trail, Bramble, and Ninth.

Last names are more commonly held through a ruminant's life, unlike the given name which can change with deeds and events. Common names include: Thorn, Thought, Apparatus, Thicket, Burn, Blaze, Consideration, and Plan.

STEREOTYPES OF OTHER SPECIES

Ponykind: They have come after us. Juvenile and naive, they're barely worth considering in the large scheme of things. Most of them will die in the same mud they were born into, unaware of even their own past, let alone their potential futures. If you must travel among them, it's better to not let them know who you are, they are easily frightened.

Ghost Ponies: The exceptions of ponykind. They know the dangers of the physical world, and the unaging potential that awaits in the ether. They know us, and we know them, but they did not rush to speak of us to their peers, no. They approached us as equals and asked to join us in our palaces, and we allowed them, the older and wiser of them, that have learned there is nothing for us in the physical world. Some of us have even made families with them, though that may be going too far. Besides, what use are families in the ether?

Sun Cat: They are older than most other races give them credit for. They are like the rocks, unchanging and static. They claim great pride in their stability, I think they're foolish for settling so low.

Purrsian: The richest of the feline species, at least in attitude. They wallow in the physicality of the living world, and would drown you in hedonism, if they weren't so eagerly seeking out more sources of pleasure for themselves.

Cloven: I am told they have been marked by one of our outcasts. Our powerful presence has shaped them, and it's easy to see. They are civilized and well-mannered, even in the most trying of times. Good people, if simple.

Steel Heart: I would pay well to know the full story of these. They remind me of some of our older works, but I have no notes speaking of them directly. Who

made them, and why? As for the individuals, they have a good grasp of the forever. I blame it on their long-lived nature. Tolerable.

Flutterponies: Everything we loathe, distilled into one shrill package. Loud, both in volume and fashion, they practically scream their ways through their short little lives, and then they're gone. Nothing is lost.

Phoenix Wolf: They reek of outside influence, but they know no home but their little corners. They are as xenophobic as we are, perhaps, without the grace. I understand their feelings at least.

RUMINANT SATYRS



This is an alternate racial trait one can take like winged or horned for ruminant satyrs. Satyrs born of ruminants inherit the slender figure and clever natures of their ancestors. Their social reclusiveness rubs off on such hybrids, making them shy at best, and actively reclusive at its worst.

-2 Charisma

Antlers: You have the deadly rack of your people, giving you a primary gore attack that deals 1d6 damage.

40 ft. land speed.

Lose Unique Destiny racial trait.

Mechanically Adept: Assembling and tinkering with complex devices fills you with a primal sort of joy. You gain a +2 racial bonus to Disable Device and Knowledge (engineering) checks.

RUMINANT SATYRS



(PONY SATYR PHYSICAL HERITAGE)

Satyrs born of ruminants inherit the slender figure and clever natures of their ancestors. Their social reclusiveness rubs off on such hybrids, making them shy at best, and actively reclusive at its worst.

+1 Dexterity

Antlers: You have the deadly rack of your people, giving you a gore natural weapon that deals 1d6 piercing damage.

Your land speed increases by 10 feet.

You must select the unique destiny spiritual path and select thieves' tools or Intelligence (Engineering) for your unique specialty.

RUMINANT FEATS



AWAKENED IMPURITY

Your ancestry is especially muddled, and some other aspect of it didn't become clear until late in life. In a likely traumatic experience, your body made the tainted blood clear to you as you grew into this previously unknown aspect of yourself.

Prerequisite: Ruminant, level 9+

Benefit: You gain an additional impurity from the impurities chart.

BOLT (COMBAT)

Ever-wary of predators, sometimes the best answer is to run, abruptly, and without warning.

Prerequisite: Ruminant, Run

Benefit: When you take the withdraw action, you may instead run. The first five feet is exempt from attacks of opportunity, as usual. If you perform a partial withdraw, your run can only cover half the usual distance.

DEATH WARDEN

You have learned to spot the fleeing spirits of the hooved races, and when the circumstances are right, you can intercede.

Prerequisite: Ruminant, phantom class feature

Benefit: Your phantom appears as the intelligent hooved species of your choice, gaining either a primary gore or two secondary hoof attacks or a primary bite. It must use these attacks instead of its slams until it has six hit dice, at which point it may use both in the same full attack. Once selected, the attack form cannot be changed until you gain a level.

DISARMING DEFENSES (COMBAT)

Your antlers prove quite capable of snagging and wrenching free the weapons of your enemies.

Prerequisite: Ruminant, Improved Disarm

Benefit: When you succeed at disarming an enemy, make a free damage roll with your antlers on the weapon, modified by any sundering abilities you may have.



DISTRACTING INJURY

You strike quickly and precisely, denying your enemy the chance to react.

Prerequisite: Ruminant, Sneak attack class ability 3d6+

Benefit: When you successfully inflict sneak attack damage on an enemy, you may forgo 2d6 sneak attack damage to make them unable to take attacks of opportunity until the end of your next turn.

ETHER SENSE

Be it through contact with the ghost ponies, or rigorous study, you have learned to be aware of the activities in the ether around you.

Prerequisite: Ruminant, Wisdom 13+

Benefit: You gain blindsense 30 ft that applies to incorporeal and ethereal creatures. You also qualify as a ghost pony for additional feats.

HARDY CONSTITUTION (COMBAT)

Being large isn't all innate talent. Some of it comes from work and training. You've truly become at-home with your large form.

Prerequisite: Ruminant, Elk impurity

Benefit: Your constitution increases by 2 as if you selected it upon leveling up.

HOPPING STEP (COMBAT)

Your bounding little steps can carry you gracefully into and out of combat.

Prerequisite: Ruminant, Dexterity 13+

Benefit: You may move 5' as if taking a five foot step and do so as a move action. This does not prevent you from taking a normal five foot step, and can be done after a normal five foot step as well.

INHERITED DESTINY

Through your pony blood, you've awakened a maddening urge and a changing of your physique. You have become irrevocably intertwined in one of the great destinies of the pony people, and there is no escape.

Prerequisite: Ruminant, Pony touched impurity

Benefit: You gain one of the unique destiny trading sub-races of ponykind. This choice cannot be undone, even if retraining rules are being used.

MAGNIFICENT RACK (COMBAT)

A good diet, practice strikes, and a lot of scraping have encouraged your antlers to wondrous size.

Prerequisite: Ruminant, level 4+

Benefit: The damage dice of your antlers increases one step (1d8). When taking a charge with them, they deal double damage dice.

NATURE WARDEN

Your distant past calls to you, urging you to experience the entire world. The only need was to keep moving, and to see it all.

Prerequisite: Ruminant, Favored terrain class feature

Benefit: When you enter a terrain you don't have favored terrain for, you may swap out one of your existing favored terrains for that one. You may only do this once per month or since you last leveled up, whichever is more recent.

URGE FOR FREEDOM

Nothing can hold you down. Your people were meant to be free and wild.

Prerequisite: Ruminant, pure

Benefit: Your CMD against being tripped or grappled is increased by 1 for every 2 character levels you possess. You also gain this bonus when trying to break free of a grapple, being tied up or trying to escape entanglement.

RUMINANT FEATS



AWAKENED IMPURITY

Prerequisite: Ruminant

Your ancestry is especially muddled, and some other aspect of it didn't become clear until late in life. In a likely traumatic experience, your body made the tainted blood clear to you as you grew into this previously unknown aspect of yourself. You gain an additional impurity from the impurities chart.

CONSUMMATE PREY

Prerequisite: Ruminant

Your people are prey and never forgot it. Running, hiding, and avoiding danger were long part of those slender legs. You gain the following benefits:

- When you take the disengage action, you may dash as a bonus action during the same turn.
- You may use twenty feet of movement to move five feet. If you do so, this movement cannot provoke attacks.
- You may add your proficiency bonuses to ability checks or saving throws to avoid being grappled or escape being grappled or otherwise bound. If

you would already add your proficiency bonus, you may add it twice.

HARDY CONSTITUTION

Prerequisite: Ruminant, elk impurity

Being large isn't all innate talent. Some of it comes from work and training. You've truly become at-home with your large form. You gain the following benefits:

- Your Constitution increases by 2. Your maximum increases to 22.

INHERITED DESTINY

Prerequisite: Ruminant, pony touched impurity

Through your pony blood, you've awakened a maddening urge and a changing of your physique. You have become irrevocably intertwined in one of the great destinies of the pony people, and there is no escape. You gain the following benefits:

- You gain one spiritual path from ponykind.

RUMINANT WILD TALENTS



These wild talents are specially apt for the ruminants and their mastery over the forces that send them into the ether. While a non-ruminant could, in theory, learn such a talent, it would require a ruminant tutor and should be considered forgotten for any non-ruminant kineticist.

ETHEREAL PRANCE

Element: universal; **Type:** utility (sp); **Level:** 1; **Burn** 1

You can target a kinetic blast at a place instead of a person. On a hit (base AC 5), you vanish and teleport to the target. This is a teleportation effect, and neither it, nor the movement, provokes.

SIDE STEPPING

Element: universal; **Type:** utility (sp); **Level:** 5; **Burn** 0

With a force of will, you can step into, or out of, the ether. You must be close to the physical world, on the ethereal side. For one additional burn per passenger, you can take others with you, provided they are adjacent to you.

WIND BENEATH YOUR HOOVES

Element: air; **Type:** utility (sp); **Level:** 3; **Burn** 0

You move with grace and speed, despite attempts to

hamper your progress. You ignore difficult terrain and increase your land speed by 20 ft.

FREEDOM

Element: universal; **Type:** utility (sp); **Level:** 5; **Burn** 0

Nothing is as important as being free. You gain a +2 insight bonus to saving throws against effects that entangle, pin, grapple, paralyze, or stun you. You may accept 2 burn as a swift action even when otherwise unable to take an action to immediately break free of such effects and take the remainder of your turn.

DETER ETHEL PREDATOR

Element: universal; **Type:** utility (sp); **Level:** 7; **Burn** 1

This blast specifically harms ethereal or incorporeal things, dealing 1d8 instead of 1d6 as damage dice. On a critical hit (roll to confirm even if the target is otherwise immune to criticals), the target loses its incorporeal state for 1d4 rounds and can be affected by both physical attacks and normal incorporeal affecting strikes fully.

DWARVEN HISTORY

They were here before the citizens of Everglow. They were here before the ruminants. They saw the Author, in the flesh, but they refuse to speak of her. They have an empire that spreads out across the underside of Everglow from tip to tip, or so it seems. The exact magnitude of the Dwarven undercities is kept purposefully obscure, with some details saying a few cities go beyond Deepcrag, while others say there are cities as far removed as the human lands, lurking beneath the surface.

The dwarves seem to have no ambition towards the upper lands, and have made no move against the pony empire, to say nothing of the later encroaching elves and humans. They have gotten along well with the ponies, and if one digs long and hard through the books and consults the wisdom of their elders, they know of the ruminants as well, and treated them kindly. The dwarves are a curious case, so friendly, but detached. Eager to trade, but not to be involved, even when their 'friends' are being torn apart. What manner of friends are they?

But what does this have to do with adventure? Good question! In the time before known time, the dwarves knew what it meant to fight, long and hard, for their ambitions. Entire undercities were raised, razed, and lost. Though they are a solid beacon of stability and fair-handedness in the modern age, their forebears knew loss and triumph, and many of their powerful trinkets, of both technology and magic, litter Everglow,

hidden under her flesh of stone and rock, just waiting for someone brave and stubborn enough to find them. The dwarves do not favor the remains of their ancestors being disturbed, but finding a still-functional artifact? That interests them. Selling them back to the dwarves will earn respect. Giving them freely will gain you a friend, and dwarves live a long time.

In the modern era, some dwarves are drawn to learn and explore, or even just to seek these lost artifacts for want of power and prowess. This can draw them from the caves, to find other means to access the lost undercities whose tunnels have long since collapsed, and some of which actively bar access from the old ways with older magic. Driven to the surface seeking answers, these explorers can be the only dwarf a topworlder may ever meet. Though many understand the importance of

adventuring teams in dangerous situations, that doesn't force them to speak of their past, and most do not speak of the underhalls. That is not for topworlders to concern themselves about.

The real reason for their departure may be far removed from thoughts of glory and exploration. The dwarven kingdom is not without its imperfections. Perhaps as the template the author used for many of the races she crafted, the dwarves have a powerful and strict matriarchy, with female dwarves holding all political power and practically owning the males in all but actual formalized statement. Males are 'discouraged' from leaving the view of their caretakers, and traveling outside is highly regulated. Some, however, break free of this and try to put their former lives behind them, seeking a new chance in the bright sun of the above-world.





BLOODRAGER BLOODLINES



UNIFICATION

The combining of the might of the pony tribes is normally done for the sake of peace and bridging the gaps, but some find it a source of strength, to be shown on the battlefield in a majestic display of the power of ponykind unified under one banner.

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

Bonus Spells: *geguiling gift* (7th), *disguise other* (10th), *tongues* (13th), *pegasus blessing* (16th)

BLOODLINE POWERS

Force Assault (Su) At 1st level, your melee attacks are considered magic for damage reduction purposes. When attacking evil creatures, you burst with rainbow-hued force, dealing 1d4 extra force damage.

Awakened Ancestry (Ex) At 4th level, you gain the power of one other tribe of ponykind, as per

Awakened ancestry in unification in the Ponyfinder Campaign Setting. Using a power while bloodraging does not expend its uses per day if it was normally usable rounds or minutes per level, and passive powers are considered always on while bloodraging.

Regal Burst (Su) At 8th level, you may, once per bloodrage, explode in a small wave of vibrant colors. You emit a 15' cone that deals light damage and does 1d4 damage per level. Against things with the chaotic subtype, deal 1d6 instead. A reflex save against 10 + 1/2 your level + your charisma modifier halves this damage.

Tribal Unity (Ex) At 12th level, You gain the power of another tribe, as per Awakened Ancestry.

Powerful Pony (Su) At 16th level, You may, as you enter a bloodrage, fill your form with the power of the gods themselves, as if you cast *divine power* on yourself with a caster level equal to your character level. Leaving bloodrage ends the effect immediately.

Terrible Queen (Ex) At 20th level, Your power marks you as a walking monarch of the fey. You gain DR 10/Cold Iron, +2 to diplomacy, sense motive, intimidate, and bluff checks involving fey creatures. Any aging penalties you had are removed and you cease accruing new ones.

PSYCHIC DISCIPLINE



DESTINY

Devoting your mind and thoughts to your personal place in destiny, your psychic power begins to find and travel along those sturdy paths to ensure you fulfill your purpose, and avoid running afoul of others along the way. Psychics of this discipline often carry cards, bones, or other divining devices to constantly check their own, companions, and enemies' threads of fate, looking for clues to the future.

Phrenic Pool Ability: Wisdom

Bonus Spells: *Anticipate peril* (1st), *hypercognition* (4th), *aura sight* (6th), *telepathic bond* (8th), *mental barrier IV* (10th), *heroism (greater)* (12th), *arcane sight (greater)* (14th), *prediction of failure* (16th), *wish* (18th)

Discipline Powers: Your connection and experience with the threads of fate gives you purpose, and lends a certain weight to your powers. The inevitability of what must be falls down around your will, and who are your foes to dare stand opposed to the god's very desires?

See the Threads (Su): You are always looking for the gentle tugs of fate, but when you focus, they come alive for you, vibrant and present. As a swift action, roll a d20. As a standard action following it, you may record the value. You may replace a single other d20 roll with that result. If you do not do this before your next turn, the ability is wasted. When you replace a die, gain one point of phrenic pool. You can use this ability as many times a day as your wisdom bonus (The swift action spends the use). At level 5 and every 5 levels thereafter, you gain one more round to hold onto the result before losing it. You may only replace the dice of yourself or allies within 40 ft.

Avoid the Tangles (Su): When you or a visible ally within 40' rolls a 1 on a d20, you may attempt to grab and correct the tangle in the threads of fate as an immediate action that provokes. With a successful will save with a DC of 20 + 1/2 your character level, you may reroll the d20, which could turn a failure into a success. You may successfully manipulate as many rolls as your wisdom modifier (for better or worse) per day.

Weave Brightly (Su): At 5th level, as a standard action, you may begin actively weaving the fate of those around you, giving a +1 luck bonus to attacks, saves, skill checks, weapon damage rolls, and caster level checks to yourself and all allies within 30'. Enemies take a similar penalty. At 10th level and every 5 levels thereafter, increase this bonus/penalty by 1. Keeping the effect going is a free action. Every round of this

ability costs 1 phrenic point.

Master of Fate (Su): At 13th level you may, as an immediate action, force the reroll of any d20 roll incurred by anyone within 40' of you. at the cost of one phrenic point.

FEATS



ARMORED PREPARATION (COMBAT)

It's nice to be fast, but when that fails, wearing enough metal is almost as good.

Prerequisite: BaB 4+

Benefit: When attacked by a trap that requires a reflex save, you can add half your armor and shield bonuses to your saving throw.

Fey MAGIC

You have learned to flow with the natural rhythm of magic and have gained a trick for it.

Prerequisite: Fey Touched, performance (any) 5+ ranks

Benefit: Select one 1st level bard spell. You may use it as a spell-like ability with your character level as a caster level twice a day. At 10th and 15th level, gain one more use a day.

Fey Touched

Your time in Everglow and exposure to the magic and relics there have left you infused with an energy alien to humanoids.

Prerequisite: Humanoid, Level 6+

Benefit: You are considered of the fey type when such is beneficial to you. You gain *dancing lights*, *prestidigitation*, or *ghost sound* as a spell-like ability, usable at will.

PONY RELATED

Sometime in your past, an ancestor got to know a pony quite well. Their blood runs through you as a result.

Prerequisite: Humanoid, 1st level only

Benefit: You qualify for the unification and any other pony-specific bloodline. When healed by magic, gain 1 additional healing per five points healed.

Special: Cannot be taken with Fey Foundling.

PREPARED COUNTERMEASURE (METAMAGIC)

You have prepared your spell for trouble ahead of time. Even with your pants down, you're never without a reply.

Prerequisite: Caster level 5+, Spellcraft 5+ ranks

Benefit: A spell so modified can be cast as an immediate action, even while surprised, flat footed, or otherwise normally unable to take immediate actions. The spell can only be cast if used to counter another spell/effect as it is being fired. Meeting the disable device check - 5, if the caster level of the magic trap is not known, it suppresses the trap for 1d4 rounds.

Level: +1

RAY SHIELDING (COMBAT)

You keep your shield polished to a mirror's edge, for that moment when it matters most.

Prerequisite: Shield focus, BaB 6+

Benefit: When targeted by a ranged touch spell by a target you can see, you may, as an immediate action, make an attack with a metal or glass shield. If it beats the caster's attack roll, the ray is deflected harmlessly. The shield loses 1 hit point per level of the spell deflected (or 1 hit point per 2 hit dice for monster abilities), ignoring hardness. A broken shield cannot be used for this.

SUCCUMBING TO THE FEY

You may never return home. Just thinking of leaving Everglow makes you nervous and uncomfortable. This place has become your home, and its marks are all over you. Perhaps this was your destiny?

Prerequisite: Fey Magic, Level 10+

Benefit: You gain some minor physical feature of an Everglow race (pony ears, a non-prehensile tail, or a mild snout, for instance). Select a feat that requires an everglow race but you otherwise qualify for and take it, provided it doesn't require a bodypart not native to your species.

SYSTEM BYPASS

Your mechanical systems interface with others with an uncanny ability.

Prerequisite: Half-construct, Disable Device 5 ranks

Benefit: When disarming mechanical traps, you do so in half the normal time. You may also take 20 on such traps without harm.

WRECKING BALL (COMBAT)

Weight lends to momentum. It's simple science, and it works on the battlefield.

Prerequisite: BaB 11+

Benefit: When striking with a bludgeoning weapon, you may make an especially powerful full-body swing. Doing so gives you a -2 penalty to your AC until the start of your next turn. You gain a +1 bonus to damage per 75

pounds of equipment you are wearing. If it is a two-handed weapon, you deal +1 per 50 pounds. Performing this while charging is especially dangerous, and requires a DC 20 reflex save or acrobatics check to avoid going prone afterwards.

FEATS



ARMORED PREPARATION

You keep your equipment polished to a mirror shine and have learned how to hold and wear them for maximum defense even under assault of magic and trickery. You gain the following benefits:

- When you are required to make a Dexterity save against a trap or magic effect, your result is increased by 1 if you are wearing medium and 2 if wearing heavy armor.
- As a reaction, provided you are using a shield, you can try to deflect an incoming magical assault. Make a melee attack roll. If it passes the Dexterity saving throw DC required of the magic, it is deflected harmlessly. Magic that requires other saves are not effected.

Fey Touched

Prerequisite: Humanoid

Your time in Everglow and exposure to the magic and relics there have left you infused with an energy alien to humanoids. You have learned to flow with the natural rhythm of magic and have gained a trick for it. You may never return home. Just thinking of leaving Everglow makes you nervous and uncomfortable. This place has become your home, and its marks are all over you. Perhaps this was your destiny? You gain the following benefits:

- You are considered a fey in addition to being a humanoid.
- You gain *prestidigitation* and *light* as cantrips. Charisma is your spellcasting ability for these.
- You gain one level 1 bard spell. If you are a bard or otherwise can cast bard spells, this spell is known without cost and used normally. Otherwise, you may cast this spell once and regain the ability to do so after a long rest.
- You gain some minor physical feature of an Everglow race (pony ears, a non-prehensile tail, or a mild snout, for instance). You may, at a later level, take a feat that requires an everglow race but you otherwise qualify for and take it, provided it doesn't require a bodypart not native to your species.

PURRSIAN HUMAN SATYRS



This is an alternate racial trait one can take like winged or horned for purrsian satyrs. Satyrs born of purrsians are an exotic blend of feline and human strengths. Like other satyrs, your bottom half is that of your inhuman heritage, but you also sport large wings and often whiskers and rarely cat ears.

Purrsian: You are considered a purrsian for all effects and qualifications for or against you. This replaces the Ponykind racial trait.

Winged: You have wings that can bear your weight, granting 30' (clumsy) flight. You cannot fly if you are moderately encumbered or wearing medium or heavy armor.

Lose Unique Destiny racial trait.

PURRSIAN HUMAN SATYRS



(PONY SATYR PHYSICAL HERITAGE)

Satyrs born of purrsians are an exotic blend of feline and human strengths. Like other satyrs, your bottom half is that of your inhuman heritage, but you also sport large wings and often whiskers and rarely cat ears.

Purrsian: You are considered a purrsian for all effects and qualifications for or against you.

Winged: You have wings that can bear your weight, granting 30 feet fly speed.

You do not count as a pony.

You may not select a spiritual path.



PURRSIAN PONY SATYRS



This is an alternate racial trait one can take like winged or horned for purrsian satyrs. Born of the rare times ponies and purrsians not only found love, but managed to produce a child, such results are quite unusual at best without magical assistance. With the lower half of a pony, brand of destiny included, and the upper half of a feline, wings included.

Purrsian: You are considered a purrsian for all effects and qualifications for or against you. This replaces the Human racial trait.

-2 Wisdom

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

PURRSIAN PONY SATYRS



(PONY SATYR PHYSICAL HERITAGE)

Born of the rare times ponies and purrsians not only found love, but managed to produce a child, such results are quite unusual at best without magical assistance. With the lower half of a pony, brand of destiny included, and the upper half of a feline, wings included.

Purrsian: You are considered a purrsian for all effects and qualifications for or against you. This replaces the Human racial trait.

+1 Dexterity

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

NEW TRAITS



Academy Raised (Combat): You graduated from the Academy of Kind Blades and were taught to balance the good of all with yourself. You can ask the GM if any given action would be an infraction against your alignment.

Air Born (Racial, Purrsian): Unlike your peers, you remember the kiss of the sky. Your feline speed racial trait counts for fly speed.

Agile Cat (Racial, Purrsian): You always took pride in that feline slink of yours. When you use acrobatics, you only pay an extra square per two steps of movement instead of one per one.

Careful Beggar (Regional, Murrage): Looking poor is more damaging than actually being poor. You've learned the painful truth of things, and have learned to look far better off than you are. You gain a +1 trait bonus to bluff and disguise, and one of them becomes a class skill.

Chosen Foal (Religious): Your brand of destiny was confirmed at birth by a priest of one of the major gods. Surely great things lie ahead for you, but with it comes great responsibility. You enjoy a +2 bonus to any saving throw that would result in death on a failure.

City Cat (Racial, Purrsian): Murrage, it's one hell of a city, and you very much enjoy it. You've learned how to talk to those in power to get what you want. You may make a DC 20 diplomacy check to discretely ascertain the perfect gift for a given official. This gift, which must cost at least 10 gp, gets you a +3 trait bonus on one diplomacy or bluff roll against the target.

Conscientious Explorer (Cultural): It belongs in a museum, and that's exactly where you plan to place it, not in the personal collection of someone that'd probably pay you much more for it. You have a +2 to diplomacy against those that would be angered at your presence in old places and it becomes a class skill.

Deer One (Religious): Somehow, your bloodline has a little of the forebears in it. This allows you to activate items as if you were a ruminant yourself.

Discoverer of the Lost (Combat): You have found a lost relic, and it left you changed. You gain a +1 trait bonus to perception checks involving ancient treasures, and a +1 trait bonus to initiative

Dwarven Perfection (Racial, Dwarven): You feel at home when a dwarven weapon in your hand. You gain a +2 trait bonus to CMD against being disarmed

of one, and its hardness is considered one higher while you hold one.

Dwarven Rebel (Racial, Dwarven): You know low dwarven, a language considered crude and impolite among 'proper' dwarves, but quite popular among the young male population, and sometimes shared with others that have fallen outside of polite circles.

Ether Attuned (Racial, Ruminant): You carry a bit of the fog of the ether with you. Your attacks are always considered magic for purpose of penetrating intangible creatures.

Gladed Soul (Racial, Ruminant): Your long-forgotten ancestors once had a glade before they left for the ether. You knew it the moment you stepped inside. 2 hours of rest gets you 8 hours, 8 hours of rest there is considered a full day's rest. You can cast a special form of *rope trick* with a caster level of your character level that lets you return to this glade. Others may join you, but don't benefit from the rapid healing. When visiting via your *rope trick*, you may not leave the glade, except via the same entrance you came through to return to where you left off.

Guarded Mind (Racial, Dwarven): Your home was not perfect, but it was yours, and it's not anyone else's business. Attempts to make you divulge information have their DC increased by 2, or you gain a trait bonus of 2 to the saving throw, as appropriate to stymie their attempts to learn of you or your past.

Human Raised (Cultural): You were raised away from Everglow, in the lands of the humanoid creatures. You've learned the way of many races by proximity and begin play with one additional language (excluding secret ones).

Ingenious Anatomy (Racial, Purrsian): Forgoing the use of picks, a clever purrsian may use their sharpened claws to pry the secrets of tumblers from a lock. They count as using common Thieves' Tools. (Of course these may not be made masterwork and cannot be used with devices to modify thieves tools, like Thieves' Tools Extenders).

Kara's Agent (Religious): Whether conscious or by her subtle control, you are a pawn in Kara's game, and she protects her pieces jealously. Once per day, when you are bleeding, either due to a bleeding effect or falling unconscious, you may stabilize and remove all current bleeding effects.

Man Among Ponies (Cultural, must be humanoid): You have learned how to navigate among the four-legged with time and patience. You enjoy a +1 trait to diplomacy and knowledge (nobility) and one becomes a class skill.

Metropolitan Adventurer (Regional, Vilja-town): Delving dungeons and exploring forgotten places doesn't have to be uncivilized. You enjoy a +1 trait bonus to knowledge (nobility) and knowledge (dungeoneering) and one becomes a class skill.

Open Minded (Racial, Purrsian): You were raised far from Murrage, and have learned how to fit in with other races. You enjoy a +2 trait bonus to diplomacy and sense motive against strangers of other races.

Prone to Panic (Racial, Ruminant): When you are confused, results to 'babble incoherently' or 'attack the nearest target' instead become the need to flee from everyone else in sight. If there is no one present but yourself in sight, you babble instead.

Quick to Flee (Racial, Ruminant): When moving away from hostile creatures or situations, your base land speed is increased by 5 ft.

Reared by Outsiders (Racial, Ruminant): Your ruminant parent is nothing more than a story at best. You've learned and struggled with your natural reclusiveness with constant exposure to those around you. The first time you put a point into charisma on gaining a level, your racial penalty to charisma is reduced by 1.

Ruin Raised (Regional, Ruin): You were raised in a town that existed primarily to study the ruin close by to it. You enjoy a +1 trait bonus to knowledge (history) and appraise and one of them becomes a class skill.

Shave and a Haircut (Racial, Dwarven, Male only): You were raised by a progressive female and have learned to cross-dress very effectively from a young age. +4 trait bonus to Disguise when attempting to appear female and Disguise is a class skill.

Strike of Blaze (Religious): It seems you have gained an audience. When you strike true and well, she smiles. Upon confirming a critical hit (even against things normally immune to critical hits) you deal 1 point of fire damage. This damage is not increased by the critical.

Timeless Linguistics (Racial, Dwarven): Whenever you are trying to decipher something that is unknown due to time, due to being a language that fell out of favor, or an outmoded dialect of a given language, you gain a +2 trait bonus to linguistics and, once per day, may roll twice and take the better result. You must choose to do this before rolling the first time.

Touched by the Lost (Magic): Your insides burned with the power of some artifact, but you felt normal afterwards. All eldritch heritage feats require 2 less charisma to take.

Wilderness Survivor (Racial, Purrsian): Raised in the middle of nowhere, you put simple survival ahead of creature comforts that your people are known for. Gain a +1 trait bonus to knowledge (geography) and survival, and one of them becomes a class skill.

NEW CLASS ARCHETYPES



These archetypes were developed by adventurers and explorers for surviving in their travels.

DASHING MAVERIK (NINJA)

You're no ninja, no. You're a hero! With a rugged appearance and a charming smile, you appear just in time to avert disasters. You save your fellows from the sudden lashings of traps and beasts alike, and leap into action just in time to save the day!

Sudden Save: At 2nd level, when a trap goes off within 5' of you, you may spend a ki point to make an immediate disable device check. If successful, you prevent the trap from firing and become aware of its trigger. At 5th level and every 5 levels beyond that, the range increases by 5'. This replaces the ninja trick you gain at 2nd level.

Trapfinding: At 4th level, you can disarm magical traps. This replaces uncanny dodge.

Dashing Distraction: At 8th level, when an ally within 5' of you is attacked while flat footed, you may make an intimidation check against the enemy. On a success, the enemy attacks you instead but is not shaken. You swap places with your ally and are not considered flat footed against this attack even if you normally would be. Like an immediate action, this consumes your next turn's swift action. This replaces improved uncanny dodge.

PAST CLEANSER (DRUID)

There's more than one reason to explore the past. As a druid, you are sensitive to the harmony of the world, and relics and ruins are not a part of nature's grand plans. The magical residue of these places can throw off the ecology of a region, and create beasts that would normally not be native to further throw the delicate machine of nature off-balance. You've assigned yourself the task of correcting that.

Restful Step: At 2nd level, You don't damage floors worn through by time, or suffer from difficult terrain due to rubble or decay. You also don't trigger

weight-sensitive traps, though trip wires and any other form of trap works normally. This replaces woodland stride.

Perfect Archeologist: At 3rd level, you leave no trail in ruins and the interior of buildings, making you utterly impossible to track, unless you wish to leave a trail. This replaces trackless step.

Turning the Unclean: At 4th level, you become specialized in the awful things that often lurk in these secret places. You gain a +4 bonus on saving throws against the gaze, spell-like, and supernatural abilities of aberrations. This replaces resist nature's lure.

Spiting the Final Wish: At 9th level, you turn aside curses and foul wishes, often left behind by those guarding their earthly remains. Of course, they're dead, and you are not. Nature must be tended to, despite their wishes. You are immune to curses. Cursed items can be put down even after their cursed effect triggers, but you must suffer their effects while you choose to possess them. This has no effect on curses gained due to class ability, such as oracles. This replaces venom immunity.

UNSPOKEN CHEMIST (ALCHEMIST)

Some prefer to look to the unspoken for inspiration. From madness comes innovation. From risk, comes reward. With the abandonment of fear, one can ascend to feverishly brilliant heights of alchemical perfection.

Unstable Mutagen: When drinking your mutagen, roll 1d3, with 1 being strength, 2 constitution, and 3 dexterity for the stat that is increased, and roll 1d3 for intelligence, wisdom, or charisma for the mental stat impaired. If you get the correct match for your chosen physical stat, roll 1d3 and that stat increases by another 2 points. This modifies the mutagen ability. In the case of greater mutagens, ignore rolls of the same stat twice.

Dangerous Combinations: At 4th level, you can attempt to mix two extracts together. Once per day, you can declare one of your extracts, while making them, to be a combination of two spells you know of its spell slot level or lower. When you drink the extract, roll 1d100 and consult the following chart. For every spell level beneath your maximum, you add +10 to the roll. If the extract isn't used within 24 hours, it breaks down to a harmless multi-colored slurry. This replaces the discovery chosen at 4th level

1-5	It tastes horribly bitter or sour, you become sickened for 1d4 rounds.
6-10	It tastes like oatmeal.
11	It tastes like custard.
12-15	Just water.
16-50	The first extract effect goes off.
51-85	The second extract effect goes off.
86-100+	Both effects go off.

Chaotic Resistance: At 8th level, when you drink a mutagen, you gain energy resistance 10 against a random element for as long as the mutagen effect. Roll 1d4. 1: Fire, 2: Cold, 3: Electricity, 4: Acid. At 12th level and 16th level, this increases by 10 points. This replaces the discovery chosen at 8th level.

Chaos Mastery: At 12th level, you gain mastery over seemingly random events. When you roll to determine entirely random things, like your chaotic resistance, confusion effects, or similar, you may roll twice and select one result. This replaces swift poisoning and the discovery gained at 12th level. Warning, over reliance on this ability can make the universe sore



at you. (The GM must warn when approaching this point. If triggered, you may not enjoy the result as the fates mend themselves.)

NEW CLASS ARCHETYPES



These archetypes were developed by adventurers and explorers for surviving in their travels.

PAST CLEANSER (MODIFIED DRUID CIRCLE)

There's more than one reason to explore the past. As a druid, you are sensitive to the harmony of the world, and relics and ruins are not a part of nature's grand plans. The magical residue of these places can throw off the ecology of a region, and create beasts that would normally not be native to further throw the delicate machine of nature off-balance. You've assigned yourself the task of correcting that.

Note: This circle takes the Circle of the Land, and alters it slightly to fit a ruins motif. It presents new options that can be used with the existing archetype, but is reprinted with modifications for your convenience.

Bonus Cantrip. When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

Natural Recovery. Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest

For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Circle Spells. Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land — arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark — and consult the associated list of spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.



RUINS

Level	Circle Spells
3rd	<i>find traps, spider climb</i>
5th	<i>daylight, speak with dead</i>
7th	<i>banishment, freedom of movement</i>
9th	<i>hallow, legend lore</i>

Ruins Strider. Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You also don't damage floors worn through by time, or suffer from difficult terrain due to rubble or decay. You also don't trigger weight-sensitive traps, though trip wires and any other form of trap works normally.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell. Finally, you leave no trail in ruins and the interior of buildings, making you utterly impossible to track, unless you wish to leave a trail.

Curse Averse. At 10th level, you turn aside curses and foul wishes, often left behind by those guarding their earthly remains. Of course, they're dead, and you are not. Nature must be tended to, despite their wishes. You are immune to curses. Cursed items can be put down even after their cursed effect triggers, but you must suffer their effects while you choose to possess them.

Ruins Wary. When you reach 14th level, you can't be charmed or frightened by aberrations or monstrosities, and you are immune to poison and disease. You also have advantage on saving throws to resist effects that would cause the paralyzed or petrified conditions.



FAMOUS FIGURES

AETHER NAUT

This earth-bound mare is an airship captain and curator of the Traveling Artifact Museum. She travels in her whale shaped, and similarly colored to her, airship. She's a collector and protector of valuable and rare items of all shapes, sizes, and origins. Her so-called Traveling Artifact Museum resides inside the airship itself and is occasionally brought down to land so that the ponies of the land can come see and enjoy the wonders of the world. It is said that various magical items reside inside the museum as well though not many claim they have ever seen them.

Some call Aether Naut a thief but others revere her for trekking into dangerous territory and risking her life to acquire the museum artifacts. Rumors say that Aether Naut was terrified of heights as a filly and, being an earth-bound pony, hopefully would never have to deal with them. However, one fateful day a massive rainbow shook the sky and Aether, who had been visiting a small museum exhibition in her town, got tangled up in the ropes of a docked hot air balloon which broke free of its anchor due to the blast. She was pulled high up into the sky and panicked until she moved her hooves from her face and was able to see far beyond the edge of the

world's horizon. She was captured heart and soul by the sky and the beauties of the world as far as she could see. Her brand of destiny's meaning became clear to her that day as a sextant, an object used in navigation and map making, and she soon took up a job upon an airship before finally buying her own and beginning her first real journey to far and forgotten lands.

GM Notes: A traveler by trade, Ather can be encountered anywhere, even far from any speck of civilization, especially if she's seeking for some new trinket to add to her musuem. She seems to have more interest in culturally significant items over those of raw power, and will occasionally make deals with adventuring teams to secure more valuable, in her mind, trinkets of bygone times and let the adventurers keep their adventuring loot. The arguments that can come up are when something has both cultural and practical value, which can lead to some spirited debates and entreat-ing. A generally good-natured soul, she will usually let an argument go. It would take a truly one-of-a-kind cultural monument to get her to stoop to stealing or subterfuge to secure it, rather than offering funds and favors. She is unlikely to join a group for terribly long, always on the lookout for the next exciting site.

ALABASTER

Alabaster was a unicorn, a professor for much of his life, teaching and researching the arcane arts. He was always fascinated with the position of Everglow among the other planes. The way it resides pressed firmly against the elemental planes and seemingly a hair's width away from both upper and lower realms was of keen interest. As wonderful as it was, how had it all managed to not fall apart under the intense pressures?

The books he had and the experiments he performed could only turn up so many answers. He knew the past had information, and he meant to find it. He set aside his comfortable life and turned to the wilds, seeking the secrets buried in time and upheaval. Perhaps the world itself was operating under a deadline, and he wouldn't be caught sleeping at the wheel.

GM Notes: A master of conjuring magic, Alabaster is quite eager to put his arcane mastery to work towards productive ends. His definition of productive is gaining access to useful arcane lore that may eventually turn up the secrets that he desires. A group that regularly explores dark and forbidden places may win his services on a long-term basis. Being a methodical pony, he's used to working in a team to get things done better and safer, and has little problem becoming part of a team.

ALITHIER WYLDEFYR

This imposing unicorn creates a distinct outline with deep black fur with a royal purple mane and tail. His purple flame of a brand became all-too-clear when he came into possession of the Black Flame, an artifact that has extended his life several times over and allows him to defeat the forces of time, and bend some of the rules of the universe seemingly to his whim.

Is he a force for good, or evil? The jury's still out. He has very little interest in the active wellbeing of others, but hasn't caused widespread harm that one might expect from a wizard of such obvious ability. He goes where he feels he needs to be, for reasons he usually keeps to himself.

GM Notes: A powerful force of nature, Alithier should not be added to any given campaign lightly. Powerful and unaging, he can make a terrible foe, or a life-saving ally. He is terribly unlikely to join a party for any longer than the moment of convenience, unless something caught his attention long before he even began speaking with the PCs. He acts as if he knows what will happen, as if fate were just another game to be played, but how much of that is just bravado?

AZURE SHADOW

A very curious mare, she loves to explore. Not just content with roaming the skies. She is known to venture into even the deepest of ruins in search of the mysteries of the past. When not out and about she can be seen researching or gossiping in the local tavern. Very friendly and outgoing she is always happy to talk about her adventures.

She is usually seen in a green queen flyers outfit that is usually dusty from travels in ruins. As well as her flight goggles pulled up on top of her head. She usually seen with various maps and whatever equipment she has gathered for her latest exploration. Her hair is usually braided as to keep out of her way in her explorations and/or flights. She is easily recognized, the pegasus with azure fur, and the clear brand of a map with a magnifying glass that works in harmony with her desire to see and explore.

GM Notes: Also a talented weather warden, it is possible to run into Azure while practicing that trade and keeping an area safe from a storm that would otherwise rock the region with other pegasi. She was never happy to stay with a city, even if it would have afforded her a comfortable life. If caught in a lull, she will eagerly join any adventuring group about to head into the unknown for the chance at excitement and a taste of new knowledge. She favors knowledge over treasure, though she has nothing against the latter. Getting into arguments about loot is not her style, unless the group she's with is being outrageously unfair about it.

AETHER NAUT



BLACK STEEL

Black Steel is a unicorn blacksmith. She has a charcoal gray coat with a black mane and a blacked anvil as her brand of destiny. She started out as a blacksmith for the Queen's army; however, with the empire being more peaceful under the Queen's rule she needed to find more work. Soon after, Black Steel opened her own shop, becoming a tomb explorer on the side. As an explorer she could find relics to make replicas for tourists and find rare metals for weapon forging. Her last quest was trying to find the Spear of Blaze. She recovered the spear from its final resting place. Black Steel had hoped to destroy the evil relic but was robbed by a band of gem gnolls and when she woke up the spear was gone.

GM Notes: Black Steel can be found in her home, offering exotic weapons, both fashioned to look like replicas of powerful relics, and magical arms and armor fit for an adventurer. She can also be found in the field, either looking for new relics to examine, or seeking the Spear of Blaze to destroy it once and for all. If the party takes up the quest alongside her, she will remain loyal to them until the spear is successfully destroyed and its threat is removed from Everglow. She is an able-bodied combatant, and not afraid to get her hooves dirty in the name of some good old-fashioned dungeon delving.

BONNET

Bonnet is an older earth-bound mare, her golden mane streaked with grey frames her kind face. She came into her calling as an Oracle late in her life. Though how old she truly is, is unknown, and Bonnet herself isn't telling. She has been traveling the lands for untold years aiding adventurer's when they need it most. Bonnet seems to be drawn to those who seek knowledge on gods and secrets long forgotten. She is a bit odd though, as most Oracles don't venerate any particular deity, yet Bonnet herself does.

She considers herself a devout follower of the Author Sheila. She tends to be drawn to the other forgotten gods of Everglow as well though, and happily aids any adventurers who wish to try and revive them or learn of them. Though she is willing to share any knowledge she has gained from her long life there is one place she warns pony's away from. A hidden place located within the boundaries of the Forest of Dreams. All Bonnet will say when pressed is simply this, "Stay away from Her cabin."

GM Notes: The appearance of Bonnet is almost certainly to be a good thing for any adventuring group. She appears where she is most needed, guided by the very forces of destiny that lays emblazoned on her flanks. Those who worship the lesser known gods, such as Lashtada or Soft Whisper, easily earn her favor if

they share stories with her. She loves collecting lore, and will exchange them for her own stories or assistance, but is extremely unlikely to stay with the party for long. Destiny waits for no pony.

BREEZY FISSURE

Breezy Fissure is a pegasus archaeologist whose brand of destiny is a trowel. She is yellow/green with a dark red mane and tail with lavender highlights. Normally wearing a vest and goggles, she searches the ruins for an artifact she believes will lead to ponykind and humanoids living in harmony with one another. While so far her expeditions have yielded little success on that front, the pegasus almost always returns with something of interest.

She is usually found traveling with her younger brother, a pony satyr of unicorn descent, who is a master with traps, both building and making. She herself is an arcane caster, using the inherent magic she was born with to shape spells to defend herself and to help her uncover this potential artifact she believes exists. Breezy thinks she is getting close with the recent appearance of her horn after deciphering an ancient text.

GM Notes: A sorcerer of the unification bloodline without fully realizing it, Breezy seeks a grander unification than even Queen Iliana, to tie the tribes of pony and humanoids together just as she brought the squabbling tribes of pony together. She and her brother are often found in forbidden and forgotten places, seeking out artifacts that could, somehow, aid them on this grand purpose, which can put them in the path of an adventuring group easily. While recruiting them for a given dungeon is hardly difficult, provided anything vital to this unification plan is allowed to them, keeping their interest after that is where things prove challenging. They bring arcane might and trap making and disarming to any party, vital skills in many forgotten places.

BRIGHT RUBY

A gem pony sorceress of an elemental bloodline, especially that of fire. After some unfortunate incidents as a younger pony, she set out on her own. She's been over much of the world, with a strange fascination for ruins abandoned by ancient griffons and lost to time. She has a light shiny reddish coat, with a darker red mane. She wears brass goggles, to protect her eyes from her own fire magic.

Being a non-pegasus snooping around the griffon lands hasn't proven easy, or wise. The proud griffon people do not smile on those they don't consider family poking around the revered resting places of the dead and buried, which their ruins typically qualify as, putting her on the wrong side of their perspectives and

law, even if she does occasionally find something of their interest. This has made her a figure of great fame and infamy at once, and left many griffons aware of her, but uncertain how much to despise her.

GM Notes: An eager wielder of fire, rare is the party that she can't assist in. Friendly, but a little greedy, she'll join any party that gives her a good share of the loot to be had, and is headed towards ruins or any other unknown place, lost to time, but about to be plundered of its riches. In combat, she lays down sheets of destructive elemental magic, usually, but not always, avoiding her temporary allies.

BROKEN WING

This winged purrsian has the coloration and build of a sun cat. Though young in life, he is already an accomplished adventurer, serving as a messenger and a guide with a journal full of notes and maps he's assembled by paw during his travels. He has two golden rings that hover around those paws that seem to move at his will and even allow him the gift of unicorns, to lift and manipulate things without actually touching them, provided they're not very heavy.

Even more remarkably, he seems to have a little cloud magic in him, perhaps from the rings, though rumors are conflicted on that matter. He's been seen to shove large and small clouds around, though he only does it once in awhile. The life of an explorer is far from that of a weather warden, if any community would accept a purrsian as a master of the weather, rather than a pegasus or a griffon. He is not found often in purrsian cities or districts, instead wandering the world and sticking by those that have proven themselves trustworthy.

GM Notes: Young and eager, Broken is not hard to draw to the promise of excitement and exploration, and if he is treated fairly and well, will hang around a party until he has a reason not to be, which is most likely to be another friend in need. A talented geographer and cartographer, he won't let a party get lost if he can help it, to say nothing of his martial abilities.

BROWNIE SUNDÆ

Brownie Sundæ is a wandering earth-bound mercenary fighter. She is strong and stocky, with a brown coat, blond mane, blue eyes and a brand of destiny that depicts a river at the bottom of a deep canyon. She was orphaned as a filly when her father betrayed his family and tried to sell them to purrsian slavers. Brownie was the only survivor of the ensuing fight, and bears deep

emotional scars. As an adult, she harbors a strong distrust of all other creatures – especially purrsians – but she keeps all her emotions suppressed, giving the impression that she has none. Her only goal besides making a living is to prevent others from suffering a similar tragedy. She never goes anywhere without the huge greatsword she mouth-wields with casual ease. As her brand suggests, she is famous for stubborn persistence; she once defeated an antean with her bare hooves after he had shattered her mouth with a kick. After the fight, her broken bones were replaced with dwarf-made adamantite jaws. She is self-conscious about her black teeth and tries not to show them when she speaks. They also give her a mild speech impediment.



GM Notes: Brownie frequently takes jobs in law enforcement, but could be encountered almost anywhere. Although she is primarily a mercenary, Brownie can be persuaded to join a party for little or no pay if the cause is just. She may also try to recruit the players to assist with her current assignment. In combat, she will intentionally put herself in harm's way to shield fragile allies or civilians and will not harm children for any reason. Provided the scars of her past are not picked at, she is a good sword to have at one's side, and a potential source of adventure.

CLOUD DANCER

Born of two pegasi in Mae-Mae's Reach, Cloud Dancer is a fairly pure-blooded pegasus herself. Her blue coat with hints of green at her fetlocks and purple in her feathers makes for a dazzling sight across the sky. She has a brand of a waxing moon, which she feels propels her in her journeys. Following her druidic parent's example, she developed her love for nature as a ranger. Though she obeys her wanderlust's need to see the greater world, she often returns to Mae-Mae's Reach to visit her home and her family. Unlike some rangers, Cloud Dancer does not hesitate to become involved in the world's issues, and is eager to put rights to wrong wherever she comes across them.

GM Notes: Being a wanderer by nature, Cloud Dancer could be encountered anywhere. She is drawn to good causes, and any party trying to get things done to fight or mitigate the effects of evil will find her an ally, for a time. Unless the party is as nomadic as she, she is unlikely to remain at their side for long. She prefers her cloud bow to start battles with, but does not hesitate to switch to a saddle-racked long sword and mouth-held shield if things get close and personal.

CRAZY TALK

One of the lost tribe of bones, Crazy Talk is an earth-bound pony that follows the old ways. He speaks to the dead, and enlists their aid, but never by force. Blessed by Soft Whisper, he only works with the willing dead, and releases those tired of their services. His brand of destiny is that of a skull with a confused expression. He believes one can learn more of history by asking those who actually lived it, and explores to find things with powerful ties to those ancient people, allowing him to ask a few questions.

GM Notes: Crazy Talk is most likely to be encountered in two ways. If the party has an object of the past, they may approach him or be approached to learn information from the time of the item's make or use. Alternatively, it's quite probable to run into this necromancer in the field, seeking a particular artifact. While he is polite and tries to be helpful, he is unlikely to remain with the party after he has what he wants. Unlike their reputation, Crazy is a generally good-natured soul, and avoids truly dark magics.

CRUELICA

Cruellica was not her original name, but no one can remember her old self. As a foal, Cruellica felt a sense of restlessness. Always seeking out new frontiers and challenges, she immediately set to the life of an adventurer. Moving across the land she conquered many challenges, bested foes, and gained renown.

But it was never enough. The restlessness remained, driving her further. As time past she looked around and found herself alone. Fame had not sustained her. Riches ran dry. She had devoted herself to besting challenges and growing stronger, but she wasn't fulfilled. Then she looked back at all the foes she's bested and how their renown had spread. It was their reputation that had drawn her to them. "Better to be known by fear than loved and forgotten." With these words her life changed.

Now a more ruthless adventurer, she seeks to build an empire of her own. Each new challenger is a chance to test herself and gain greater recognition. The stronger the opponent, the more likely Cruellica will focus her attention on gaining the upper hand. Lesser servants handle the day-to-day adventurers but a true challenge will draw her forth regardless of the battlefield.

GM Notes: She is unlikely to join a party of adventurers unless they are truly powerful, or promise a truly handsome reward to her for her services. If things look without hope, fleeing to survive another day is not beyond her, but she prefers to plan well enough to avoid such unseemly events to begin with. A party that seems fated for loss is not worth her time. She has a world to cow, and losers don't bring the attention she wants.

DARK LASHES

Dark Lashes is an insectoid doppelganger with violet eyes, glossy black chitinous body, spinnerets, and crimson belly markings similar to a black widow spider. She keeps her long black and red mane and tail tightly bound, often wears severe corsets, and keeps her favorite weapon, *Widow's Kiss*, a Sadist's Lash whip coiled at her side.

A former cleric of a dark god who worshipped a demon lord, she enjoyed inflicting torment on any around her to curry favor and fill the void within her dark heart. Seduced by the famous emerald wasp-like doppelganger explorer Temptation, who was secretly infiltrating her temple as one of its members, the mare found a new spark that brought life and vibrance where once she knew only boredom and determination. The two mares' relationship progressed rapidly and they were soon married, exchanging vows on a high speed train. Not long after, Dark Lashes converted and prostrated herself before the goddess Kara to evolve and become the spider-like doppelganger equine she is today. Though free of the yawning void that pushed her to her former demon lord, she was a natural cleric, and finding a new goddess to serve came naturally to her.

Dark Lashes particularly enjoys spending time in Ebon Silk and Blevik and can often be found there. The happy couple were last seen heading for coastal towns, anywhere slavers and pirates operate, and the crack of the lash can be heard.

GM Notes: Dark Lashes is serious, dignified, and unforgiving. The mare detests weakness and is a brutal tactician, willing to use her teammates as pawns to win a battle. Though she can provide healing, and does, for a broken tool is no longer a useful tool, it is not her focus. She uses her dark magics and natural abilities to hinder and impede her foes with a growing gleeful abandon while barking out harsh commands to those around her. She is never impulsive, nor risks herself if possible, and will wait patiently for the chance to strike. If one can deal with her, she is likely to remain with a party for some time, searching out treasures and glory in the name of her dark mistress as she enjoys dark spaces and ruined structures. She is never found without her wife Temptation, whom she uses as muscle to enforce her will and the occasional snack.

“DOC” HELIX

“Doc” Helix is an earth-bound pony born in Stone Bruise. He found that his special talent was medicine and the healing arts at a young age after finding a critically wounded wolf pup abandoned in the forest. She proved to be the most loyal companion he could have asked for. Word of his bond with nature traveled to a group of druids who invited him to join their circle as an initiate, where he learned the deeper secrets of communing with all living things. As he grew in strength and wisdom, he gained some notoriety for his mastery of shapeshifting magic, rivaled only by the rumors of his fickle emotions. With Daisy by his side, he worked tirelessly to keep the town safe and in balance with nature for as long as he drew breath.

Helix is a blue earth-bound pony with a yellow mane and beard. His mark of destiny is a canine paw print with an ancient rune for “balance” inscribed inside it. He was an accomplished spellcaster and did his part in blessing the fields of local farmers each year, but his shapeshifting talent was his pride and joy. Helix spent more energy than he’d admit building up a public persona of a stone faced and inscrutable druid, but anyone who spent any time at all with him quickly learned that he actually wore his heart on his sleeve. He was very passionate about his work and the ponies and creatures he guarded, and could talk your ear off if you let him- he had a fondness for stories and gossip, especially if any handsome new stallions found their way into town.

GM Notes: A druid by practice, Helix rarely finds the urge to plumb a dungeon very compelling, but he can be encountered between adventures protecting a town and/or seeking help to protect innocents from elementals, beasts, or raiders that would lay waste to people unable to defend themselves. While his goal and the party’s align, he will serve alongside them in a dizzying variety of huge and terrible shapes, tearing apart those

that would disrupt the local peace. While capable of healing, he doesn’t often practice the art in the middle of battle.

“DOC” HELIX



DRAY LIGHTWINGS

Dray Lightwings is a pegasus with light tan fur and a short blue mane with light blue streaks/tips and a medium length tail blue on top side with a light blue bottom side. A worshipper of the Moon Princess, this rogue sports a brand of an ink splatter with a lock pick and quill crossed over it. Born in Kadiston, his mother passed away by the time he was an adult. She was a cleric that perished in a raid during a pilgrimage. His father is still alive and works as a farmer, an honorable position for any earth-bound pony.

He has a younger sister, a pegasus cleric that follows in her mother’s hoofsteps. He also has a younger brother, an earth-bound pony that took up the path of the bard that helps around the farm during the day and solicits the local bars at night. They also have an adopted younger brother, a gem earth-bound pony that works the fields with his father.

GM Notes: Dray is a clever soul that refuses to be shackled, by society or ancient traps. A talented rogue, he is quite good at avoiding and disarming traps, be they mechanical, magical, or something even more exotic. He sends roughly half the money he makes back home to his family to help support them in his absence. He will stick with a party as long as the pay continues and the company is good, however long that is, possibly years if things work out, but he will also leave the moment he decides it isn’t working out.

FURROSE

Eager, but always composed, this female unicorn bard speaks in soft tones that invite others forward. Jovial and friendly, she is easy to make friends with. She never practiced the strength of her innate horn magic, lifting barely a book from a table, but always doing so with very fine accuracy, which she's put to work as a clockmaker and clockwork specialist. Even actual clockwork ponies come to her seeking fine adjustments and repairs to cogs and coils that refuse to fix themselves.

She loves tinkering with small and precise things, and when not playing music, she can most often be found fiddling with the tuning of her instruments and working on clockwork of all kind. Being a bard, she loves hearing new tales and songs to share along, and can be convinced to trade her services for a chance at new lore and epic tales worth singing.

GM Notes: Furrose has a wandering streak. Despite her skills, she doesn't have a single workshop that she calls home. She prefers to wander across Everglow, finding new machinery and new tales to carry with her into the next town. She can be convinced to join any party for a time if it looks like things will be interesting, but she rarely stays for longer than a day unless her presence is direly needed. She's not cruel, and a team that desperately needs her will get her to stay longer, though her wanderlust will eventually get the better of her.

FURROSE



GAILY BEDIGHT

Gaily Bedight is a gallant knight of earth-bound lineage. He began searching for a fabled city made entirely of gold in his youth. He never found the city, but even into old age, his search continues. But having spent his life doing this he is one of the most experienced explorers in Everglow and will gladly offer help to more 'green' adventurers, but he'll also ask if they know any rumors or news about a city of gold, perhaps even ask them to stay and help him search for it, at least for a while. Having spent so much time in a desert region, he rides a camel, Poe, both for travel and in battle, and wields a lance or morning star, depending on how close the enemy is to him.

GM Notes: Despite being elderly, he is far too proud, and experienced, to allow himself to withdraw from the frontline of duty, and will fight face-to-face with that which stands in his way. Offered a good cause, or even the smallest hint towards his fabled city, he will join a party for a time, but will usually wander on in his search. Should he ever find his city, that would be the day he retired and returned to his family, finally successful and completed.

GEL

Gel (short for Gelatin) is a doppelganger cleric who is devoted to a fire god. Her affinity to the flame is surprisingly strong, allowing for inventive uses for fire. She always burns any food that she makes, however. She is caring, amiable, loving, empathetic, and honest with her friends. She is also easily embarrassed, so she tends to stick to those that she knows.

She takes the guise of a white unicorn with blonde hair when out in public, who is a lot more shy than she already is. It is the perfect way to keep out of the public's eye, in her opinion. Using her considerable skill in acting, she settled down with an emerald unicorn that she saved while foiling an invasion, and eventually had a foal with him. She is protective of her family and friends, and will do what she can to keep them out of harm's way. She cannot stand injustice, and feels what a number of her race has done is inexcusable, so she avoids contact with them.

GM Notes: Having turned her back on Kara, Gel is quite nervous when she is aware she is in the presence of another doppelganger, twice so if they are among Her faithful. That aside, she can be coaxed to action easily if her family or friends are threatened by foul forces, and will set her faith and magic to battle the forces of evil to keep them safe. She is not likely to travel too far or long, unless the need is quite pressing and dire to her family's safety.

GHOST STORY

This leatherwing was drawn, as his tribe is known to be, towards the darkness. His curious eyes consumed tomes that spoke of dark and corrupt things. Wicked things, thought lost to the past, that would surface just when the world had forgotten they were there. It was through these blasted items that he hoped to gain better understanding of the world of the past, and with it, the key to the future. Though his fur was a typical dark and coal shade, his mane was a warm pumpkin orange, while his tail was a light green in shade, making them stand out against this barrel.

GM Notes: Ghost Story is at home in dark places, where his keen eyes can penetrate the gloom, and his bravery draws him to the most foul and cursed of items, which hold no fear from him. He will gladly suffer their lashes for a chance to hold one and learn its secrets, so sure is he of the connection between these corrupted magic items and the mysteries of the past. He has gained a keen insight into the workings of cursed items, and can rid himself of them, eventually. Roughly 20% of the time, he can, with sufficient study, strip the curse from an item and leave it otherwise functional.



GHOSTLY MUSE

Ghostly Muse is a young pegasus sorceress of the unification bloodline, which has granted her a horn in tandem with her wings. Her coat is a brilliant white, only interrupted by bright and vibrant patches of blue on her forelegs and hindquarters that matches the same shade of her short mane and tail. Her brand consists of her signature lantern, glowing and sitting on top of a small stack of parchment. Next to it is a pencil, nearly upright with a filigree pattern sprouting out of the end that hooks back and behind the lantern. Surrounding all of this are small patches of blue, glowing mist. She is garbed in a deep blue cloak with golden trim, fastened with a burnished Ankh. A set of thick rimmed glasses sit on her snout. Her lantern, fastened with chain to a sizable pole doubles as a morning-star as well as a reliable light source.

Ghostly Muse's natural talents in art and an insatiable curiosity for ancient history give her the drive she needs to pursue her magical skills in order to uncover the ancient secrets of Everglow. For such a bright, bubbly, and curious mare, she has a strange knack and deep fascination for dealing with the undead and you can more often than not find her deep within forgotten tombs- illustrating the history of the cultures she finds there, as well as her own adventures. She's never alone as she seems however, delving deep into forgotten ruins.

Always by her side is her ghostly companion Gaihl-- a former Pharaoh in life and Unfulfilled in death who was assisted by a sympathetic and young Ghostly, and completed his task that had burdened him. In doing so, she broke the bonds of his tragic death that kept him linked to the mortal realm. An ancient and powerful spirit, he expressed his thanks by returning and becoming both her familiar and mentor in sorcery. Despite his startling appearance, he more than makes up for this with his kind, caring personality, his skills as a conversationalist, and loyalty to those he calls friends.

GM Notes: Ghostly will often go out of her way to assist those in need if they ask for her assistance, and do so enthusiastically if ruins or undead are involved. However, if forced to choose between the well being of a living individual and an undead, she will always choose to help those still alive. Gaihl normally stays out of sight, but will reveal himself and become a trusted companion to those who earn his and Ghostly's trust.

GOGGLE SPARKS

Raised by Nikola and Tesla Sparks, Goggle Sparks is the successor and representative of House Sparks to the peer of griffons and ponies of Everglow. A calm and collected individual, this small-sized unicorn rarely shows her soft spot, except to Solace Windchime, her trusted doppelganger friend. Combining steel and arcane knowledge, Goggle Sparks holds herself to a grace befitting nobility, be that Queen of ponies or the Skycrowns of griffons.

Hoping to bring in all races of explorers to join her cause, the unicorn founded an organization to help archaeologists and adventurers braving the Sand of Everglow. She provided guidance and vital startup funds for new adventurers to get started right. Goggle Sparks is being credited to the discovery of Valley of the Sun King and Moonstruck Pyramid. Her organization, The Pangolin Consortium, has two major headquarters: one in Murrage and another named Point Sunstruck, residing near the valley of the sun king.

GM Note: Well-mannered and cosmopolitan, Goggle has few problems with disparate species when it comes to adventuring companions, provided they are respectful of the ruins they are exploring. She's likely to keep her true ties to her organization hidden from a party and accompany them through one adventure with the cause of liberating ancient artifacts or sites being misused by those with dark intentions.



GHOSTLY MUSE

HALEION DAWNBLADE

Born in a quiet town of phoenix wolves, Haleion Dawnblade was left orphaned in the town and grew up weak and frail with barely a flame, but this did not stop his mind which he used to study magic and through magic he began to steal, lie, and cheat his way through his life. His deeds did not go unnoticed and was eventually exiled from his village never to return again.

He wandered for a long time until one night he took shelter in a cave and came across a small cult who were performing dark acts in a forgotten shrine to the god Night Mare. Haleion managed to take the cult by surprise and slay them before they could do the same. Night Mare sensed that he was more worthy than the dead cult that lied at her shrine and offered him a deal.

She would remove the curse that lay upon him if he would serve her and forsake the sun. He agreed to the deal in the hope that he would finally be free of the frailness that cursed his body, but unknown to him, Night Mare would do more. Through dark magic he was transformed and gained strength and power but the dark magic also claimed his mind and made him a slave. Haleion was lost in darkness for a long time until he was saved by a band of adventurers who freed his mind from the Night Mare.

Seeking to repay his debt he began to travel with these adventures to pick up the pieces of his life and took a new name: Logain Honorwind.

GM Notes: Haleion can be encountered in many phases of his life, possibly multiple times. The party could be his rescuers, finding him as a terrible creature of the night, rampaging with a cold and calculating

evil. Should the party bring him to heel without freeing him, such would earn the favor of the Night Mare as well as a valuable 'pet'. Freeing him would earn them a friend instead, willing to fight through thick and thin for his liberators. A talented sorcerer and strengthened by his blessing/curse of the gods, Haleion is ready to become a beast or hero to be remembered through the ages.

HAVOC WING

Once, this white-gray pegasus was a ranking member of the imperial airforce, leading many other pegasi to battle for the good of the Pony Empire, but he eventually fell afoul of his superiors for disagreeing with their commands. Labeled a war criminal and becoming a wanted pony, Havoc fled from the military and become a mercenary for hire. Unlike most pegasi, he managed to perfect flying with swords strapped to his wings without completely losing mobility, and put them to work while flying to cut his enemies, though they were quite clumsy while on the ground.

GM Notes: A wanted pony, Havoc will avoid parties that have strong imperial ties and obvious Pony Empire regalia or badges. If the party avoids that, he can be hired on for a modest fee in addition to a share to any proceeds and loot to be found in the expedition. Wanting to keep his freedom, he won't stay in place for longer than a week. If the party hasn't moved on in that time, he goes without them. An able, mobile fighter, he isn't afraid to get in up and close with beasts, men, and ponies alike.

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 spell-caster, 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.

LUXURY YACHT

Luxury Yacht, swashbuckler extraordinaire! He is a white unicorn with a yellow mane and blue eyes. His brand of destiny is a golden anchor. Always dressed to the nines, his boldness knows no bounds, which gets him both into and out of quite a lot of trouble. Indeed, he has a reputation for leading failed expeditions, but has scored enough grand paydays that ponies still adventure with him.

GM Notes: A pony that thrives on deep pockets, thrilling adventure, and the constant flow of fortune, Luxury can be a trying pony to get along with for some. He is of the solid belief that those who are seriously disadvantaged financially are not moving boldly enough to change their position in life. Quick to act, fail, and try again, Luxury is very difficult to discourage. When it comes to logistics, he is very reasonable, and will help outfit a party and work to stack the odds in favor of success, which he gets often enough to finance his extravagant lifestyle.

MIDORI WHEELER

Found as an egg by a human couple in the remnants of a wagon after a heavy storm, this female griffon never knew her original parents. She was named for her adopted mother's grandmother and was taken in by her new family and new town, growing up well-adjusted and well-liked. Physically strong, but just as strong in morality, she didn't hesitate to protect those around her from beast or crook. Taking to the lessons that her adopted parents - both knights at one time - taught her, she followed in their steps and became a staunch defender of her village, but wanted to do more than cross blades in battle.

She became a teacher, inviting all those of varying races to come and learn to be protectors under her, provided they would use their abilities to guard what is precious, and not to steal it from others. Her town was a little less welcoming at first, and the first goblinoid student caused quite an uproar, but Midori would not be dissuaded, and, though suspicious, the bugbear went on to become a warrior with more scruples than his brothers. Perhaps not as many as Midori would have wished, but each step was important.

GM Notes: Midori is not much for the adventuring life, but could get involved with one, depending on where they are. If her town is besieged, calling on passing adventurers is not out of the question. She is also a ready source of training and retraining services for those in the martial classes. It is also possible to run into one of her former students, for good or for ill. Though she tries to instill in each a passion for goodness and justice, this doesn't always take.

MYTHOS GRAY

Mythos Gray is a unicorn who cares most greatly about enjoying himself, even if there is risk involved. He has a love of a good story whether it be myth, legend, or folklore. He even loves to learn the stories of those that he meets, and may go out of his way to learn about interesting folk that he encounters. He is intelligent and charismatic, having a gift for getting many to like him using his eloquence and charming speech. In some ways he is manipulative, and is not above playing with the emotions of others. Yet he is a stallion of his word, always keeping a promise, and would never allow or bring harm to a filly or mare if he can help it. He also has a great dislike for any that show rudeness towards or insults a mare, and will not allow a mare to be hit in his presence or do such himself if he can avoid. Even in combat he will see to disabling or knocking out a mare or filly if he can help it.

Born into a well-to-do family living in Viljatown, Mythos was taught in the ways of music and history by his parents Brightstrings and Autumnheart while also being given a more general private education. Both well regarded in the city, his father is a exceptionally skilled vielle player, while his mother is a respected private teacher of the history. From his youth the colt gained a love of reading, having a curiosity that lead him to try many different things so as to find his special talent and gain his mark.

One such thing was learning the vielle, as played by his father, being an instrument he struggled to learn when young but gained skill in it eventually though determination and extra effort. In time his schooling would go beyond normal study but also learning the folklore of ponykind and the history of other cultures. Yet he still hadn't discovered the true nature of his brand, which frustrated him and pushed Mythos to try new things. With this, like all self respecting unicorns, he learned to use magic and from youth he studied what he could on it. Through such study he found he had an affinity for illusion magic and spells more than any other type, though learning other magic was more difficult.

Mythos gained understanding of his mark of destiny during a family party that his parents had prepared him for so that he would act the way he should. While there, he noticed a filly about his age not enjoying herself. Introducing himself, Mythos learned the filly was his cousin and that her name was Sundipple. Finding out she hadn't wanted to go to the party, the colt decided he wanted to cheer her up and told her a story using his magic to create illustrations of sorts to bring the story to life. This cheered her up greatly and later it was found that his destiny made sense to him.

As he grew into a young stallion, Mythos would leave his family and take to traveling the land. His curiosity and wanderlust would bring him to discover that

which books didn't reveal. Though before leaving he had promised to write and he did so weekly, allowing his Sunny and his family to know of his adventures. He would gain a desire to learn of some of the lands greatest adventurers and leaders of the lands, while seeking for that which had already passed. Ancient civilizations and cultures, forgotten lands and lost cities, mysterious artifacts and hidden lore.

GM Notes: A generally nice person to be around, Mythos loves exploring, fights fair, and entertains his fellows with his stories and magic during the slow times. There just for the thrill and to see what there is to be seen, an adventuring group that's headed for interesting places can catch his interest, possibly for quite some time, provided the people he walks alongside are good people. In tense situations, he employs illusion, a smooth tongue, and a quick wit to get a party through without a fight if he can. Failing that, being light on his feet will have to suffice. He is not a frontline fighter, and will usually leave beat-down scrapping to other, more prepared, souls.

NIGHT STAND

Night Stand, or as he is known to anypony who has heard his name before, "One" Night Stand, is a daring unicorn swashbuckler, braving both the dangers of adventure and of courtship. Skilled with his blade and with his wit, he has left many broken hearts in his wake. He explores many places, defeats great odds, and wins the company of many ponies, and some non-ponies, if the rumors are to be believed, along the way.

Some say that he's worked with the short legs and struggled to help revive that tribe, but others say it was just a rumor he helped foster to get him in with Rosie Petals, a drill sergeant that works for the Academy of Kind Blades in Viljatown. In either event, he is a unicorn that doesn't settle for less than fantastic results, both on and off the field of battle.

GM Notes: Bold and ready to face danger, Night Stand is a frontline melee combatant with a taste for danger, and females. Dangerous females are, perhaps, his favorite challenge, and one that can land him in quite a bit of trouble. He can run into the PC party before, during, or after such an encounter with a wide variety of possible conditions, from needing help, to having just what the party needs at the time. Once his fate touches another, he has a tendency to show up again, even if only for a moment.

NIGHT WING

Night Wing was one of the early flutterponies, but was far from colorful like all of her fellow flutterponies. They used to call her boring and other such names to

the point where she believed it and spoke in a monotone voice. Her life didn't really start until the flutterponies asked for help from the Empire in getting their city founded. A group was sent out to help the city. This was Clawdius, Tida and Steel Prism. Upon getting into the city and hearing of the issues they asked for a guide to help them with the wildlife.

Night Wing proved to be of great assistance helping save one of the fallen and helping to capture the one who was behind all the problems. On returning to the place that would be called Prisma with their task done, the group asked if she would join them. With not much keeping her in Prisma, she agreed to join them in their quests and left the Forest of Dreams. Traveling Everglow exposed her to many things that she wouldn't have done normally, like entering a beauty contest in Las Palominos and coming in first. She was the first flutterpony that many ponies through the empire got to see, and showed them that they could be tasteful, and a vicious fighter.

GM Notes: Loyal to her friends, Night Wing is most likely to be encountered at their side. Other flutterponies make her nervous and defensive, as she still fears rejection from them for her lack of colors. She is eager to see the world, and at her friend's side, she has that chance. If the party hires on the rest of her crew, she will come along without complaint, and depart with them when it's decided to part ways. An

able-bodied brawler, as well as being loyal and brave, she is a valuable asset to any team she becomes part of.

OBSIDIAN

This earth-bound clockwork pony male is in his prime, and uses it wandering the world and drafting his maps. With black fur, and light purplish skin where it shows in the nose, gears, and ears, this red-eyed pony has an eye for the big details, and the strength to protect himself. Born in the southern portion of the empire, Obsidian went exploring at a young age, and never saw fit to end the experience. Drafting, exploring, and seeing what there was to see, it seemed Everglow had a never-ending supply of forgotten things, just waiting for a pony brave enough to remember it.

GM Notes: Obsidian is a little withdrawn on first meeting, especially if no clockwork are spotted in the player party. If approached with kindness, he can be thawed quickly, and often begins rambling about the latest things he's seen and comparing notes with the party about what they've seen and where they saw it. His notes are very precise in directions, and could be quite helpful in helping the party get to, or avoid, particular landmarks along the way. He's not likely to join the party, however.



OBSIDIAN

OVERDRAW LONGFLYTE

Overdraw Longflyte is a hippogriff ranger with a predatory build and a friendly gleam in his eye. Always having been filled with a sense of wanderlust, Overdraw saw adventuring as a natural way to see the world and put his own unique talents to work for him, making friends and coin when the work suits him. He is self sufficient, carrying his own supplies, weapons, and armor with him. Overdraw, as his name implies, has a particular fondness for archery, though he uses two wickedly sharp short swords if the target is too close for an arrow, and his claws if they are too close for a blade. When scouting, he will usually don a mottled cloak to camouflage his movements. His armor is a curious mix of cobbled-together leather and metal rivets, studs and chain. While not the flashiest or most fashionable, he swears that the suit has saved his life on more than one occasion, staying blades and stopping arrows.

GM Notes: Eccentric but effective, Overdraw can appear when the chips are down, either for the party or himself, and his presence is a sign of the changing tides of fate. Once encountered, he is easy enough to get along with. Like many hippogriffs, he can see life from many perspectives, and will join any adventuring party, for a little while. He doesn't forget his former friends, however, so expect to receive a few letters inquiring into the status of the party, and explaining the trouble he's gotten into lately.



OVERDRAW LONGFLYTE

ROME SILVANUS

Rome Silvanus is a captain of the Imperialists, a group of pro-empire ponies who still live in the dreams of their once-powerful empire. He and his battalion of well-armed, well-trained pegasus ponies travel across the lands, capturing villages and territories in the name of the Empire. While many have attempted to go against him and his will for the new 'citizens of the empire', most, if not all, have met harsh punishment for their rebellions.

Although he imposes strict laws upon these ponies, his group does also take it upon themselves to defend their citizens from any outside threats. A pegasus himself, Rome takes great pride in his people, even as they suffer under the faltering of their empire. He keeps this military unit well-drilled and ready for conflict at any time, while performing raids on smaller settlements and taking hold of towns and cities that once belonged to the pony empire. Not all attacks were successful, but enough to earn a powerful reputation as a liberator of ponykind.

Though they are too small to have any real dream of reuniting the entire empire on their own, they work tirelessly towards this end. When patrolling inside what is accepted as pony territory, they serve as a firm polic-



ROME SILVANUS

ing force. Outlaws, dissidents, and rebels are hunted eagerly and brought to the public to be punished, as an example to other ponies that order had not fled their lives, and a hope for the future was still there, if they could band together

GM Notes: A driven soul, It is most likely to run into Rome while he's performing his duty, and with his military unit. Unless the party is working for, or against, the reforming pony empire, he has little use for 'adventurers', but should their target happen to hold some hope for the broken empire, or some way that might damage it, his interest will become quite unshakable. Trained in melee combat and basic battalion tactics, he can be a powerful presence in any field.

SCHOLAR LEXICONA

Scholar Lexicona is a Purrsian Oracle, often found living alone and working as a scholar, historian, and collector of antiquity. Unlike many of her peers, she is often obsessed with knowledge rather than physical display of wealth or delight. She resembles a lion with a red mane and tail, and usually wears loose-fitting robes with hoods of deep purple or violet colors. Despite not being an active worshipper of Princess Luminace, she keeps a shrine dedicated to her and meditates before it frequently as a means to calm her mind before studying. Her home is an isolated underground structure that resembles the sand dunes that surround it, which is protected by powerful sanctuary spells.

GM Notes: She would make a pretty good quest-giving NPC, a source of advice and item identification, but only for those with "Greater Good" intentions. She is shrewd and savvy, and while she always treats Good-Aligned callers with respect, she is not above blackmailing, bribing or otherwise exploiting evil-aligned folk - this is in fact where a large portion of what she pays adventurers comes from. This gives her something of a reputation, but her knowledge is so valuable that even her enemies don't often try to mess with her. While not a very offensive presence on the battlefield, she brings knowledge and a touch of healing that is often found helpful to any party that takes her on. She isn't likely to stay for long, unless convinced the need is great, or the knowledge that could be obtained truly wonderful.

SHATTERED STAR

This midnight blue/black coated pony with white mane is often recognized by her thick accent. All her "ach"s and curious dialect

draws the attention of those around her, which suits her just fine. This unicorn is a healer, and willing to work in large groups with professionalism and bravery. There is one catch, she craves attention. She wants to be told she did well, and she expects a thank you from those she heals, even in the middle of battle if at all possible. She's in it for the personal vindication and validation, and that fact doesn't bother her at all. Provided those around her don't mind, she'll gladly serve as the party healer with a few words to the Sun Queen and a petting of her usually clean hoof.

GM Notes: She is easy to draw into a group, especially one with at least five members, setting out for adventuring deeds that look like they could result in fame and glory. To be remembered fondly is her wish, and she will go into very dangerous places to do it, provided the group she's with constantly recognizes her hard work and thanks her for it at all times.



SCHOLAR LEXICONA

SHIFTING WIND

This pegasus was a mare of many appearances, starting with a bright orange pelt with white mane and tail, and later, and more famously, gaining the multiple tails and coloration of a kitsune. To add to this, she was born without a mark of destiny, itself a sign of something mysterious. Shifty, as she was known to her friends, was big into ancient history and truly good friends with local zebra tribes (They had all the good books). Shifty was also very curious, far too curious for her own good, and would often get more than she bargained for. As she grew, she became fascinated with treasure hunting, gathering trinkets that grew in grandeur as she progressed through ruins of tribes, to castles, to entire cities.

Soon she was a well-known merchant of “Oddities” in many markets. One day she stumbled upon a map within a dusty book in her zebra friends’ library. The book and map promised legendary treasure, wisdom beyond imagination, and immortality. Intrigued, Shifty left for her expedition at once, the map and book with her, as well as a good few weeks of rations, though she packed light... immortals didn’t need to worry about food and silly things like that she reasoned. She traveled for a few days and into the nights, making camp only when absolutely necessary, on the fifth day she wandered into an odd area.

There were pools everywhere, square flat pools, how odd! She checked the map, she was going in the right direction! Pleased she would arrive at her destination soon, she decided to take it easy and rest up. She made camp just outside of the pools, her bright eyes saw something glistening just off the path. Being curious she went in search of the source, and found what looked like a small onion, except it was shiny like a pearl and glowing a faint golden color. Her eyes widened, she must have it! It was nearly calling to her! What a fine crown jewel this would make for an immortal! Gingerly she picked it up with her mouth, intending on bringing it back to camp.... Then the world went sideways. Did she hit her head? Was it a poisonous plant after all? The world around her was in a fog, and fox-like creatures walking on two legs were tending to the pools... but they weren’t just pools, these were rice flats, and she was suddenly within a town of ghosts. Startled she backed up, to her horror, she hit something soft and tall.

Spinning around she came nose to nose, with a fox? No, he was far too big, and he had nine tails?! It all happened so quickly, she could have sworn she heard the being say ‘Ah, finally a worthy creature arrives!’ She awoke the next morning, within the nearby forest of her home. She stood up and trotted over to a nearby brook, hoping this had

all been a dream. Peering into the brook, she couldn’t believe what she saw... her coloring had changed, she looked like a fox... and to her dismay her beautiful tail had split open, she had nine fluffy fox-like tails flowing behind her.

What happened that day? Shifting Wind blinked when she was answered by a very proud and gleeful voice, in her mind. “You found my star pearl, a jewel of legends! I gifted you with true immortality, for I am a great fox-spirit! Through my years I transcended my physical body, but alas my kin were destroyed over time. I waited living within my star pearl... until you found me! You are exactly I have been seeking, witty, intelligent, mischievous, curious... we could have grand adventures together forever! What do you say?” She couldn’t say no, after all, she sought this power to continue treasure hunting, did she not?

Stories and tales began to spin about her. Whether she is a pegasus or not a mystery. If she was even a pony was a mystery. Some said she was a beast that hunted small foals when they were alone. Myth, fable, or just a tall tale, the legends of this person spread far and wide. To this day, there is word of a mischievous prankster, a pegasus, or a fox, or both. No one has seen her long enough to figure it out. So much time has passed, nopony remembers Shifting Wind, and yet... The rumors persist.

GM Notes: A pony, or fox, of mysterious power, this arcane trickster wears her fox tails well, and takes pride in baffling her enemies. She is both enmeshed and avoids fate in equal parts, and can cross paths with the party in very contrived fashions that she may very well resist, but the gods themselves will not be denied, even by this kitsune pony.



SHIFTING WIND

SILVER SLIVER

Silver Sliver is a unicorn magus of great note. He is most famous for utilizing teleportation extensively in combat, only appearing for an instant to deliver devastating blows before vanishing and reappearing to strike the next foe. His coat, mane, and tail are entirely black except for a single white streak running through his mane.

There are rumors that his astounding teleportation tricks was itself a forgotten bit of lore that he didn't share, but he never confirmed or denied the rumor. An eager adventurer, he wanders Everglow seeking glorious battles and treasure worth finding. While not devoted to the cause of exploring for the sake of exploring, expanding his fame and wealth were powerful motivators that got him moving.

GM Notes: A practical pony, Silver will join a party that offers decent pay or the promise of great treasure, but promises of lost lore will not motivate him on its own. Forgotten spells that he can use are eagerly accepted as part of his payment, but unless the party can be certain one is waiting to be found, he will rarely move just for the sake of one. After the adventure is over, he moves on. There's always another place waiting for him to test his skills.



SILVER SLIVER

SONJA THE TINKERER

Sonja is a zebra whose fascinations lean more towards the mechanical than the natural. While her father was a traditional healer, Sonja early on managed to learn magics to move things around her, 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. This eventually led her to discover firearms when those were used against some of her friends. Sonja preferred large guns, using what some would call full cannons on her back and her creations to protect those in need, as well as to search out other pieces of technology left behind, both to study how they work herself, and to prevent them from being used against those she cares for. In her travels, she is often accompanied by clockwork ponies, often those whose lives she has saved. Some of the parts of her armour are gifts from this race over the years.

GM Notes: Sonja is an engineer first, and a gunslinger second. She adores finding new mechanical devices, even mechanical traps complex enough to be worth pulling apart and studying. She's engaged in some dangerously experimental procedures with clockworks, integrating mechanical bits and bobs from other machines and getting them to play nicely, for the most part, in her friends, which may be of some interest to a PC party. In an adventuring group, she



SONJA THE TINKERER

can handle mechanical traps with grace, and put large holes in everything else. Her oversized guns, thanks to her mobile cannon archetype, make her a threat to any creature.

SNOWLIGHT

Snowlight is a rugged pegasus mare that hails from a proud line of pegasi that live the frostbitten lands of the griffon kingdom. Snowlight has vibrant glowing violet eyes, cherry pink fur, and a silken brown mane with auburn streaks, a thick lock of it held to the side with a lavender ribbon. Snowlight is a fighter, seen with a war axe and donning runic scribed plate armor, though lacking a helmet.

She has crossed axe to talon and blade with pegasi and griffon alike, to prove her mettle, or just prove her way, and has earned a name for herself as a mighty warrior. Her strength reminds griffons why they accepted pegasi as their kin those many years ago, and she is welcome among them even when planning hunts and wars.

GM Notes: As often roaming as she is living in any given place, it's not hard to run into Snowlight, especially as one strays closer to griffon lands. She greets fellow griffons and pegasi with open hooves, cloven with mild indifference, and others with suspicion and some mocking. She doubts the abilities of any that have not been tested in the frigid cold of her mountains and against her sure blade. If won over, she is a sure and able fighter, and will stay on with a party so long as there's glory to be won and battles worth fighting ahead. A slow moving party will bore her, and she'll move on without much fuss.

STUNT MONKEY

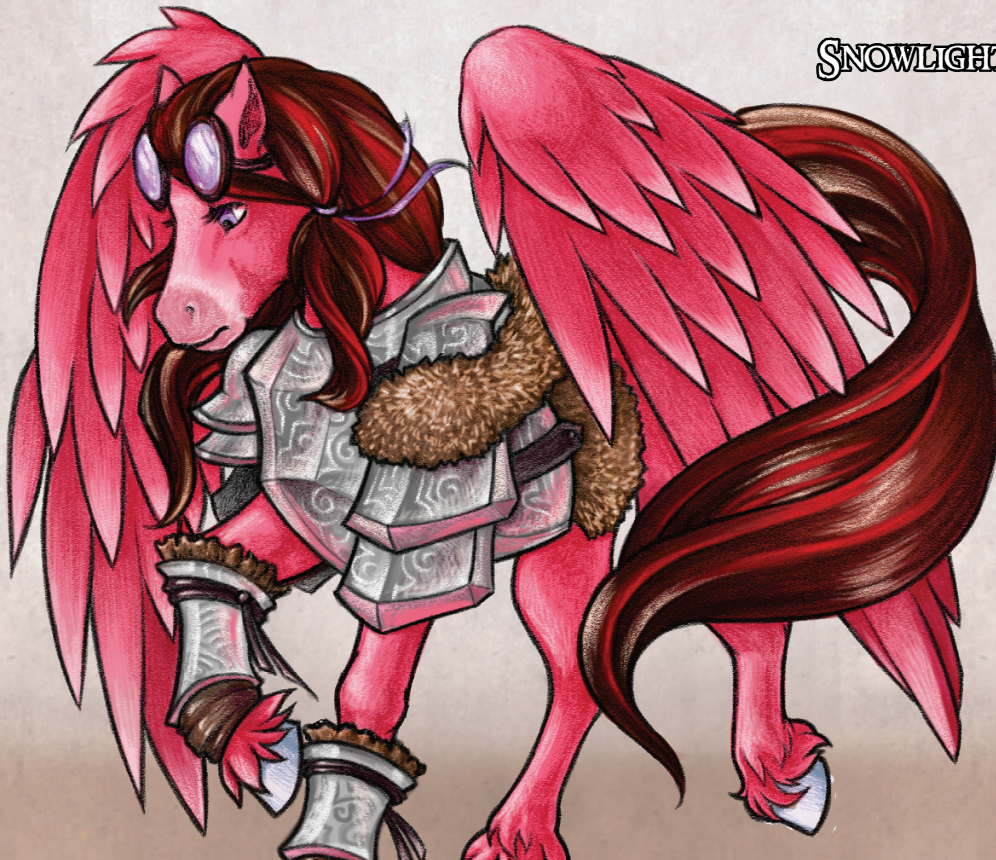
This earth-bound pony with red fur and a slicked back black mane is almost always found wearing his old ringmaster jacket. The jacket is a darker red with gold thread trimming and buffed silver buttons. He used to serve as the ringmaster for a travelling circus, traveling from town to town with his performing fellows, but has since moved on to dealing with caravans of trade goods. He deals with exotic pets and potential familiars, and has gained a powerful affinity for animals of all kinds.

GM Notes: Stunt is a source of rare and powerful animal companions and familiars. As the GM, you can use him to introduce the opportunity for unique options for druids and wizards alike, though his prices are not always simple gold pieces alone. He is not likely to join an adventuring party, not really suited for the adventuring life, unless he knows there is an exotic beast awaiting him, in which case he may hire the party to escort him, but will depart back for his caravan as soon as he's succeeded or failed at adding to his stock.

SUN DIAL

Sun Dial was a member of Queen Iliana's army, on the fast track to becoming one of her personal guard. He was very devoted and loved the Queen and looked up to her and her ideals fondly. His devotion became his downfall as a vision, perhaps given by the Unspoken himself or some clever rival, told him that there was going to be an attempt on Iliana's life as she oversaw the first sunrise of the summer solstice in respect to the Sun Queen.

SNOWLIGHT



Queen Iliana had come from her secret shelter to the public of Viljatown for the occasion and stood before an excited crowd. She spread her wings and called out to the glory and splendor of the Sun Queen as the sun just began to show itself, only to be tackled to the ground by Sun Dial. The crowd panicked, the guards scrambled, and it was a huge mess. Queen Iliana refused to allow her guard, however misguided he was, to be put to death, jailed, or otherwise severely punished, but they did relieve him of duty, and cast him out of the guards.

The pegasus left on a quest to prove himself worthy of re-joining Queen Iliana's ranks, but he was broken and lost. He looked for anything that could lead him to a more clear path, and show the world, and himself, that he was worthy of retaking the position that had been denied him for his foolish error. A dark yellow pegasus with dirty red mane and tail, he's sometimes accused of looking scruffy even in his full armor.

GM Notes: Loyal to the Queen entirely, but plagued with doubt, Sun Dial can easily become enmeshed with anything that involves the Queen or the empire as a whole. Even without those direct motivations, songs of potential glory can easily stir him to action, and he will go far and long if it has a chance of proving his skill and bravery.

SUN HEART III

Sun Heart the Third is a unicorn cleric, and worshiper of the sun queen. Adept in the art of healing and magic of aid, she is an illuminated soul, dedicated to the health of those in need. Her sense of adventuring and curious nature compels her to come to the aid of travelers and provide them with assistance, whether it is through magic, or words of wisdom from the doctrine of the sun queen. Her white body, red/orange hair, and blue eyes always shine the light to weary adventurers.

GM Notes: Sun Heart is a dedicated cleric, willing to wade into melee combat if it gives her a chance to smite evil or heal her friends. She prefers loyalty over other motivations, and once she finds a party she works well with, will often stick by their side for quite some time, providing a bulwark against the tides of darkness. A little prone to panic when things turn against the party, she will fret and worry, but will not break formation if given direction. A strong leader can guide her to greatness, and hone the edge that she provides any party.

TARITH THE DARK

This pure black suncat warrior stood out easily among many of his peers. Rather than traveling with a tribe of his own, he would wander on his own, appearing to cause or fix problems, and never requesting much for it, the few times he ever did mention anything. When

pressed to battle, he has proven a capable and fearless warrior, with practice in blades, his claws, or most anything else he happens across at the time.

GM Notes: Running into him is a turning of fate, a roll of the dice. He is difficult to track down specifically, but when things get interesting, he may show up on his own and act as he feels proper. Getting him to stay after he's done his part is quite challenging. His mysterious ways and generally moral ones have won him the name of a hero, but few know anything about the sun cat, and what his true motivations are.

THUMP

Lend me thine ears as I tell the tale of Thump (His parents named him that due the sound he made when he was dropped as a colt). Thump was rather large compared to the average stallion, and his strength would surpass that of even the strongest of his foes. When not in the heat of battle, his simpler and more childish side showed itself without restriction, as he would rather run around and chase butterflies and play with children then train for coming battles.

As if he needed it, controversy still surrounds him as tales of his many... less innocent deeds followed him around Everglow. Tales of how when enraged he could smash boulders with his head! How his hooves would stomp armor into scrap! And how he somehow convinced the beautiful (and quite voluptuous) mare known as Crimson Velvet, the fierce and merciless leader of the "Striking Velvet" bandits to marry him. They spent the last of their days growing old and hidden away in the last stronghold of the Striking Velvet bandits. As their age took them, the gang disbanded, leaving the stronghold to the gentle grinding of time.

GM Notes: Encountered before meeting his future mate, Thump is an eager soul, ready to join almost any team that looked like it was doing something interesting, and didn't insult him in the process of inviting himself. Easily led astray, it is possible for the party to encounter Thump paying the price for crimes he may or may not have actually committed, and rescuing him would secure a longterm ally. After he finds his mate, he's far less likely to wander off, and does as she asks. She is much more shrewd about her dealings, and will only let him 'off his leash' if there's benefit to be had for them both.

VOID CALLER

Born a unicorn stallion, Void Caller has always possessed an intense fascination with the magic of conjuration, and the beings he could use it to draw out. Devouring every ounce of arcane lore he could find, his experiments began to delve deeper and deeper into

other planes, searching for something even he wasn't sure about. His most dangerous conjuration experiment gave him both his curse, and his closest friend. He made contact with something, a great host of stars and souls, and the backlash destroyed his lab. His body was twisted, perhaps by accident, or maybe a malicious joke, into the form of a mare, but out of it emerged his eidolon. Taking the form of a sea pony of starry flesh and celestial light, Shoobee is as silly and laid back as Void Caller is serious, grouchy and furiously determined. Unable to return his form to normal through mundane magical means, Void Caller seeks answers from the past, scouring ancient libraries and deciphering esoteric hieroglyphs in search of something to return him to his birth form.

GM Notes: It's unlikely to meet her while she was a he, sequestered in his lab and studying intensely, but after she fell victim to her unfortunate accident, she has begun seeking knowledge in secret places. It's equally as likely to run into her in the field, searching for the same things, or at least the same locations, as the PC party. Provided the players don't begrudge her examining and taking notes, she has little interest in keeping the artifacts afterwards, and is very little threat to treasure-hunting parties, while providing a wealth of knowledge in linguistics and considerable arcane talents as a summoner.

THE WALKER

The Walker or, in his native language, Walks the Distant Trail is a whitetail ruminant. His species is basically unknown in Everglow, even if they once were more numerous. They resemble deer, tall and majestic. He claims he was the first to wander beyond his race's woods. He is a Shaman, a sort of spiritual storyteller, who uses his wit and charm to avoid most conflict. He considers it his duty to collect the stories of other species.

To what end, he doesn't share. Perhaps he will bring it back to the ruminant? It isn't even known where they are, let alone how he will get it to them, but the ruminant don't share those secrets easily, so it will have to remain unknown, for the time.

GM Note: The Walker is a curious soul, and will gladly pump the PCs for information about themselves and their recent activities. He is in no rush to hurry into dark places or on grand adventures. As far as he's concerned, just exploring Everglow's cities and towns is an adventure, and one he takes seriously. He warms most easily to other storytellers, swapping tales and lore gladly, even if he refuses to disclose more about the mysterious ruminant or where they may be hiding or why they even left to begin with.

ZELOS "GUNSMOKE" XENAKIS

Zelos "Gunsmoke" Xenakis is a human who is currently working as a courier between the various places of Everglow delivering letters and items. In addition to delivering packages, he also delivers information. Because he has traveled to many different places and tries to the best of his ability to keep logs on the places he visits, he has a fair bit of knowledge on various places within Everglow. Thanks in no small part to his courier profession, he has been to a lot of places in Everglow, and even stumbled across old ruins. Because of events of his childhood, he had found himself ostracized from both the humans and ponykind. Also because of his childhood, he came into contact with guns and managed to build one, which he saw was the future of weaponry.

He constantly works on the gun that he built from before, trying to make it into a better version. He is of average height, has leather armor with daggers arranged that makes it look like ribs covering his chest area, and a coat over the armor. Because he travels all over the place, he has a slightly dark complexion, with brown eyes and slightly long hair.

He has gained a reputation for his marksmanship and his resolution to survive despite the harshest conditions. He has made a pilgrimage to the great dwarven undercities, where he secured a true work of art to carry at his side, that he bears with pride on his adventures. There's no gunsmith like a dwarf, but there's no gunslinger quite like Zelos.

GM Notes: While not being called directly to the pursuit of adventure or exploration, he has plenty of reason to be found in the wilderness, carrying his packages wherever they need to be, possibly even to the PCs directly. He usually tries to avoid being mixed in with wild adventures into forgotten ruins, but may enlist the PCs aid if beasts or other hazard are too much for one man to take on alone.





TOMES



Items, enchantments, and materials listed here are forgotten. They cannot be purchased or manufactured, only found. Enchantments can be, with GM approval, replicated if working with an original, but doing so destroys the original for the pieces needed to construct the new item.

BLAZE'S FURY

This book is a religious treatise about the savage glory of war. It doesn't go out of its way to encourage war, but goes into detail about methods to win one, should you find yourself in one. Consulting the book over three days of study and work will give a +2 competence bonus to leadership and perception checks involving a battle with forty or more people.

Perhaps more interestingly, the book has many references to 'War Walkers.' These strange constructs were each a gift from Blaze to ensure her pony followers would win every battle they faced and impress upon their enemies the truly awful price of waging battle against them. They apparently came in sizes ranging from that of a normal pony to that of an antean breed,

tall and imposing. They were reportedly invincible, and would be called back to Blaze's side after a battle, but if one were defeated, somehow, it may still be somewhere on Everglow, and the book reveals how to repair and activate one. Just think of the possibilities...

CODEx OF DEFIANCE

This tome is not magical, but contains a wealth of knowledge about the ponies that were bold enough to challenge the gods themselves and their techniques. Having it and consulting it gives a +2 bonus to any skill check involving constructs. A month spent studying it grants a permanent +1 inherent bonus to saving throws against divine spells cast by divine casters or divine creatures.

It also contains the cipher for a previously unknown language, Methodocles. With rigid sentence structure and logic flowing through every grammatical choice, it can be a very elegant language to learn. There are no silent letters, no exceptions to the rules, and only one way to say every given letter. Due to its highly organized nature, using it to address constructs gives one an effective +2 to bluff, diplomacy or contested charisma checks involving them. Clockworks find the language inviting on a deep level, and the bonuses work on them as well.

ARMOR ENCHANTMENTS



COLD IMMUNITY (MOUNTAIN)

Armor so enchanted has a constant lining of ice and frost. Cool to the touch on the outside, it's comfortable on the inside. While worn, the user enjoys complete immunity to cold damage and spells with the cold descriptor.

Strong Abjuration; **CL** 14th; Craft Magic Arms and Armor, *resist energy, protection from energy*; **Price** +100,000

WEAPON ENCHANTMENTS



ELSEWHERE (TYPICALLY FOUND IN A DAGGER)

This special ability can only be placed on a thrown weapon. A thrown *elsewhere* weapon strikes the target from a wholly different angle. If the target misses a perception check against a DC of 5 + the wielder's bluff or sleight of hand (whichever is highest) bonus, they are flat footed against that attack. This has no effect on targets immune to mind-affecting abilities or illusions.

Moderate Illusion; **CL** 6th; Craft Magic Arms and Armor, *blur*; **Price** +2 bonus.

COVERT (TYPICALLY FOUND IN A DAGGER)

This special ability can only be placed on a weapon. A *covert* weapon, if it drops the target to less than zero hit points, prevents them from becoming prone, immediately stabilizes them, and holds them upright for 40 minutes. At a glance, the target appears conscious, if bland and unreactive. Interacting with the target reveals the ruse.

Moderate Illusion; **CL** 4th; Craft Magic Arms and Armor, *minor image, unseen servant, stabilize*; **Price** +1 bonus.

NEW MATERIALS



FEATHER STEEL

HP/inch 30 (weapons and armor normally made of steel that are made of adamantite have the normal amount of hit points).; **Hardness** 10; **Cost** Feather Steel is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given. These prices are for manufacturing times only, this material is not for sale, anywhere.

Type of Item	Item Cost Modifier
Ammunition	+30 gp per missile
Light armor	+2,500 gp
Medium armor	+5,000 gp
Heavy armor	+7,500 gp
Weapon	+1,500 gp
Misc. Item	+50 gp/lb.

Feather Steel is as tough as steel, but exceptionally easy to work and light to wear, making it rival mithral for its lightness. Its major weakness is simply its unavailability. Only Feather Steel that is found is there to be used, and none know how to manufacture more of it. Whatever strange process created it was lost to time.

Equipment made of Feather Steel is 40% lighter. Armor has an armor check penalty 2 less, an arcane spell failure 10% less, and a maximum dexterity bonus 2 higher. Flyers wearing Feather Steel armor do not suffer ACP to fly checks and can fly despite the class of armor. A finesse weapon used by a finesse wielder enjoys an extra +1 bonus to hit.

DUBIOUS ARTIFACTS



COLLAR OF THE PHARAOH'S CONCUBINE

Aura strong transmutation; **CL** 12th
Slot neck; **Price** 50,000 (priceless); **Weight** 1 lb.

DESCRIPTION

When this gold jeweled metal collar is placed on the neck, it immediately clasps and tightens to fit. The collar grants its wearer a +3 competence bonus on Charisma-based and Endurance checks as well as giving the wearer a -10 penalty on all saves against divination spells. Upon command by the person who placed it on the wearer, the subject feels an undeniable urge to perform a seductive dance, effects as per *irresistible dance* with a duration of a minute. A remove curse DC 30 or dispel magic of the same DC causes the collar to fall free of the wearer.

HEART OF EVERGLOW

Aura strong necromancy; **CL** 11th
Slot none; **Price** priceless; **Weight** 1 lb.

DESCRIPTION

The Heart of Everglow was once the crown jewel to a civilization long before ponies walked the planes of Everglow. Very little is known or written down about

this item, but what the story's say is it can give life to those that are close to death, no matter the wounds, and give whoever holds it eternal life. The stone is said to have been lost when it was used to defeat a great evil that would have wiped out all of Everglow. If the stone was ever removed it would spell doom for all of Everglow, it is also said bringing it back would bring about a new golden age, just matters what stories you believe. This stone is dark green in colour and pulses with a green glow, it will fit in a pony's hooves. If looked into, it's almost like the the stone is shifting and moving inside. The stone gives the holder eternal life and they no longer age. If they are already at an old age they will begin to get younger until they look to be in adulthood. Once the stone has been touched, anyone else holding it needs to take a DC 30 Will save or age 1d10 years. Passing halves the years. If they roll a nat 1 then they will lose 10+1d10 years as the stone sucks the life out of them. If the stone holder goes to remove the curse they will also gain back all the years that the stone held back. If the curse is removed then the next person to touch the stone with then gain the curse.

GM Note: The Stone now rests deep inside the ruins of a great puzzle that is designed to keep everything out as well as in. It was made to stop anyone from ever removing it, as removing the stone would release the evil that it holds in place and bring doom once again to all. The stone is the only thing that can imprison it, but at the cost of the life of the person who holds the stone. The Stone is no longer the jewel it once was as the evil that it holds has now tainted the stone over the years and both the stone and the creature are now linked. If the stone was removed then the evil that it imprisoned would once again begin to suck the life out of Everglow and if not stopped will turn the whole of Everglow into a desert. If anyone defeats the evil in combat it will only slow them down giving them about 50 years before the effects are felt again. The only way it can be stopped is to once again imprison it.

This is an item best put in the hooves of somepony else, at least to start. While in their possession, Everglow is being drained to sustain their life, and it likely falls on the PCs to save the world by retrieving it from them or convincing them to voluntarily surrender the item. If the holder has been alive for a long time, they will die

quickly, and are likely aware of that fact and be less willing to part with it.

If a PC gets their hooves on this item and decides to keep it, this is a very evil action, nudging their alignment one step towards evil for every decade they wear it, including the moment they become aware of its nature and do not immediately act to remove it. They also become the focal point of others who would rather the world live than any one pony, making them a frequent target of mercenaries, adventurers and crusaders alike in greater numbers and strength over time.

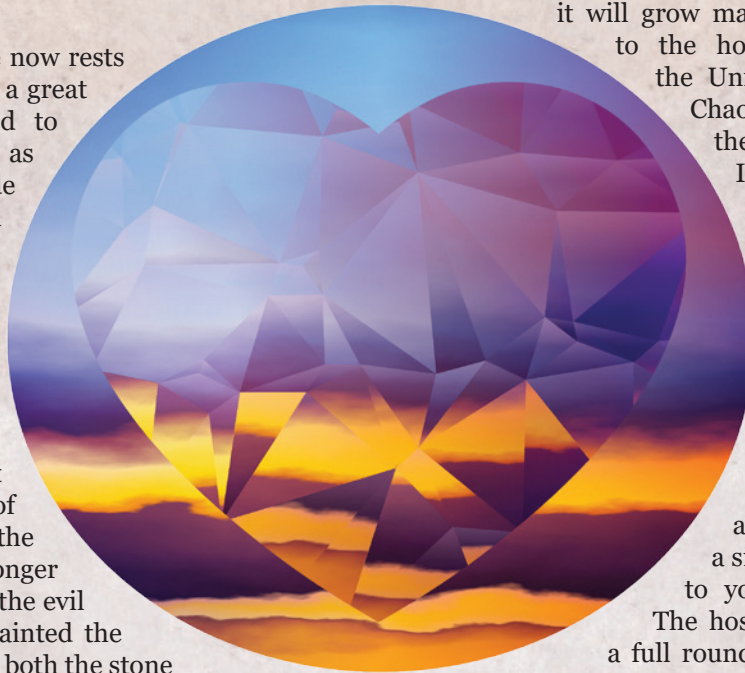
HORN OF THE UNSPOKEN

Aura strong Transmutation; **CL** 9th
Slot Weapon/Headband; **Price** --; **Weight** 1 lb.

DESCRIPTION

This +2 *dagger* resembles a horn from the Unspoken; if placed upon one's head like a unicorn horn, it will grow magical roots to attach itself to the host's brain granting them the Unicorn Racial trait and the Chaotic subtype, changing their alignment to chaotic. If an effect has a special effect on chaotic outsiders (specifically), they suffer that effect. It allows the use of the following spells: *magic missile* (1 charge); *black tentacles* (3 charges); *blast of harmony* (chaos variant) (5 charges) the horn starts with 4 charges and regains a charge upon the defeat of a significant (CR at least equal to your level) lawful creature. The host may also, once a day as a full round action sacrifice 2 HP per level for 1 charge.

GM Note: If identified insufficiently to detect its cursed nature, then only the fact that it gives unicorn powers to non-unicorns is obvious. This will even work on non-ponies, making it quite tempting. Once implanted, it cannot be removed unless the wearer is dead. A *remove curse* that succeeds causes it to fall off limply, and it becomes a +2 dagger for a week, unable to rebound. The wearer cannot cease to be chaotic while it is worn, and will feel compelled to find 'fun' things to do, not necessarily destructive, but always interesting. Once per week the GM may command the one so cursed to do something to make the party's life interesting. They can attempt to resist, but the will save to do so is a worrying DC 30.



RING OF DEFIANCE

Aura strong necromancy; **CL** 13th

Slot ring; **Price** 40,000 (priceless); **Weight** --

DESCRIPTION

This ring has little effect on most people, but when worn by the cursed line of the clockwork, the curse of their kind is shoved away and they are rapidly clothed in flesh and returned to the warmth of life. They lose the Extreme Design and Fragile Soul racial qualities, and can enjoy all the pleasures and pains of having a form of flesh and vibrance. Wearing the ring makes the target more attractive to divine magic, giving them a -2 penalty to saving throws against spells cast by divine casters or divine creatures.

RING OF FLUTTERS

Aura strong transmutation; **CL** 11th

Slot ring; **Price** 165,000; **Weight** --

DESCRIPTION

Usable three times a day, the wearer of this ring can activate it with a word to shrink down to about six inches in height. This works as per *beast shape III*, but the user's type and form does not change despite gaining the statistical modifiers of a tiny magical beast. This useful trinket is useful for exploring ruins without disturbing more than absolutely necessary, and for avoiding trouble. It can be deactivated with another word, or will fade out after four hours have past. The equipment held or worn by the user shrinks with them and remains both active and usable in their state, but anything dropped returns to full size and will not shrink again unless the user returns to normal size and expends another charge to shrink all over again.

CONSTRUCTION

Requirements Forge Ring, *beast shape III*; **Cost** 82,500 gp.

THE SPEAR OF BLAZE

Aura Overwhelming Evocation; **CL** 20th

Slot weapon; **Price** priceless; **Weight** 3 lb.

DESCRIPTION

This golden +3 unholy shortspear is crafted with the head of Blaze herself breathing out a plume of fire that forms the pointed tip that takes decided pleasure in

driving into the innards of one's foes. Its sadistic glee causes it to deal x3 instead of x2 damage on a critical hit. Every blow blazes with the fire of the goddess of war, dealing an additional 4d6 fire damage as per the flaming enchantment. 3/day this item may blind every creature within 30ft of the wielder for 1 minute in a brilliant flare of heat and light. (DC 30 fort save to reduce the duration to one round.)

On scoring a critical hit on a water or ice based creature (roll for confirm even if the creature is normally immune to critical hits), the creature must make an immediate DC 30 fort save against a CL 20 *harm* effect.

A curious part of this weapon is that the shortspear is favored by the Sun Queen, not Blaze, but her connection is undeniable, despite it not being her favored weapon. As perhaps a befouler of those who would wield it in the Sun Queen's name, every day a DC 30 will save must be made to avoid falling one alignment step towards chaotic evil. If wielded by someone already of this alignment, the weapon sings a song of needed purging and thrums with additional power, becoming *anarchic* in addition to its other properties.

DESTRUCTION

The Spear of Blaze can only be destroyed if you keep it away from the sun and bathed in the light of the moon for one full lunar cycle. If the spear is kept away from the sun for a week and then gains access to it, Blaze's fury is released in a ball of fire that deals 10d6 fire to everything but the spear within 30' of the spear.

THE UNNAMED BLADE

Aura Overwhelming Transmutation; **CL** 20th

Slot weapon; **Price** priceless; **Weight** 3 lb.

DESCRIPTION

This five-sided chakram is designed to look like interlocking wings of some sort of insect. While it can serve as a +3 weapon on its own, wielding it by any user with any amount of shapeshifting ability reveals one of its hidden facets. It's intelligent, and urges the wielder to disassemble it, and place it carefully in their mouth to form great fangs. Once so inserted, it bonds with the user, becoming or enhancing their existing fangs, granting them a 1d10 bite that has a +5 enhancement bonus.

The wielder will then be coaxed to a holy place of Kara, to be found and inducted by her priests if they aren't already, and to follow her whims in the mortal world. Far from a cruel mistress most of the time, one who follows these new fangs willingly will be treated as a treasured object and valued agent, rather than an expendable.

If the wearer is loyal to Kara, and has the Kara Kissed feat, they gain a bonus feat that must require being a doppelganger. This bonus feat can be changed any time the user gains a level, or once a month, whichever comes first.

DUBIOUS ARTIFACTS



BLAZE'S FURY

Wondrous item, legendary

This book is a religious treatise about the savage glory of war. It doesn't go out of its way to encourage war, but goes into detail about methods to win one, should you find yourself in one. Consulting the book over three days of study and work will give you advantage on Intimidation and Persuasion related checks involving a battle with forty or more people.

Perhaps more interestingly, the book has many references to 'War Walkers.' These strange constructs were each a gift from Blaze to ensure her pony followers would win every battle they faced and impress upon their enemies the truly awful price of waging battle against them. They apparently came in sizes ranging from that of a normal pony to that of an antean breed, tall and imposing. They were reportedly invincible, and would be called back to Blaze's side after a battle, but if one were defeated, somehow, it may still be somewhere on Everglow, and the book reveals how to repair and activate one. Just think of the possibilities...



CODEx OF DEFIANCE

Wondrous item, legendary

This tome is not magical, but contains a wealth of knowledge about the ponies that were bold enough to challenge the gods themselves and their techniques. Having it and consulting it as an action grants you advantage on any ability check involving constructs. A month spent studying it grants a permanent +1 bonus to saving throws against divine spells cast by divine casters or divine creatures.

It also contains the cipher for a previously unknown language, Methodocles. With rigid sentence structure and logic flowing through every grammatical choice, it

can be a very elegant language to learn. There are no silent letters, no exceptions to the rules, and only one way to say every given letter. Due to its highly organized nature, using it to address constructs gives you advantage on Charisma checks when addressing constructs that can understand any language. Clockworks find the language inviting on a deep level, and this ability works on them as well. Learning and using this language is relatively easy to learn due to its rigid nature, and takes a number of weeks of study equal to (6 - your Intelligence modifier) with a minimum of 1 week, and a maximum of 6 weeks.

COLD IMMUNITY

Armor (any), rare (requires attunement)

Armor so enchanted has a constant lining of ice and frost. Cool to the touch on the outside, it's comfortable on the inside. While worn, the user enjoys complete immunity to cold damage and effects.

Elsewhere

Weapon (any thrown), very rare (requires attunement)

A thrown elsewhere weapon strikes the target from a wholly different angle. You can activate the special ability of an elsewhere weapon once as part of an attack action. If your attack roll exceeds the target's passive Perception score, it hits regardless of the target's AC. This ability does not function against targets immune to mind-affecting abilities or illusions. This weapon's ability can be used twice, and it regains spent uses at dawn.

COVERT

Weapon (any), very rare (requires attunement)

A covert weapon, when used to reduce a creature to zero hit points, causes the victim to not fall prone. Instead they are immediately stabilized and held upright for 40 minutes. At a glance, the target appears unconscious. Interacting with the target directly reveals the ruse.

HEART OF EVERGLOW

Wondrous item, legendary (requires attunement)

The Heart of Everglow was once the crown jewel to

a civilization long before ponies walked the planes of Everglow. Very little is known or written down about this item, but what the story's say is it can give life to those that are close to death, no matter the wounds, and give whoever holds it eternal life. The stone is said to have been lost when it was used to defeat a great evil that would have wiped out all of Everglow. If the stone was ever removed it would spell doom for all of Everglow, it is also said bringing it back would bring about a new golden age, just matters what stories you believe. This stone is dark green in color and pulses with a green glow, it will fit in a pony's hooves. If looked into, it's almost like the the stone is shifting and moving inside. The stone gives the holder eternal life and they no longer age. If they are already at an old age they will begin to get younger until they look to be in adulthood. Once the stone has been touched, anyone else holding it needs to make a DC 25 Wisdom saving throw or age 1d10 years on a failure, or aging half the rolled amount on a success. If they roll a natural 1 then they will lose 10+1d10 years as the stone sucks the life out of them. If the stone holder goes to remove the curse they will also gain back all the years that the stone held back. If the curse is removed then the next person to touch the stone with then gain the curse.

GM Note: The Stone now rests deep inside the ruins of a great puzzle that is designed to keep everything out as well as in. It was made to stop anyone from ever removing it, as removing the stone would release the evil that it holds in place and bring doom once again to all. The stone is the only thing that can imprison it, but at the cost of the life of the person who holds the stone. The Stone is no longer the jewel it once was as the evil that it holds has now tainted the stone over the years and both the stone and the creature are now linked. If the stone was removed then the evil that it imprisoned would once again begin to suck the life out of Everglow and if not stopped will turn the whole of Everglow into a desert. If anyone defeats the evil in combat it will only slow them down giving them about 50 years before the effects are felt again. The only way it can be stopped is to once again imprison it.

This is an item best put in the hooves of somepony else, at least to start. While in their possession, Everglow is being drained to sustain their life, and it likely falls on the PCs to save the world by retrieving it from them or convincing them to voluntarily surrender the item. If the holder has been alive for a long time, they will die quickly, and are likely aware of that fact and be less willing to part with it.

If a PC gets their hooves on this item and decides to keep it, this is a very evil action, nudging their align-

ment one step towards evil for every decade they wear it, including the moment they become aware of its nature and do not immediately act to remove it. They also become the focal point of others who would rather the world live than any one pony, making them a frequent target of mercenaries, adventurers and crusaders alike in greater numbers and strength over time.

HORN OF THE UNSPOKEN

Weapon (dagger), very rare (requires attunement)

This +2 Dagger resembles a horn from the Unspoken; if placed upon one's head like a unicorn horn and attuned, it will grow magical roots to attach itself to the host's brain granting them the benefits of being a unicorn, namely the kinetic magic racial trait, and changing their alignment to chaotic. It allows the use of the following spells:

- *magic missile* (1 charge)
- *black tentacles* (3 charges)
- *blast of harmony* (chaos variant) (5 charges)

The horn starts with 4 charges and regains a charge upon the defeat of a significant (Challenge at least equal to your level) lawful creature. The host may also, once a day as a full round action sacrifice 2 HP per level for 1 charge. Charisma is your spellcasting ability for these spells.

GM Note: If identified insufficiently to detect its cursed nature, then only the fact that it gives unicorn powers to non-unicorns is obvious. This will even work on non-ponies, making it quite tempting. Once implanted, it cannot be removed unless the wearer is dead. A remove curse that succeeds causes it to fall off limply, and it becomes a +2 dagger for a week, unable to rebond. While cured, you cannot cease to be chaotic while it is worn, and will feel compelled to find 'fun' things to do, not necessarily destructive, but always interesting. Once per week the GM may command you so cursed to do something to make the party's life interesting. You attempt to resist, but your Charisma save to do so is a worrying DC 30.

RING OF DEFIANCE

Wondrous item, very rare (requires attunement)

This ring has little effect on most people, but when worn by the cursed line of the clockwork, the curse of their kind is shoved away and they are rapidly clothed in flesh and returned to the warmth of life. They can enjoy all the pleasures and pains of having a form of flesh and vibrance. They require breath, food, and water, but can be raised from the dead normally. Wearing the ring makes the target more attractive to divine magic, giving





them a disadvantage to saving throws against spells cast by divine casters, such as paladins or clerics, or divine creatures.

RING OF FLUTTERS

Wondrous item, very rare (requires attunement)

Usable three times a day, the wearer of this ring can activate it with a word to shrink down to about six inches in height. This gives the user advantage on Dexterity (Stealth) checks and avoids most traps. This useful trinket is useful for exploring ruins without disturbing more than absolutely necessary, and for avoiding trouble. It can be deactivated with another word, or will fade out after four hours have past. The equipment held or worn by the user shrinks with them and remains both

active and usable in their state, but anything dropped returns to full size and will not shrink again unless the user returns to normal size and expends another charge to shrink all over again.

THE SPEAR OF BLAZE

Weapon(spear), legendary (requires attunement)

This golden +3 spear is crafted with the head of Blaze herself breathing out a plume of fire that forms the pointed tip that takes decided pleasure in driving into the innards of one's foes. Its sadistic glee allows you to roll your damage dice three times on a critical hit. Every blow blazes with the fire of the goddess of war, dealing an additional 2d6 fire damage and dealing 2d6 necrotic damage to good creatures. Once per long rest, you can

cause the spear to blind every creature within 30ft of you for 1 minute in a brilliant flare of heat and light. (DC 26 Constitution saving to reduce the duration to one round.)

On scoring a critical hit on a water or ice based creature, the creature must immediately make a DC 25 constitution save or take 5d6 fire damage. This damage is not rerolled.

A curious part of this weapon is that the shortspear is favored by the Sun Queen, not Blaze, but her connection is undeniable, despite it not being her favored weapon. As perhaps a befouler of those who would wield it in the Sun Queen's name, every day a DC 30 will save must be made to avoid falling one alignment step towards chaotic evil. If wielded by someone already of this alignment, the weapon sings a song of needed purging and thrums with additional power, dealing an extra 2d6 radiant damage to lawful creatures.

DESTRUCTION

The Spear of Blaze can only be destroyed if you keep it away from the sun and bathed in the light of the moon for one full lunar cycle. If the spear is kept away from the sun for a week and then gains access to it, Blaze's fury is released in a ball of fire that deals 10d6 fire to everything but the spear within 30' of the spear.

The UNNAMED BLADE

Weapon(chakram), legendary (requires attunement)

This five-sided chakram is designed to look like interlocking wings of some sort of insect. While it can serve as a +3 weapon on its own, wielding it by any user with any amount of shapeshifting ability reveals one of its hidden facets. It's intelligent, and urges the wielder to disassemble it, and place it carefully in their mouth to form great fangs. Once so inserted, it bonds with the user, becoming or enhancing their existing fangs, granting them a 1d10 bite that has a +5 bonus to hit and damage.

The wielder will then be coaxed to a holy place of Kara, to be found and inducted by her priests if they aren't already, and to follow her whims in the mortal world. Far from a cruel mistress most of the time, one who follows these new fangs willingly will be treated as a treasured object and valued agent, rather than an expendable.

If the wearer is loyal to Kara, and has the Kara Kissed feat, they gain a bonus feat that must require being a doppelganger. This bonus feat can be changed any time the user gains a level, or once a month, whichever comes first.





DANGERS OF THE DARK

TRAPS



FATE CRUSHER

CR 4 (1,200 xp)

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** automatic (1 round)

INTERACT

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

EFFECT

The GM should roll a DC 25 will save for the victim without revealing the result. On a failure, the victim gains one charge point. For every 5 failed by, they gain an additional charge point. GM can, at any time, demand the victim reroll a roll and must take the second result, expending one of these charge points. A roll can only be forced to be rerolled once. This remains until the GM has used all of their charges. A DC 20 spellcraft

is required to even be aware a trap was triggered. DC 30 to determine the effect. If anyone in sight has arcane sight or equivalent, they gain a +10 to the roll.

FATE CRUSHER, GREATER

CR 10 (9,600 XP)

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** automatic (1 round)

INTERACT

Notice Perception DC 35; **Disable Device** DC 28

EFFECT

The GM should roll a DC 30 will save for the victim without revealing the result. On a failure, the victim gains one charge point. For every 5 failed by, they gain an additional charge point. GM can, at any time, demand the victim reroll a roll and must take the second result, expending one of these charge points. This remains until the GM has used all of their charges. If the victim

failed by 10 or more, the GM may, once, use a reroll and instead replace it with a 1. This expends all remaining charges. A DC 20 spellcraft is required to even be aware a trap was triggered. DC 30 to determine the effect. If anyone in sight has arcane sight or equivalent, they gain a +10 to the roll.

Magnetic Hole

CR 1 (400 XP)

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** N/A

INTERACT

Notice Perception DC 5 (25); **Disable Device** DC 25

EFFECT

This trap is often placed on doors, but not always. It is made to be conspicuous, and often appears to be a needle trap or spike trap of some kind. Only those who make the higher perception check recognize what this trap actually is. Upon having a metallic object brought within a foot of the device, the device puts out a strong magnetic tug designed to rip those objects away and into a waiting hatch that snaps shut. As most rogue's tools are made of metal, this proves especially problematic for the rogue who doesn't have a backup set. Opening the small hatch to reclaim the items inside can only be done with a knock spell, or a DC 25 strength check. Attempts to sunder the hatch open deal that same damage to the contents.

Misdirection

CR 4 (1,200 XP)

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** automatic (1 minute)

INTERACT

Notice Perception DC 32; **Disable Device** DC 28

EFFECT

This trap simply redirects those unfortunate enough to trigger it, weaving a cunning illusion that has them wandering off in the wrong direction. Most commonly installed in intersections, those failing a DC 25 will save will find themselves headed in the direction the

trap maker chose, possibly turning right back around where they came from. Those following a leader get a -5 to their will save if their leader fails their save, while being aware of the trap gets you a +5 to your save. Being immune to illusions means being immune to this trap.

Religious Test

CR 5 (1,600 xp)

DESCRIPTION

Type Physical; **Trigger** area; **Reset** automatic (10 minutes)

INTERACT

Notice Perception DC 20; **Disable Device** DC 35

EFFECT

This room appears as a mural, often a very pretty or striking picture of some sort. Those scoring a DC 27 knowledge (religion) check notice the presence of a holy symbol concealed within the mural. Increase the DC by 5 and the CR of the trap by 1 if an especially rare god is used. To cross the trap without harm, the holy symbol must be crossed, while avoiding the bits of the mural not a part of that symbol. A DC 10 acrobatics is sufficient, provided the user knows the pattern. If triggered, the floor explodes with energy, be it electricity, acid, fire, or cold, dealing 10d6 damage, DC 25 reflex for half to everyone on the floor at the time. This trap is commonly attached to other traps to make them more dangerous.

Religious Test, Greater

CR 10 (9,600 xp)

DESCRIPTION

Type Magic; **Trigger** true seeing; **Reset** automatic (1 minute)

INTERACT

Notice Perception DC 25; **Disable Device** DC 40

EFFECT

As per the basic trap, but the damage is fiercer, dealing 14d6 damage. It is also capable of noticing flyers. Flyers struck by the energy are drawn downwards and must make a DC 30 fly check to avoid being grounded. This trap is much harder to disarm or bypass, able to pierce illusions and attempts to fool it. It also resets far more

quickly, and often is made of much more intricate murals (DC 15 for the acrobatics).

TURBINE

CR 6 (2,400 xp)

DESCRIPTION

Type Magic; **Trigger** proximity; **Reset** automatic

INTERACT

Notice Perception DC 35; **Disable Device** DC 30

EFFECT

When a flying creature comes within the trigger area of this trap, a huge gust of wind slams into them and attempts to knock them out of the air, and possibly into a floor or wall along the way. A fly check is required. 25 ignores the trap, failing causes the immediate loss of 10'. For every 5 you fail by, you are pushed another 5' in the direction the trap is set. If you are forced to collide with a wall, you take 2d6 damage per square you are forced into the wall or floor. Failing by 5 or more also causes you to fall, taking appropriate falling damage. Creatures that are gargantuan or larger are immune to this effect. Those smaller than huge suffer a -4 to their check per size difference. These huge fans are often set to only trigger on medium or larger creatures.

TURBULENCE

CR 2 (800 xp)

DESCRIPTION

Type Magic; **Trigger** proximity; **Reset** automatic

INTERACT

Notice Perception DC 25; **Disable Device** DC 20

EFFECT

When a flying creature comes within the trigger area of this trap, a huge gust of wind slams into them and attempts to knock them out of the air, and possibly into a floor or wall along the way. A fly check is required. 25 ignores the trap, failing causes the immediate loss of 10'. For every 5 you fail by, you are pushed another 5' in the direction the trap is set. If you are forced to collide with a wall, you take 2d6 damage. Failing by 5 or more also causes you to fall, taking appropriate falling damage. Creatures that are larger than medium

are immune to this effect. Those smaller than medium suffer a -4 to their check per size difference.

TRAPS



FATE CRUSHER

CHALLENGE 2

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** automatic (1 round)

INTERACT

Notice Perception DC 18; **Disable thieves' tools** DC 18

EFFECT

The GM should roll a DC 25 Wisdom save for the victim without revealing the result. On a failure, the victim gains one charge point. For every 5 failed by, they gain an additional charge point. GM can, at any time, demand the victim reroll a roll and must take the second result, expending one of these charge points. A roll can only be forced to be rerolled once. This remains until the GM has used all of their charges. A DC 15 Intelligence (arcana) is required to even be aware a trap was triggered. DC 25 to determine the effect. If anyone in sight has arcane sight or equivalent, they gain a +10 to the roll.

FATE CRUSHER, GREATER

CHALLENGE 4

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** automatic (1 round)

INTERACT

Notice Perception DC 20; **Disable thieves' tools** DC 20

EFFECT

The GM should roll a DC 20 Wisdom save for the victim without revealing the result. On a failure, the victim gains one charge point. For every 5 failed by, they gain an additional charge point. GM can, at any time, demand the victim reroll a roll and must take the

second result, expending one of these charge points. This remains until the GM has used all of their charges. If the victim failed by 10 or more, the GM may, once, use a reroll and instead replace it with a 1. This expends all remaining charges. A DC 15 Intelligence (arcana) is required to even be aware a trap was triggered. DC 22 to determine the effect. If anyone in sight has arcane sight or equivalent, they gain a +10 to the roll.

MAGNETIC HOLE

Challenge 1

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** N/A

INTERACT

Notice Perception DC 5 (18); **Disable thieves' tools** DC 18

EFFECT

This trap is often placed on doors, but not always. It is made to be conspicuous, and often appears to be a needle trap or spike trap of some kind. Only those who make the higher perception check recognize what this trap actually is. Upon having a metallic object brought within a foot of the device, the device puts out a strong magnetic tug designed to rip those objects away and into a waiting hatch that snaps shut. As most rogue's tools are made of metal, this proves especially problematic for the rogue who doesn't have a backup set. Opening the small hatch to reclaim the items inside can only be done with a knock spell, or a DC 20 strength check. Attempts to damage or bash the hatch open deal that same damage to the contents.

MISDIRECTION

CHALLENGE 2

DESCRIPTION

Type Magical; **Trigger** proximity; **Reset** automatic (1 minute)

INTERACT

Notice Perception DC 18; **Disable thieves' tools** DC 16

EFFECT

This trap simply redirects those unfortunate enough

to trigger it, weaving a cunning illusion that has them wandering off in the wrong direction. Most commonly installed in intersections, those failing a DC 20 Wisdom save will find themselves headed in the direction the trap maker chose, possibly turning right back around where they came from. Those following a leader get disadvantage to their Wisdom save if their leader fails their save, while being aware of the trap gets you advantage to your save. Being immune to illusions means being immune to this trap.

RELIGIOUS TEST

Challenge 5

DESCRIPTION

Type Physical; **Trigger** area; **Reset** automatic (10 minutes)

INTERACT

Notice Perception DC 15; **Disable thieves' tools** DC 30

EFFECT

This room appears as a mural, often a very pretty or striking picture of some sort. Those scoring a DC 20 Intelligence (religion) check notice the presence of a holy symbol concealed within the mural. Increase the DC by 5 and the challenge of the trap by 1 if an especially rare god is used. To cross the trap without harm, the holy symbol must be crossed, while avoiding the bits of the mural not a part of that symbol. A DC 8 Dexterity (acrobatics) is sufficient, provided the user knows the pattern. If triggered, the floor explodes with energy, be it electricity, acid, fire, or cold, dealing 10d6 damage, DC 22 Dexterity save for half to everyone on the floor at the time. This trap is commonly attached to other traps to make them more dangerous.

RELIGIOUS TEST, GREATER

CHALLENGE 8

DESCRIPTION

Type Magic; **Trigger** true seeing; **Reset** automatic (1 minute)

INTERACT

Notice Perception DC 20; **Disable thieves' tools** DC 28

EFFECT

As per the basic trap, but the damage is fiercer, dealing 14d6 damage. It is also capable of noticing flyers. Flyers struck by the energy are drawn downwards and must make a DC 25 Strength (athletics) check to avoid being grounded. This trap is much harder to disarm or bypass, able to pierce illusions and attempts to fool it. It also resets far more quickly, and often is made of much more intricate murals (DC 15 for the Dexterity (acrobatics)).

TURBINE

Challenge 3

DESCRIPTION

Type Magic; **Trigger** proximity; **Reset** automatic

INTERACT

Notice Perception DC 20; **Disable thieves' tools** DC 20

EFFECT

When a flying creature comes within the trigger area of this trap, a huge gust of wind slams into them and attempts to knock them out of the air, and possibly into a floor or wall along the way. A Strength (Acrobatics) check is required. 15 ignores the trap, failing causes the immediate loss of 10'. For every 5 you fail by, you are pushed another 5' in the direction the trap is set. If you are forced to collide with a wall, you take 2d6 damage per square you are forced into the wall or floor. Failing by 5 or more also causes you to fall, taking appropriate falling damage. Creatures that are gargantuan or larger are immune to this effect. Those smaller than huge suffer disadvantage to their check. These huge fans are often set to only trigger on medium or larger creatures.

TURBULENCE

CHALLENGE 1

DESCRIPTION

Type Magic; **Trigger** proximity; **Reset** automatic

INTERACT

Notice Perception DC 18; **Disable thieves' tools** DC

EFFECT

When a flying creature comes within the trigger area of this trap, a huge gust of wind slams into them and attempts to knock them out of the air, and possibly into a floor or wall along the way. A Strength (athletics) check is required. 20 ignores the trap, failing causes the immediate loss of 10'. For every 5 you fail by, you are pushed another 5' in the direction the trap is set. If you are forced to collide with a wall, you take 2d6 damage. Failing by 5 or more also causes you to fall, taking appropriate falling damage. Creatures that are larger than medium are immune to this effect. Those smaller than medium suffer disadvantage to their check.







FORGOTTEN MAGIC

SPELLS



CALL CREATIVE SPARK

School conjuration [good, summoning, forgotten];
Level Shaman 3, Cleric 3, Paladin 3,

Casting Time 1 round

Components V, S

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

Duration 1 round/level

Save no; **Spell Resistance** yes (harmless)

You create a ball of pure positive energy that attempts to heal your allies with bolts of positive energy. On your turn, it heals one ally within 30' of itself for 1d6 if it succeeds an AC 5 attack with a bonus equal to your BAB. On a critical hit, twice as much is healed. The mote has an AC of 10 and 1 hit point per caster level. If you have augment summoning, it has three hit points per caster level instead. This spell can be created with negative energy, in which case the good descriptor becomes evil, and the bolts it fires are negative energy. In either case,

the spark will only target creatures that can be healed by it.

CREATE HOLY SYMBOL

School Transmutation; **Level** Cleric 1, Paladin 1, Inquisitor 1

Casting Time 1 standard action

Components V, S

Target Self

Range Personal

Duration permanent

Save none; **Spell Resistance** no

Whatever closest value-less material is nearby flies towards you and reshapes into the symbol of the desired god. If it is not your personal god, you must succeed a knowledge (religion) check with a DC of 10 for common gods, 15 for uncommon, and 20 for rare gods to get the holy symbol right. The symbol is permanent, but held together with magic. A dispel magic will make it fall apart.

FORGOTTEN SPELLS

Spells with the forgotten descriptor are lost to time. They are not available to be taken on level up, found in stores, or accessible even to divine casters. Only after finding the spell and studying it can the spell be accessed. A wizard could then scribe it into their book, and a cleric could pray for the spell the next time they regain spells.

This is specific to Everglow. If you're running a different campaign, you could mark entirely different spells as forgotten. You could even do so for your own Everglow campaign, as the GM. Forgotten is not written in stone as a mechanical requirement for the spell. Instead, it is another tool to increase mystery and provide treasure for your players to go for that isn't a shiny artifact, but instead something in a book that may be just as valuable.

COMET'S FURY

School Evocation [cold,forgotten]; **Level** Wizard/Sorcerer 9

As per *meteor swarm* but inflicts cold instead of fire damage.

HALO OF FIRE

School Evocation [fire, forgotten]; **Level** Wizard/Sorcerer 3, Magus 3, Bloodrager 3, Shaman 3

Casting Time 1 standard action

Components V, S

Target Self

Range Personal

Duration 1 minute/level

Save Reflex half; **Spell Resistance** yes

Upon casting this spell, you gain a halo of fire that bulges with little orbs of plasma-like heat. On the round you cast it, and as a standard action on any other round, you may hurl one of these orbs at a target as a ranged touch attack. The halo begins with 1d4 orbs + 1 per 3 caster levels. Once all the orbs are expended, the spell ends. The spell has a range of short (25 ft + 5 ft/2 levels) when they are hurled. The caster may also, as an attack of opportunity, unleash a fire bolt on anyone who attacks them with a melee weapon, using it this way does not provoke but does use an orb. Each bolt inflicts 1d6 fire damage per caster level, to a maximum of 10d6 at level 10.

INVIGORATE MACHINE

School Transmutation [forgotten]; **Level** Cleric/Oracle 5, Shaman 6, Witch 6, Wizard/Sorcerer 5

Casting Time 1 minute

Components V, S, M (1,000 gp worth of ruby dust)

Target One deceased intelligent construct or half-construct

Range Touch

Duration 1 minute/level

Save none; **Spell Resistance** no

Creating the proper channels between one world and the next allows the recall of the 'spirit' of a construct. While the spell persists, *raise dead* and similar spells function on the target as if they weren't a construct.

KARA'S GAZE

School Enchantment (compulsion) [language dependant, mind-affecting, forgotten]; **Level** Wizard/Sorcerer 4, Bard 3, Psychic 4

Casting Time 1 standard action

Components V, S

Target One intelligent humanoid or ponykind creature

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

Duration 1 minute/level

Save Will partial; **Spell Resistance** yes

The caster takes on the form of the target's most fond desire, be they real or imaginary, and subjects them to a *dominate person* effect. If they fail the saving throw, they temporarily forget the caster's original form if they knew it, and accept the caster as their dream come true, and will do whatever the caster demands. On a successful save, it operates as a *charm monster* making the caster more appealing, but not allowing direct control.

This magic has no effect on others, who may know better and try to warn and argue with the victim. Doing so requires a standard action, causing the victim to spend a standard action either arguing back or seeking the affections of his or her would-be fascination. Any attempt to shake the victim's resolve gets them a fresh saving throw at the end of their next turn.

When the spell ends, the victim forgets who told them to do the actions they did, only remembering that someone did, but not their identity.

MACHINE SYNTHESIS

School Transmutation [forgotten, polymorph]; **Level** Wizard/Sorcerer 3, Cleric 3, Psychic 4, Summoner 3

Casting Time 1 standard action

Components V, S

Target Up to 3 willing creatures within a 30' sphere.

Range Medium (100 ft + 10 ft/level)

Duration 1 minute/level

Save none; **Spell Resistance** no

The target(s) of this spell become partially construct in nature, their insides replaced with delicate clockwork and machinery for a time. They gain a +4 circumstance bonus to saving throws against poison, petrification, death effects, necromancy, sleep, paralysis, and stunning effects. They also gain 1 temporary hit point per caster level. If they are killed by something that a construct is normally immune to, the spell immediately ends, but you survive.

MOMENT OF CLARITY

School Enchantment [forgotten, mind-affecting]; **Level** Wizard/Sorcerer 2, Cleric 2, Psychic 2, Summoner 2, Witch 2, Inquisitor 2, Ranger 2, Mesmerist 2

Casting Time 1 standard action

Components V, S

Target 1 target/level within a 30' sphere.

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

Duration 1 minute/level

Save none; **Spell Resistance** no

While the spell persists, the subjects find their thoughts coming much more clearly, and resist attempts to muddle their thoughts or perceptions. Confusion rolls may be rolled twice and either result chosen. When a creature that can choose the result of a confusion roll affects them, the target may roll once, and either take the roll or what the creature selects. Also gain a +4 morale bonus to saving throws against spells and effects that create a penalty on perception checks.

MOMENT OF CLARITY, GREATER

School Enchantment [forgotten, mind-affecting]; **Level** Wizard/Sorcerer 4, Cleric 3, Psychic 3, Inquisitor 3, Mesmerist 3

Casting Time 1 standard action

Components V, S

Target 1 target/level within a 30' sphere.

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

Duration 10 minutes/level

Save none; **Spell Resistance** no

As per *moment of clarity*, but the bonus now also applies to effects that hinder your sight, hearing, or other senses, and to avoid being confused originally. If you ever roll 1-5 on a confusion check, you may end the confusion as a swift action.

SONG OF CONTINUITY

School Divination [forgotten]; **Level** Bard 3, Occultist 3

Casting Time 1 standard action

Components V, S, F (A journal of your adventure)

Target One object or creature

Range Touch

Duration Concentration, up to 1 minute/level

Save Will negates; **Spell Resistance** yes

Living creatures get a saving throw, while inanimate objects do not. Once cast, this spell will reveal the matching part of the item that allows the caster to proceed, be it a lever or key for a door, someone's favorite snack for bribing, or otherwise make the target move out of the way. It seeks peaceful resolutions, and if the matching object is too far away or not found, the caster will know this. It has a range of long (400' + 10'/level) and can be stopped by lead, but other materials are seen through barring antimagic. It cannot work outside the plane it's cast on. If the item is found, the caster begins feeling drawn towards it, but does not know what it is until they are within reach of the item.



SOUL BINDING

School Necromancy [forgotten]; **Level** Wizard/Sorcerer 5, Psychic 5, Spiritualist 5, Witch 5

Casting Time 1 standard action

Components V, S, F (an uninhabited gem or crystal worth at least 100 gp)

Target One intelligent creature

Range Touch

Duration 1 hour/level

Save Will negates; **Spell Resistance** yes

Touching the gem to the target, you siphon off their soul violently into the gem. In the case where the soul and the body are the same thing (such as non-native outsiders), they vanish entirely into the gem. Others simply fall to the ground limply. The imprisoned soul can be questioned, but is under no compulsion to enjoy it or answer truthfully if it doesn't wish to. If the imprisoned soul has *soul jar* or *possession* spells or similar effects ready, it can use either to escape, possibly back to its own body. Destroying the gem ends the spell. If the body is within medium range (100 ft + 5 ft/level) and still living, the soul immediately returns to it, otherwise the captive dies.

RAGING SUN

School Evocation [fire, forgotten]; **Level** Wizard/Sorcerer 4, Druid 4, Bloodrager 4, Shaman 4

Casting Time 1 action

Components V, S, M/DF (tallow, brimstone, and powdered iron)

Target 5' diameter sphere

Range Medium (100' + 5'/level)

Duration 1 round/level

Save Reflex negates; **Spell Resistance** yes

This spell conjures a small aspect of the sun above, scowling with fury. It hovers and moves easily (40' (perfect)) with a move action to direct it. When it runs into a creature, it stops immediately. The creature it bumped into must roll a reflex save or take 6d6 fire and 2d6 bludgeoning damage. Anyone ending their turn within 5' of the sphere takes 1d6 fire damage.

The sun moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A raging sun winks out if it exceeds the spell's range.

SANDSTORM

School Evocation [Earth, forgotten]; **Level** Wizard/Sorcerer 4, Druid 4, Bloodrager 4, Shaman 4

Casting Time 1 action

Components V, S, M (jar of fine sand)

Target 30' sphere

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

Duration Concentration + 1 round/level

Save Fortitude partial; **Spell Resistance** no

You blanket the area in a sudden burning haze of sand. Those caught out in the open suffer 1d6 fire and 1d6 slashing damage at the end of their round if they fail their saving throw. All vision, even darkvision, beyond 5' is impeded with full concealment, and vision within 5' is partially concealed. Going prone beside cover grants +4 to the reflex save to avoid damage. This is a strong wind, for the sake of flyers and ranged weapons in or through the area of effect.

SPELLS



CALL CREATIVE SPARK

3rd-level conjuration

Class: Cleric, Paladin

Casting Time: 1 action

Range: 30 feet

Target: one creature/turn within range of the ball

Components: V, S

Duration: Concentration, up to 1 minute

You create a ball of pure positive energy that attempts to heal your allies with bolts of positive energy. On your turn, you can direct it as a bonus action to heal one ally within 30' of itself for 1d6 if you succeed a melee spell attack. On a critical hit, twice as much is healed. The mote has an AC of 10 and 5 hit points. This spell can be created with negative energy, in which case the bolts it fires are necrotic damage. In either case, the spark will only target creatures that can be healed by it normally.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the mote can reach 10 feet extra for each slot level above 3rd.

CREATE HOLY SYMBOL

1st-level transmutation

Class: Cleric, Paladin

Casting Time: 1 action

Range: Personal

Target: Self

Components: V, S

Duration: Permanent

Whatever closest value-less material is nearby flies towards you and reshapes into the symbol of the desired god. If it is not your personal god, you must succeed an Intelligence (Religion) check with a DC of 8 for common gods, 13 for uncommon, and 18 for rare gods to get the holy symbol right. The symbol is permanent, but held together with magic. A dispel magic will make it fall apart.

COMET'S FURY

9th-level Evocation

Class: Wizard, Sorcerer

As per *meteor swarm* but inflicts cold instead of fire damage.

HALO OF FIRE

3rd-level evocation

Class: Wizard, Sorcerer

Casting Time: 1 action

Range: Personal

Target: Self

Components: V, S

Duration: Concentration, up to 1 minute

Upon casting this spell, you gain a halo of fire that bulges with little orbs of plasma-like heat. On the round you cast it, and as an action on any other round, you may hurl one of these orbs at a target as a ranged spell attack. The halo begins with 1d4 orbs + 1. Once all the orbs are expended, the spell ends. The spell has a range of 30/90 ft. when they are hurled. The caster may also, as a reaction, unleash a fire bolt on anyone who attacks them with a melee weapon. Each bolt inflicts 8d6 fire damage.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the spell deals 1d6 extra fire damage for each slot level above 3rd.

INVIGORATE MACHINE (RITUAL)

5th-level transmutation

Class: Wizard, Cleric

Casting Time: 1 minute

Range: Touch

Target: one intelligent construct or half-construct

Components: V, S, M(1,000 gp of ruby dust which is consumed by the spell)



Duration: 2 hours

Creating the proper channels between one world and the next allows the recall of the 'spirit' of an intelligent construct or half-construct, such as clockworks or steelhearts. While the spell persists, *raise dead* and similar spells function on the target as if they weren't a construct.

KARA'S GAZE

4th-level enchantment

Class: Bard, Wizard

Casting Time: 1 action

Range: 30 feet

Target: one humanoid or ponykind

Components: V, S

Duration: Concentration, up to 10 minutes

The caster takes on the form of the target's most fond desire, be they real or imaginary, and subjects them to a *dominate person* effect. If they fail the Wisdom saving throw, they temporarily forget the caster's original form if they knew it, and accept the caster as their dream come true, and will do whatever the caster demands. On a successful save, it operates as a *charm person* instead making the caster more appealing, but not allowing direct control.

This magic has no effect on others, who may know better and try to warn and argue with the victim. Doing so requires an action, causing the victim to spend an action either arguing back or seeking the affections of his or her would-be fascination. Any attempt to shake the victim's resolve gets them a fresh saving throw at the end of their next turn.

When the spell ends, the victim forgets who told them to do the actions they did, only remembering that someone did, but not their identity.

MACHINE SYNTHESIS

3rd-level transmutation

Class: Cleric, Wizard

Casting Time: 1 action

Range: 30 feet

Target: Up to three creatures

Components: V, S

Duration: Concentration, up to 10 minutes

The target(s) of this spell become partially construct in nature, their insides replaced with delicate clockwork and machinery for a time. They gain advantage on saving throws against poison, petrification, death effects, necromancy, sleep, paralysis, and stunning effects. They also gain 5 temporary hit points. If they are killed by something that a construct is normally immune to, the spell immediately ends, but they survive.

MOMENT OF CLARITY

2nd-level enchantment

Class: Cleric, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Target: Up to two creatures

Components: V, S

Duration: Concentration, up to 10 minutes

While the spell persists, the subjects find their thoughts coming much more clearly, and resist attempts to muddle their thoughts or perceptions. Confusion rolls may be rolled twice and either result chosen. When a creature that can choose the result of a confusion roll affects them, the target may roll once, and either take the roll or what the creature selects. Also gain advantage on saving throws against spells and effects that create a penalty or disadvantage on perception checks.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the spell can target one additional creature for each slot level above 2nd.

MOMENT OF CLARITY, GREATER

4th-level enchantment

Class: Cleric, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Target: Up to two creatures

Components: V, S

Duration: Concentration, up to 10 minutes

As per *moment of clarity*, but the advantage now also applies to effects that hinder your sight, hearing, or other senses, and to avoid being confused originally. If you ever roll 10 on a confusion action check, you may end the confusion as a bonus action.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the spell can target one additional creature for each slot level above 4th.

SONG OF CONTINUITY

3rd-level divination

Class: Bard

Casting Time: 1 action

Range: Touch

Target: One object or creature

Components: V, S, M (A journal of your adventure)

Duration: Concentration, up to 10 minutes

Living creatures get a Wisdom saving throw, while inanimate objects do not. Once cast, this spell will reveal the matching part of the item that allows the caster to proceed, be it a lever or key for a door, someone's favorite snack for bribing, or otherwise make the target move out of the way. It seeks peaceful resolutions, and if the matching object is too far away or not found, the caster will know this. It has a range of 500 feet and can be stopped by lead, but other materials are seen through barring antimagic. It cannot work outside the plane it's cast on. If the item is found, the caster begins feeling drawn towards it, but does not know what it is until they are within reach of the item.

SOUL BINDING

5th-level necromancy

Class: Wizard, Warlock

Casting Time: 1 action

Range: Touch

Target: One intelligent creature

Components: V, S, M (an uninhabited gem or crystal worth at least 100 gp)

Duration: 8 hours

Touching the gem to the target with a melee spell attack, you siphon off their soul violently into the gem if the target fails a Wisdom saving throw. In the case where the soul and the body are the same thing (such as elementals), they vanish entirely into the gem. Others simply fall to the ground limply. The imprisoned soul can be questioned, but is under no compulsion to enjoy it or answer truthfully if it doesn't wish to. If the imprisoned soul has *soul jar* or *possession* spells or similar effects ready, it can use either to escape, possibly back to its own body. Otherwise, they are considered paralyzed. Destroying the gem ends the spell. If the body is within 150 ft. and still living, the soul immediately returns to it, otherwise the captive dies.

RAGING SUN

4th-level evocation

Class: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 100 feet

Target: 5' diameter sphere

Components: V, S, M (tallow, brimstone, and powdered iron)

Duration: Concentration, up to a minute

This spell conjures a small aspect of the sun above, scowling with fury. It hovers and moves easily (fly speed of 40') with a bonus action of the caster to direct it. When it runs into a creature, it stops immediately. The creature it bumped into must make a Dexterity saving

throw or take 6d6 fire and 2d6 bludgeoning damage. Anyone ending their turn within 5' of the sphere takes 1d6 fire damage.

The sun moves as long as you actively direct it (a bonus action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A raging sun winks out if it exceeds the spell's range.

SANDSTORM

4th-level evocation

Class: Druid, Wizard

Casting Time: 1 action

Range: 50 feet

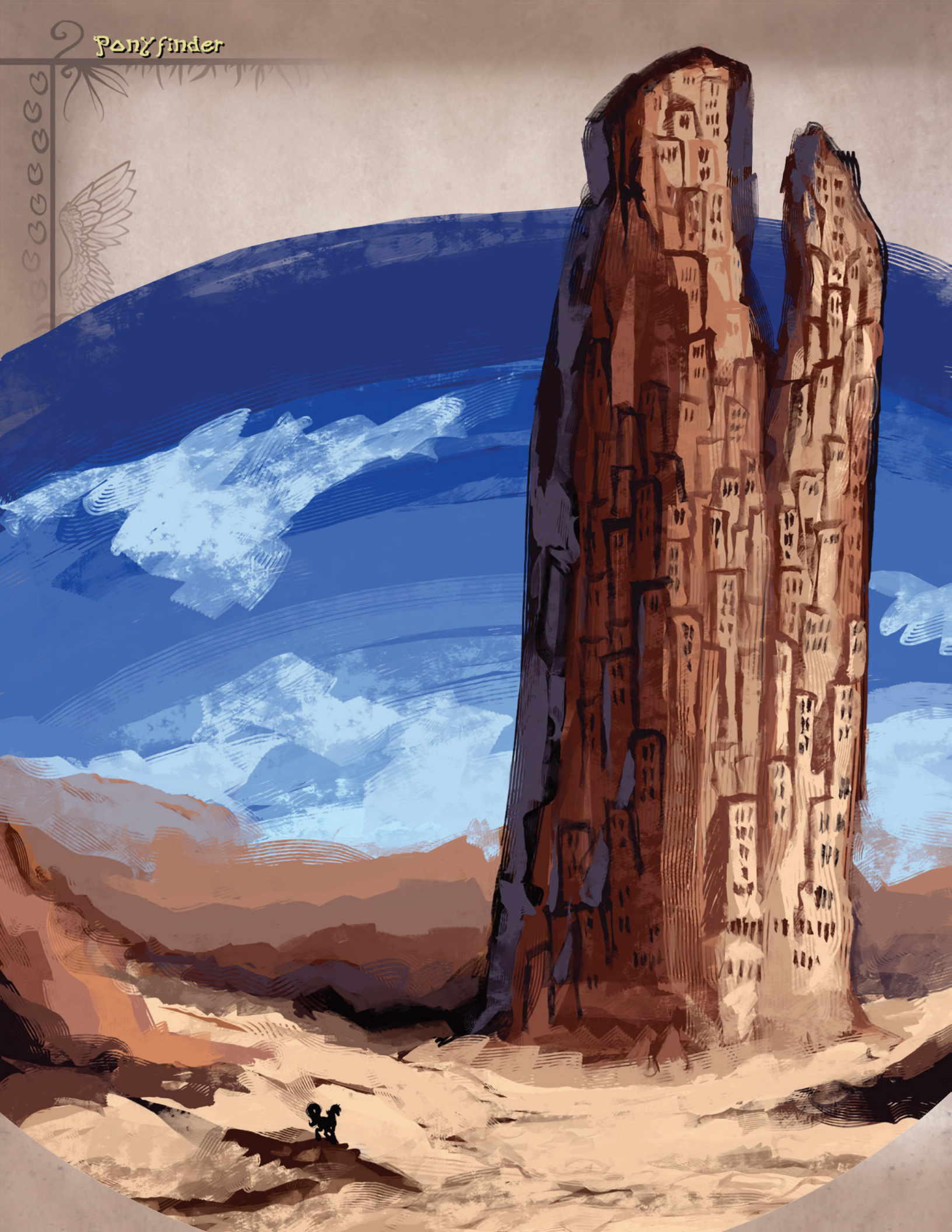
Target: 30' diameter sphere

Components: V, S, M (a jar of fine sand)

Duration: Concentration, up to a minute

You blanket the area in a sudden burning haze of sand. Those caught out in the open suffer 1d6 fire and 1d6 slashing damage at the end of their round if they fail their saving throw. All vision, even darkvision, beyond 5' is impeded with heavy obscurement, and vision within 5' is lightly obscured. Going prone beside cover grants +4 to the reflex save to avoid damage. This is a strong wind, for the sake of flyers and ranged weapons in or through the area of effect.







EQUIPMENT



Echoing Shoes (10 gp, 2 lb): These horseshoes make a very distinctive noise depending on how solid the surface is beneath the hooved wearer of them. While worn, they occupy the boot slot, and give a +3 bonus to noticing abnormalities in the floor, but give a -2 penalty to stealth due to their noise.

Hoof Tongs (4 gp, 1 lb, slot: boot): These operate like little grippers that are controlled with a little practice and a hoof. Their grip is very light, exerting a few pounds of pressure at best, but they can be quite handy for grabbing and manipulating things a little.

Instrument Strap (1 gp, —): This cord goes around the neck and attaches most commonly to musical instruments to keep them close at hoof while hanging close to the pony's mouth. Only one such item can be dangling in place at a time. Drawing from the strap is a move action that doesn't provoke. While so strapped, the item can only be disarmed to within a square away from the wearer. The strap can be cut. It only has one hit point and no hardness.

Canter-Trops (8 gp, 10 lb): A set of caltrops carried attached to the saddlebag, they are known as canter-

trops because of how they fall loose when using a three-beat gait. These caltrops can be readied as a swift action, to leave a path behind the user on their next move action, provided they only move 20 feet. Like caltrops, they attack with a +0, deal 1 damage, and slow victims they damage due to foot/hoof injury.

Ration, Equine (2 gp, 1 lb): This food is specially balanced for the hooved folk, with a delicious blend of durable veggies and roots. Carrots, dried lettuce, radishes, and others make for a balanced and enjoyable repast. A pony, cloven, or ruminant that eats nothing but these rations for a week enjoys a +1 bonus to fortitude saving throws.

Ration, Feline (2 gp, 1 lb): These rations are comprised almost entirely of meat, with thin slices of a variety of dried meats to keep a feline happy and ready for action. A hippogriff, purrsian, sun cat or other feline that subsists off this ration alone for a week enjoys a +1 bonus to initiative checks.

Weighted Horseshoes (20 gp, 10 lb, slot: boot) These dense and menacing shoes are designed to lend extra weight to the blows of hooves, allowing a wearer to strike with unarmed attacks and hoof attacks as if they were one size larger.

EQUIPMENT



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Canter-Trops (8 gp, 10 lb): A set of caltrops carried attached to the saddlebag, they are known as canter-trops because of how they fall loose when using a three-beat gait. These caltrops can be readied as a

bonus action, to leave a path behind the user on their next movement, provided they only move 20 feet. Like caltrops, they require a DC 15 Dexterity save or deal 1 damage, and slow victims they damage due to foot/hoof injury, reducing their walking speed by 10 feet.

Ration, Equine (2 gp, 1 lb): This food is specially balanced for the hooved folk, with a delicious blend of durable veggies and roots. Carrots, dried lettuce, radishes, and others make for a balanced and enjoyable repast. A pony, cloven, or ruminant that eats nothing but these rations for a week enjoys a +1 bonus to Constitution saving throws.

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Weighted Horseshoes (20 gp, 10 lb, slot: boot): These dense and menacing shoes are designed to lend extra weight to the blows of hooves, allowing a wearer to strike with unarmed attacks and hoof attacks with the damage die increases one step (d6 to d8, for instance).

NEW WEAPON



Weapon	Cost	Damage	Weight	Properties
Chakram	8 gp	1d8 slashing	1/2 lb.	Finesse, light, thrown (range 20/60)





INTERESTING RUINS

The traps, treasure, and other things noted as being within are simply highly believed rumors. There may be more, or less, when one actually gains access to such a place and begins looking around. Some ruins simply never had anyone come back, and so we just don't know what's in there.

Good Luck,
Rough Draft

THE ANNALS OF THE FUTURE

Located in a sprawling underground complex in Tempus, this maze tests the sanity of any that enter. People, monsters, and challenges faced long ago, or in the future, spring forth to challenge explorers. Their state of living outside the labyrinth of metal corridors means nothing, with the unborn and long dead both making appearances when the unknowable forces of Tempus demand it.

There are an unfortunate number of traps that play with a victim's age within here, and it's just as likely for any explorer to emerge a foal as it is an old and doddering soul, if they ever emerge to begin with. Those who are lost forever tend to be lost even to recollection, as if they were erased from the universe entirely, with only those who witness their end recalling them with difficulty.

THE DECEPTIVE PUZZLE

From the looks of the ruin, the kind of people that lived there are people that value intelligence and teamwork over brute strength and doing things by oneself. Because of that, the ruin is akin to a giant puzzle. Some of the traps that are in there effect the mind or physical ability of one that manages to activate the trap, or even some that affects the luck of a person. Even the treasure that is inside the ruin tend to not have explicit strengths, aside from the gold.

According to obscure legend (DC 30 Knowledge (history or religion)), the site was once used by Kara worshippers to test their mental wit and fortitude. When it began to lose its popularity, its treasures were locked away behind its devious traps so that only one loyal to Kara's ways, or prime to join her flock, would find them and receive her blessings. Any that managed to outwit the puzzles and deviances would be worthy of holding these sacred items, for surely Kara would guide them to where she wished them to be.

Treasure: Elsewhere, Feather Steel, Covert

Known Traps: Fate Crusher

THE FORTRESS OF STRIKING VELVET

Hidden far in the dunes of the desert lies an oasis, one that wandering adventurers and doomed desert wanderers can only dream of. Inside the oasis lays the crumbling foundation of a fortress. The legend behind the fortress remains a favorite by storytellers, the tales of the "Striking Velvet" gang and their leaders. Some say that it's just a legend, others claim to have seen them with their very own eyes. Whether the tales are true or not, one thing is for certain. Secrets lie behind those walls... and no one has made the journey and come

back in one piece, or come back at all. Those who return all return with a different story of what they had seen. Eventually there were so many different ideas of what was there that no one knows who to believe anymore. What unspeakable things guard what so many have tried to reach?

One stable part of the retelling is that of a grand oasis that lies nearby the fortress itself, but the cool waters do not provide solace from the heat. Those who are tempted to it, or simply move past it, incur the wrath of some terrible beast that rises from the depths to attack. Some stories claim it is a great and terrifying serpent of some sort, while others claim it is a demonic entity from a plane outside of Everglow, come to bring pain upon the mortals foolish enough to intrude on its domain.

Treasure: Blaze's Fury

Spells Within: *kara's gaze*

KOLLECTIVE 12

The ruins of an abandoned steelheart factory sit sealed built into the side of a mountain, near to mines which may have provided raw materials, about half way around the mountain that led into the belly of the dwarven kingdom. The exterior shows what must once have been a grand facade, which is now rusting away where the more precious metals have long been taken. The entrance itself yet lies sealed, but what appears to be the more recent remains of mechanical creatures show that some defense may yet be active. It is clear from the lack of any maintenance that the essential secrets of constructing a steelheart are gone, but the sealed doors may yet hold other secrets and clues of the great engineers who first constructed them.

The traps that seal the place are not as plentiful as one might imagine from the clever steelhearts, but there are many constructs who ignore the passage of time and wait with unending patience to protect the factory seed, even though it is likely long since withered with no steelheart machine-priests to tend to it. Even steelhearts who would explore it for hints of their distant past are thwarted by those same guardians who know not friend or foe, save for their fellow protectors. Perhaps some secrets to the steelheart's original creation await within.

LOST CABIN

The Forest of Dreams has always been a mysterious place. Only the druids of Prisma can truly say they understand the full complexities of the forest. However there is one mystery that befuddles even them. There is a clearing located within the forest, yet it is never in the same place twice. Within this small clearing is a simple cottage. To any passing observer the structure is an unremarkable abandoned home. Yet the animals



of the forest refuse to go near it, only the sound of the wind through the trees can be heard. Within, the cabin has been long since left to collect dust, but still scattered within is a home for one. All of its supplies and amenities having been left untouched and seemingly intact.

The first oddity about the cabin is that it becomes apparent it was not a pony dwelling, instead being used by something more human. The next is that the cabin rests atop an entrance to a massive cavern system. No pony has traveled very deep, as the farther one goes the more wild and uncontrolled one's magic becomes. The deeper caverns seem to even be infested with aberrations of all kinds, making exploration even more dangerous. No one knows for certain where this cabin came from, or if any answers to its mystery lie in the caves it hides.

THE LOST VILLAGE

A small village carved deep into the darkness of a canyon where the sun would only shine a month or two out of the year. There are rumors of things living in the darkness (but they are only kind of rumors) and guarding treasure...

Some claim that it was simply a village lost to time and economics, not any great cataclysm, but its overnight vanishing inspires some to think there may be interesting things, still secured away where their previous owners' just abandoned them.

Treasure or not, some who have been near the place when the sun wasn't shining know the area is very dangerous. Terrible things lurk in the shadows, and are

hungry for the taste of ponies, or anything else living. They can't be struck with normal weapons, and cannot even be seen with eyes that can pierce the darkness. They emerge, feast, and are gone, making the village quite an obstacle for any that don't time their travel properly and cautiously.

LOVE'S LABYRINTH

A place known only in legend, and only in very vague legends at that. This is where Lashtada, lost goddess of love, may have retreated when her connection to the physical world became too fragile and worn, to say nothing of how heavy and torn her heart became. Mourning deep within these halls, the traps that await will test the love of anyone daring to intrude in all manner of ways. It is tantamount to suicide to come alone.

Seeing the potential love of all things, the creatures within are quite diverse, and one may run into goblinoids, demons, aberrations, and devils all close to one another, or even living together. Lashtada does not place barriers when it comes to relations, and if a demon and a devil can get over their hardwired loathing of each other, she would rain blessings upon the both and do all that was within her waning power to ensure they lived a long and happy life. Not that this makes the potentially star-crossed couple any easier to get by.

Slaughtering one's way through the maze is ill-advised, as Lashtada is a goddess of love, not war, and she will grow cold and angry at the approach of one that reflects her ideals so poorly. Even if access is won, the greatest prize there may simply shun them if she doesn't feel ready to reveal herself to the one that has braved her trials with blood and fury.

MAE-MAE'S FIRST OUTPOST

North West of Mae-Mae's reach toward the northern end of the island in the direction of Turves lies what is likely the first attempt by ponykind to inhabit the island, predating the establishment of Mae-Mae's reach by centuries. While Mae-Mae's reach was primarily settled by pegasi, this one was clearly dominated by earth-bound ponies. Who establish the settlement and why it ultimately failed is lost to history.

It survived long enough to created rudimentary put permanent fortifications and some underground structures for storage and protection. The location is mostly overgrown as nature has reclaimed the space. Discovered by a small exploration party lead by a young Cloud Dancer, it was only minimally investigated due to the strong negative vibe felt by the party members.

Rumors of the place speak of distant calls of the long dead, and they don't sound at peace. Whatever befall the ill-fortuned expedition, it still lingers in torment of those who made the effort. Learning the truth, and working to either overpower or calm the residents of the outpost are the only ways one might gain access to its treasures.

TOMB OF THE LOST PHARAOH

Excavations have recently uncovered the entrance to a deep, nearly labyrinthine city of tombs underneath a pyramid a number of miles outside the desert city of Murrage. It was first discovered by the relatively well known sorceress, Ghostly Muse. She had fallen into the ruins after being caught in a sandstorm when she was younger, and was the first to find her way out alive to report its existence. Since then, both Ghostly Muse and her fellow scholars have created a pseudo-town in the more secure areas of the Tomb City - an excellent place for explorers to rest up before delving deep into the vast underground.

The ruins of the Tomb City underneath are unbelievably vast and largely unmapped, with hoards of treasures waiting to be uncovered. Just be wary of the monsters and undead still wandering in the darkness, guarding their belongings. One persistent challenge of the pyramid is that it isn't always accessible from the surface, despite many attempts to remedy that. Sand blows with supernatural strength, burying and unearthing it at seemingly random times, making exploring it all the more hazardous as some become trapped for extended periods of time with no escape. Those who have succeeded at mapping and exploring some of the place say that it appears to not be the makings of any of the known species. No pony, cat, or dwarf was involved in its making, but to know more they must dig deeper.

THE TOWER TO THE SKY

They say that, once, ponies worked together in a great gathering of some of the brightest minds to put their efforts together towards defying destiny and gods themselves. They built ever higher, discovered more magic, and felt more confident in their ability to face the gods in battle. They would triumph, and liberate Everglow from the tyranny of predestiny. It was doomed to fail. When they were struck down for their insolence, only the quick action and sacrifice of their leader created the cursed clockwork line instead of ending them entirely, and they were sent away from the cursed place, to find a new life in the world.

Though the clockworks have gone, this place, which once housed their progenitors, remains. It bristles with the touches of angry divine magic, and their own clever magical traps, ready to tear apart, burn, freeze, and electrocute anyone brave enough to find the treasures of those that would have challenged the gods themselves, even if they lost in the end.

Contained within are huge snatches of lore about the clockwork line before they became clockwork. What were the god defiers really like? How did they plan to challenge the gods? Were they tyrants in the making, or liberators? Were they troublemakers, or believe themselves crusaders for the greater good? The books within this place could reveal the answer.

Treasure: Codex of Defiance, Ring of Defiance

Spells Within: *invigorate machine*

TRAVELING ARTIFACT MUSEUM

The Traveling Artifact Museum is a mysterious airship said to be filled will rare and powerful objects collected by it's pilot, Aether Naut. Few have been lucky enough to come across the docked, whale shaped airship in various towns and cities across the land but those who do are able to step inside and view many amazing treasures.

The Traveling Artifact Museum seeks to share adventure and knowledge with all of the lands but it is also very protective of the items it holds to make sure that nothing can be used for evil intentions. While many seek out the museum to get a glimpse of rare spellbooks or items of power there is one piece that all wish to gaze upon : a single custom bound and painted book that details the old lore of the two Princess rulers of the pony lands. It is unknown where Aether Naut was able to obtain the book but all those of well reputed name have left their mark on the last page of the book to signify their respect and adoration for the piece.



TUNNELS OF MADNESS

Discovered very recently by a small group of travelers, of whom only one survived, however his sanity did not follow him out of the temple. Rumor has it, the temple is home to a crazed master of the arcane, who lost his mind after delving into necromancy. He apparently brought with him his life's work, an unimaginable wealth of knowledge that could change the world. The species of the master of this buried place is not known. While some claim them to be of the hooved races, nothing more specific is provided, save to know that they rule over the constructs and undead of the place with a cold precision, and does not care to entertain interlopers.

WINDSLOW RUINS

Worn down from years of standing out in the elements, stands two griffon heros carved into the mountain sides, each in an attentive guarding pose on either side of a massive stone door. Guarding this stone door is a diamond shaped green gem, making it impervious to magical and physical damage. Only able to be opened by the language that bound the stone in the first place. Outside of this ruin lies a settlement by the name of 'Windslow' about 2 miles south. The winds and snow that sweep down the mountains forces the settlers to build sturdy homes, often with thick support beams, iron reinforcements, and a heavy stone base.

The ponies are hardy mountain-folk of pegasus and earth-bound ponies, with naturally thick fur, though all with dull colors and a stern look in their eyes. There is a hotel, a trader, and a tavern for travelers who want to gain access to the ruins, though regardless, none have been able to penetrate the shield. Though if one were to ask around the town of Windslow, they would find that

speaking to the gem in their native tongue the proper phrase (Through hard work do we find passage) will it open.

It is said that defeating the massive stone statues that guard the place is a second option, but the locals suggest against it. They've had to clean up far too many bodies already from the statue's rage, and it would be a shame to add another group to the hole.

What lays beyond is more of a mystery. Though a few clever souls have made it past, their reports are less reliable than what lays directly in sight. They say the dead walk, but no mere zombies, these are infested with cold and dampness, and filled with an unholy rage that they turn on any would-be intruders with heavy axes and gnarled claws. The hallways look all-too-similar, making navigating tricky. To make matters worse, they claim the undead rise again and again. Even burning the bodies doesn't prevent the tide of guardians from eventually repelling adventurers.

Spells Within: *soul binding, comet*

Treasure Within: Cold Immunity (Mountain) armor.

WITCH WIND EYRIE

The Witch Wind Eyrie is an abandoned lair dug out of a natural massive stone pillar in the middle of the desert. Inside are remnants of what seems to be some kind of ancient griffon wizard laboratory. Evidence points to some potentially dark things having transpired there... including some kind of experiments on clockwork machineries. Is this where the steelhearts originated, that unknown time ago? It seems as likely as not, as the steelhearts don't have much in the way of actual clockwork, but the mechanical skill used in the ruins are without question.

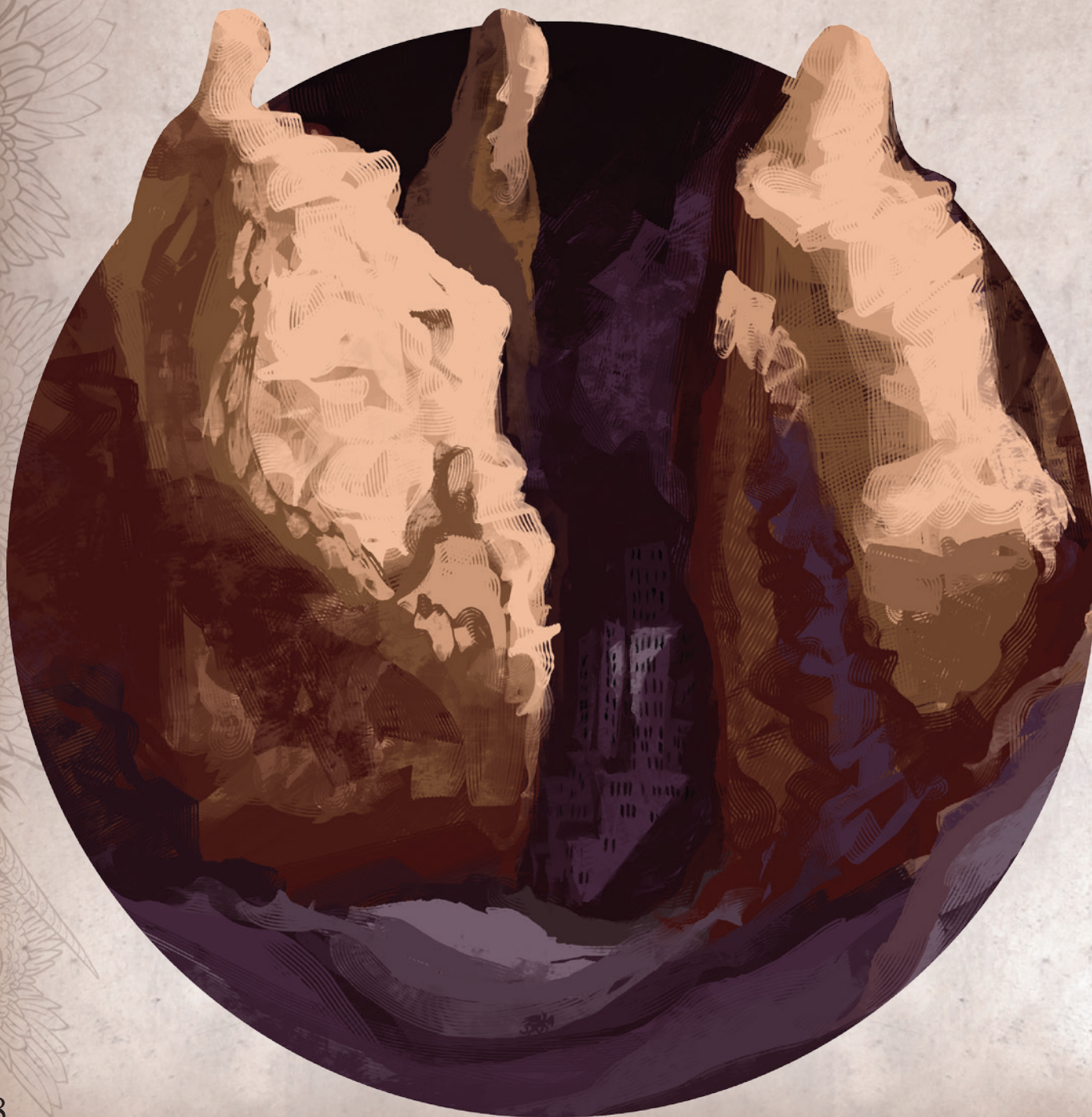
This precision goes for its traps and perils as well.

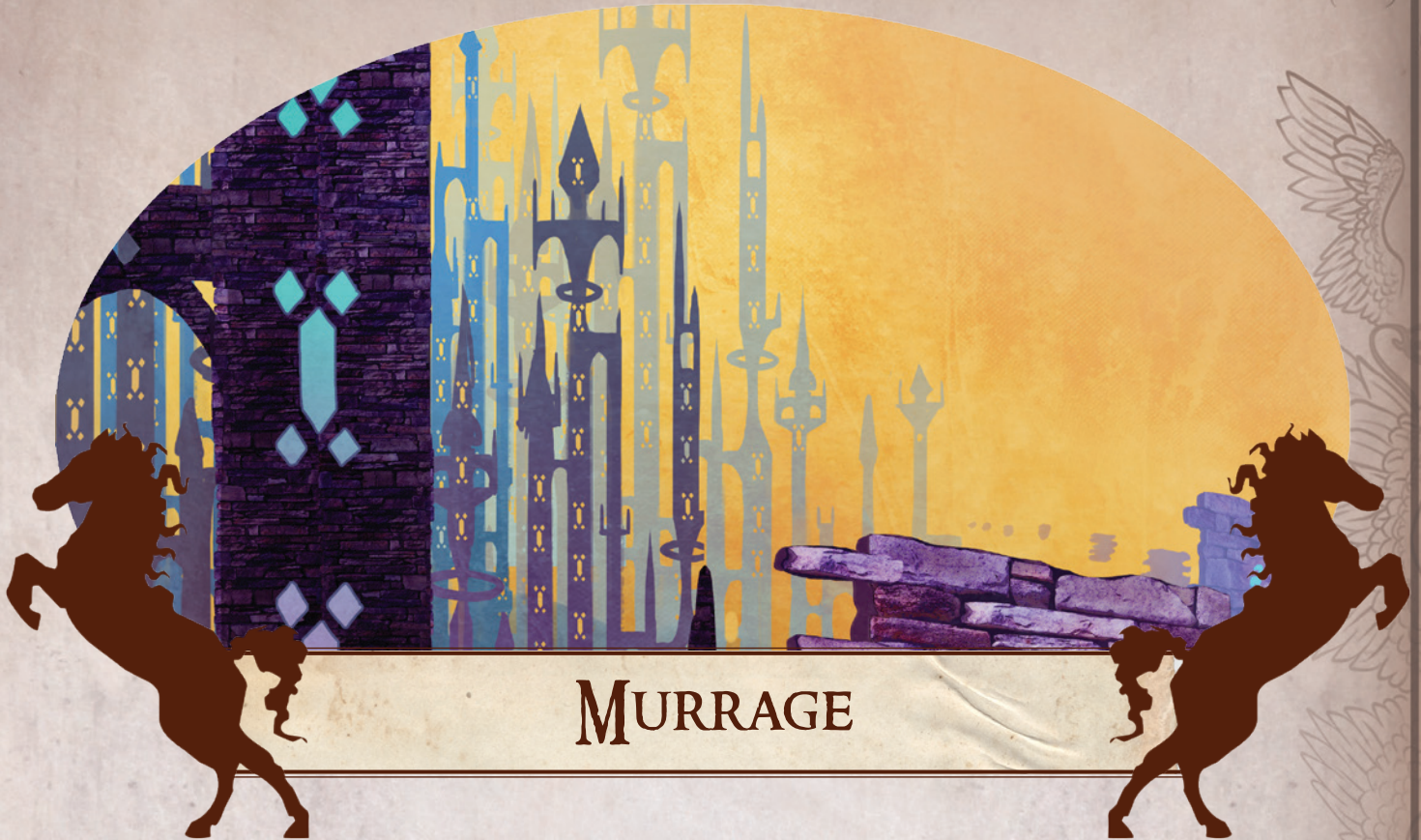
The unwary are likely to suffer swift ends as mechanical traps that cut, rend, and crush await those brave or foolish enough to dare to delve into the depths of this place. To make it more troubling, the traps of this place all wind themselves back up, and quickly. Disarming a trap only keeps the anger of it at bay for a short time before it primes itself again, ready to dispense ancient justice on those that would raid this place.

Where there are traps, there is usually something worth finding, and this site is no exception. Perhaps

taken from his homeland in the mountains, there is rumor of a great horn that can manipulate storms, creating and destroying them at will with a strong blow into it. It works as a control weather with a caster level of 15, and can be used two times a day. There are also some forgotten spells within, each locked in its own tome. Written in old dialects, they require linguistics checks (DC 20) to decipher.

Spells Within: *machine synthesis*, *halo of fire* (see magic section)





MURRAGE

MURRAGE

DEMOGRAPHICS

Population metropolis - 31,247 (60% purrsian, 35% ponykind (90% sun pony, 10% other), 5% other)

Government monarchy

Alignment Lawful Neutral

THE HISTORY OF MURRAGE

Murrage began as a small town situated on a pleasant portion of the grassy plains. It wasn't until the great demon Apep began to tear through the purrsian lands that it became noteworthy. Fleeing across their ravaged country, the town swelled up into a city practically overnight, but the residents trembled in fear. The great demon would find them soon, and their precious new home would be wiped from the face of Everglow.

A talented set of cats refused to allow that to happen. They snuck out into the increasingly arid dunes and

explored the very places that had spawned the demon lord, though none knew it. They found an artifact worthy of the name and hurried it home, racing ahead of the destruction that burned the sand straight to glass in some places. They would not suffer Murrage to the same fate. They couldn't. Paws straining to carry the large cylinder that promised salvation, they set it up in the center of the new city. With a great hum and the shimmer of magic, it turned on.

It was then that Murrage gained the name that we know it by today. The entire city faded from sight, and finding it became impossible, even for that fell lord of demonkind, Apep. Though he destroyed and murdered without pause, those that had made it to Murrage were safe, and the city grew quietly over the years. The presence of purrsians in Everglow seemingly vanished. Some even thought they had been killed to a cat in the rampage. It was a surprise to everyone when the city appeared with that soft shimmer, and purrsians rejoined the Everglow society in progress. They met with the pony empire and became easy allies while not bowing to them. Trade opened and blossomed, and the city became a place of great wealth, for those with the right resources and connections.

The city became a place of extremes. Those who did well had what they needed to continue to do well, while

those with nothing, had nothing to work with, and stayed poor. Great dynasties formed, with the haves, and the have nots, and those that would cross that line between became fewer by the generation, adventurers excluded. Those social stations were and are one of the greatest motivators for purrsians to consider the life of adventuring, to have a chance to rise above the station they were born into. When you were adventuring, anyone could become rich, or dead, but who cares about that when being rich was an option?

For better or worse, it is strongly believed that everyone was exactly where they should be. If a cat or a pony, a rich person was rich because they deserve to be. They're smart, clever, or just plain lucky. Similarly, a poor person was lazy, cursed, and stupid. Don't want to be poor? Get out there and do something to stop being poor. Some take it as a challenge and try, others wallow in squalor and scrape by as best they can, and others get ground up in the great gears that fueled the city. There are very few social programs, and churches that try to provide for the poor receive very few donations or consideration. Giving to the poor just feels like rewarding laziness.

There are some social services available in the city, though many expect the beneficiaries of their services to compensate them. For example, the guards that patrol the perimeter of the city will come to the aid of any traveler or citizen that looks like they may need assistance, but will also expect a gratuity afterwards. Those who don't pay are reminded and gossiped about to other branches of civil service, and may have quite a difficult time getting things done in the city involving any other government employees. On the other paw, tipping a guard well will send other servants scurrying to meet your every need, hoping to always be the beneficiary of your generosity. It is not uncommon or unexpected for a generous cat to only tip well to those who provide exemplary service, so one does not offend in giving a standard tip. Just remember, 10% is customary.

THE FUTURE OF PURRSIANS

Though Murrage was the primary place that purrsians fled to, it was not the only place. Some found homes among the ponies, and even fewer fled to the other disparate species of Everglow. A few even left Everglow entirely to seek refuge in the human lands. Though

they lost much of their numbers, they benefitted from a great divergence in their people. Murrage purrsians, the assumed default, remain a greedy and insular bunch, but those raised for a few generations without even knowing this capital city existed learned to live in very different ways.

Purrsians that return 'home' find it can be a rough adjustment period. The purrsians of the city see them as unrefined and soiled, while they see the city cats as spoiled and snootish. Only the most stubborn stay despite it, and try to prove themselves worthy despite the preconceptions of others around them.

They may be critical. As time moves on, avoiding contact with others becomes more and more impossible. The humans are coming. The elves are coming from the other way. Murrage enjoyed the ponies as a buffer for a long time, but that time draws to an end, and they will have to carve their own piece of the world free, or be crushed and conquered by the aggressive bipeds that run over anything in their path.

POPULAR SITES/AREAS OF MURRAGE

THE CRACKED HOOF

A small Inn located on Saddlechime Street, in the market district. The street outside is filled with the aroma of blossoming flowers from other nearby market stalls. It is a two story building made of stone, filled with tables and chairs carved out of oak. Accommodations are also available, consisting of several rooms with beds on the upper level. Food and drinks are also available; the specialty of the Inn is a beetroot and ginger



salad with a strawberry tart to top it off; to quench your thirst you can order water, whisky or a tankard of cider.

The inn has gained a reputation for being a pitstop for adventurers and those seeking to either employ or be employed by the same. It has also become a hotbed of rumor mongers involving exotic creatures and treasures, some of which are even true, though it takes quite a skilled pony or cat to tell the difference. A unicorn barmaid, Frieda, is quite friendly, and has earned a reputation for promiscuity despite never actually being seen doing anything untoward. The city of Murrage can be cruel with its reputations.

The local law enforcement generally avoids the place, coming only when specifically summoned by the barkeep, but otherwise leaving the diners to peace, which is considered a strong positive to the legally grey work that explorers and adventurers often find themselves in. Good drink, a safe place to meet, and a bit of discretion on the part of the owners have made this a place to be for anyone in the business.

BLOODSTONE

This small area of the city has a powerful reputation for having artisans willing, able, and eager to work with the most exotic of materials. No matter how difficult and unwieldy it may be, they pound them into useful and exquisite shapes for the delight of their patrons. To have armor or clothing with integrated metals others would think impossible to work with is a high mark of wealth and value, and many purrsians struggle to locate, secure, and then have these rare materials forged into symbols of their power.

When not working on exotic materials, the smiths of this neighborhood busy themselves with practice making more practical items, though never of less than masterwork quality. There is no purpose in making anything that does not display wealth, skill, and taste. Even nails and lanterns are made to be works of fine quality, even if they are to be driven into stone or wood and never seen again.

THE DISTRICT OF WATERSONG

This district shares elements of nature and magic in harmony. Enchanted balls of light hover serenely over arboreal platforms that outsiders view as astounding measures of wealth and prosperity. It isn't cheap to water so much plant life, but the people of the district consider it worth the investment in both natural and

magically created water to make their part of the city lush and green in bold defiance of the desert surrounding them.

It was originally created as a haven for the so-called 'children,' a race of sentient Velociraptors created with the aid of the Blackflame, all are welcome in his district, as long as they do no harm to others during their stay. Many of the criminal element use this to their advantage, using it as a place to lie low, but they know that if they break his rules, his wardens, The Order of Ebon Fire, will hunt them across the lands if need be to make them serve justice.

Some of the disenfranchised of the city also use this place of splendor to find refuge from the rest of the city, but find their reception less warm. Other inhabitants of the district are far too proud of their majestic corner of the city to allow beggars and paupers, and are quick to turn them away, or summon the guard to deal with them. The poorer elements that manage to stick around quickly learn the art of not appearing too disadvantaged. For travelers and adventurers, it's a fine place to see and enjoy, often throwing off the heat of the sun under the cooling shades of its opulent plants and featuring many comfortable venues for getting news, entertainment, and relaxation.







BESTIARY OF THE LOST



BAKHTAK

This little three foot tall humanoid looks a bit bulbous in the face and its staring eyes. It wears very little but a belt of pouches and has no weapon in sight.

BAKHTAK

CR 1 (XP 400)

NE small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception -1



DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft

Melee --

Space 5 ft.; **Reach** 5 ft.

Special Attacks induce nightmare

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Skills Ride +10, Stealth +10, Swim +4; **Racial Modifiers:** +4 Ride, +4 Stealth

Feats Improved Initiative

ECOLOGY

Environment Anywhere there are humanoids, usually temperate

Organization solitary or couple (2)

Treasure normal

SPECIAL ABILITIES

Induce Nightmare (Ex): Sneaking up on a sleeping intelligent creature and climbing on top of them, the bakhtak can induce nightmares in the target. The target does not get a perception check to notice it, though any on watch nearby may. If the victim fails a DC 13 will save, they are plagued with nightmares and gain the fatigued condition. If they had any money on them, the Bakhtak will also take the highest value coin they have, and eat one day's worth of rations before leaving.

This strange creature poses little physical threat. If found, it will flee as quickly as it can with no attempt to engage in battle. Left to their own devices, however, they can leave a party tired and a bit poorer for its presence, and once it gains a taste for a given person, they will sometimes follow them for some distance to get new snacks of terrifying night visions, making this quite a pest indeed.

They strongly prefer to sneak into the camps of travelers, where they have less to traverse or be caught by on their way to their victim, but if time's are tough, they'll sneak into small towns and seek out those who haven't locked their doors and latched their windows to press uncomfortably on their chests and force dreams of terrors upon them.



BAKHTAK

Small humanoid, neutral evil

Armor Class 13

Hit points 4 (1d6 + 1)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	15 (+2)	12 (+1)	10 (+0)	9 (+0)	6 (-2)

Saving Throws Dexterity +4

Skills Stealth +4

Senses Passive Perception 10

Languages common

Challenge: 1/2 (100 XP)

ACTIONS

Induce Nightmares. Sneaking up on a sleeping intelligent creature and climbing on top of them, the bakhtak can induce nightmares in the target. The target does not get a perception check to notice it, though any on watch nearby may. If the victim fails a DC 13 Wisdom save, they are plagued with nightmares and gain a level of exhaustion. If they had any money on them, the Bakhtak will also take the highest value coin they have, and eat one day's worth of rations before leaving.



LAUGHING MOON

A small darting form of a white orb with pitted critters flits past you before spinning around to reveal the bright red figure of a skull grinning at you from within the sphere. With a scream it lurches at you, floating smoothly through the air. A quieter moan comes from a much larger companion to the creature, floating almost serenely behind it.

LAUGHING MOON

CR 8 (XP 4,800)

N Large outsider(elemental,air,earth)

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13



DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 76 (8d10+32)

Fort +10, **Ref** +3, **Will** +8

Defensive Abilities elemental traits, electricity resistance 15, DR 5/--

OFFENSE

Speed 5 ft; fly 20 ft (perfect)

Melee 2 slams +14 (2d6+7)

Ranged 4 earth shards (+8, 1d6+5 B/S)

Space 10 ft.; **Reach** 20 ft.

Special Attacks rend (2 slams, 2d6 electricity), earth shards, moon absorption

STATISTICS

Str 24, **Dex** 12, **Con** 19, **Int** 8, **Wis** 15, **Cha** 9

Base Atk +8; **CMB** +16; **CMD** 27

Skills Perception +13, Appraise +7, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Sense Motive +11, Stealth +8, Fly +11

Feats Power Attack, Cleave, Improved Bull Rush, Greater Bull Rush, Improved Overrun

ECOLOGY

Environment ruins

Organization solitary

Treasure normal



SPECIAL ABILITIES

Earth Shards (Ex): As a ranged attack, the laughing moon can spew sharpened bits of hardened stone at its foes from its own or its satellites' mouths that deal bludgeoning and slashing damage. Its range increment is 50' with a maximum of 10 increments.

Moon Absorption (Ex): The laughing moon is actually several entities bound together. When it has suffered half its hit points or more in damage, it may, as a swift action, absorb one of its moons. This reduces its reach by 5' and lowers the maximum number of ranged attacks it can make, while restoring fifty hit points.. For every two absorbed, it can slam one less time a round. If it is out of attacks, it will attempt to flee. New moons grow from it at a rate of one per week. The moons can be targeted specifically, with an AC of 25 (+5 natural, +10 dexterity, +5 dodge), 20 hit points, DR 5/--



LAUGHING MOON

Large elemental, neutral

Armor Class 18 (natural armor)

Hit points 87 (10d10 + 32)

Speed 5 ft, 20 ft fly



Str	Dex	Con	Int	Wis	Cha
24 (+6)	12 (+1)	19 (+4)	8 (-1)	15 (+2)	9 (-1)

Saving Throws Constitution +7, Dexterity +4

Skills Perception +5, Insight +5, Stealth +4

Damage Resistance lightning; bludgeoning, piercing, or slashing weapons from nonmagical weapons.

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses Passive Perception 15

Languages common

Challenge: 8 (3,900 XP)

Moon Absorption. The laughing moon is actually several entities bound together. When it has suffered half its hit points or more in damage, it may, as a bonus action, absorb one of its moons. This reduces its maximum number of ranged attacks it can make in a multiattack by 1, while restoring fifty hit points. For every two absorbed, it can slam one less time with multiattack. If it is out of attacks, it will attempt to flee. New moons grow from it at a rate of one per week. The moons can be targeted specifically, with an AC of 20, 20 hit points, and the same damage resistances, immunities, condition immunities, and saving throws as the laughing moon.

ACTIONS

Multiattack. The laughing moon may make two slam attacks or four earth shards attacks.

Earth Shards. *Ranged Weapon Attack*, +4 to hit, range 50/150 ft., 1 target. *Hit:* 9 (1d6+6) piercing damage

Slam. *Melee Weapon Attack*, +9 to hit, range 5 ft., 1 target. *Hit:* 13 (2d6+6) bludgeoning damage

This strange creature shares traits of both the earth and air elemental planes, which makes it a perfectly terrifying mix born in the elemental crucible that is Everglow. They seem to favor places with 'old' rocks, and will often be found in ruins and especially tall and solid mountains. It regrows itself without actually consuming the rock around it through some unknown means, and is very territorial. They claim they need the rock to be healthy, despite never touching it.

They gained their name from the unsettling laughter that seems to come from them when they absorb their orbiting satellites and regenerate themselves with terrible swiftness.

RENDER OF FATES

It is difficult to get a clear view of this creature, until it suddenly snaps into that of familiar form, appearing as much of your party, though clearly covered in gyrating crystal sheets that glint in the light with danger.

RENDER OF FATES

CR 12 (XP 19,200)

N Large construct

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +28



DEFENSE

AC 28, touch 18, flat-footed 20 (+7 Dex, +10 natural, +1 dodge)

hp 110 (16d10+30)

Fort +15, **Ref** +13, **Will** +12

Defensive Abilities bladed shell, fate view; **DR** 10/Adamantine; **Immune** magic, construct traits, resist cold 10, resist fire 10

OFFENSE

Speed 40 ft; fly 60 ft (good)

Melee 2 slams +21 (1d6+8 19-20/x3 plus bleed)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bleed (1d8), curse of fate

STATISTICS

Str 26, **Dex** 25, **Con** -, **Int** 15, **Wis** 19, **Cha** 18

Base Atk +13; **CMB** +21; **CMD** 39

Skills Perception +28, Swim +20, fly +24, Sense Motive +10, Bluff +10

ECOLOGY

Environment underground, any

Organization solitary

Treasure none

SPECIAL ABILITIES

Fate View (Ex): Any target suffering from its curse becomes easily seen through, earning the render a +10 insight bonus to perception, sense motive, and bluff towards the target. This bonus increases to +20 if the curse enters

its advanced state. The render also enjoys a +2 insight bonus to dodge, attack, and saving throws against the target, which becomes a +4 bonus if the curse enters advanced stage.

Bladed Shell (Ex): When grappled, grappling, touched, or attacked with a non-reach melee weapon, the jagged crystals on the render deal 1d8+7 slashing damage to the unfortunate in contact with it.

Curse of Fate (Ex): Once per round, as a free action gaze attack, the render of fates may manipulate the fate of a target within 60 ft. Failing a DC 22 will save (charisma based) will begin entangling their fate, causing them to roll any d20 twice and take the poorer result for 1d4 rounds. If someone already under this effect fails again, it increases to 1d8 rounds. If they fail while that is active, the curse becomes significantly more powerful. Roll a d20 in secret. On a roll of 20, exceptionally good luck will visit the target, if they survive, sometime in the next week. On a roll of 1-5, tragedy will befall them, as the GM sees fit. A *remove curse* before the fate strikes will remove it, but there is no way to know if it is good or bad luck that is coming.

Immune to Magic (Ex): A render of fate is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a render of fate, as noted below.

A magical attack that deals electrical damage slows a render of fate (as the *slow* spell) for 3 rounds (no saving throw).

A magical attack that deals sonic damage ends any *slow* effect on the render and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the render of fate to exceed its full normal hit points, it gains any excess as temporary hit points. A render of fate gets no saving throw against sonic effects.



The enigmatic render of fates is an inscrutable creature that seems to have some power over the fates and destiny of those it encounters. No two encounters with the render report the same physical appearance, but it is always an eerily perfect individual of the same species as the majority of the group, shrouded in a spinning sheet of shimmering crystal. Always seeming to float effortlessly above the ground, the render seems to fight in the future, dodging attacks before they happen, and disdain-ing personal attacks in favor of turning the attacks of those assaulting it back upon themselves. When forced into melee, the crystal shroud turns deadly, ripping into foes like a buzz saw. Perhaps its most feared ability, however, is its seeming ability to turn fate itself against a target, though like in all things, the inscrutable creature seems to act on a bizarre and otherworldly logic. Some who have encountered the render have found themselves bereft of all friends, framed for the most grievous of crimes, while others have found themselves seemingly blessed in all things.

RENDER OF FATES

Large construct, neutral

Armor Class 20 (natural armor)

Hit points 148 (20d10 + 48)

Speed 40 ft, 60 ft fly



Str	Dex	Con	Int	Wis	Cha
26 (+8)	25 (+7)	16 (+3)	15 (+2)	19 (+4)	18 (+4)

Saving Throws Intelligence +6

Skills Deceit +8, Insight +8

Damage Immunities poison, cold, fire, thunder

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Passive Perception 14, darkvision 60 ft.

Languages understands the language of its creator and can speak, but usually decides against.

Challenge: 12 (8,400 XP)

Magic Resistance. The render of fates has advantage on saving throws against spells and other magical effects.

Magic Weapons. The render of fates' attacks are magical.

Fate View. Any target suffering from its curse becomes easily seen through, earning the render advantage to Deception, Insight, and Perception

checks against the target. This bonus increases to +2 on top of the advantage if the curse enters its advanced state. The render also enjoys a +2 bonus to attack and saving throws against the target, which becomes a +4 bonus if the curse enters advanced stage.

Bladed Shell. When a weapon attack or attempt to grapple is made against the render of fates, the attacker takes 1d6+8 slashing damage.

Electrical Slowdown. Any attack that deals lightning damage slows a render of fate (as the *slow* spell) for 3 rounds (no saving throw).

Loud Recovery. A magical attack that deals thunder damage ends any slow effect on the render and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the render of fate to exceed its full normal hit points, it gains any excess as temporary hit points. A render of fate gets no saving throw against thunder effects.

ACTIONS

Multiattack. The render of fates may make two slam attacks.

Slam. *Melee Weapon Attack*, +12 to hit, range 5 ft., 1 target. *Hit:* 15 (2d6+8) bludgeoning damage

Curse of Fate. As a bonus action, the render of fates may manipulate the fate of a target within 60 ft. Failing a DC 14 Wisdom save will begin entangling their fate, causing them to gain disadvantage to all rolls for 1d4 rounds. If someone already under this effect fails again, it increases to 1d8 rounds. If they fail while that is active, the curse becomes significantly more powerful. Roll a d20 in secret. On a roll of 20, exceptionally good luck will visit the target, if they survive, sometime in the next week. On a roll of 1-5, tragedy will befall them, as the GM sees fit. A remove curse before the fate strikes will remove it, but there is no way to know if it is good or bad luck that is coming.



RUIN STALKER

A dark shape emerges from the gloom, three eyes staring at you as its lips peel back to reveal wicked teeth. This reptilian canine creature has a long whipcord tail and three powerful-looking humanoid arms that erupt from its back, each tipped with four clawed fingers.

RUIN STALKER

CR 5 (XP 1,600)

NE Medium magical beast

Init +8; **Senses** scent, darkvision 60'; Perception +13

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)

hp 68 (7d10+14)

Fort +7, **Ref** +9, **Will** +5

Resist acid 10, electricity 10, fire 10; **SR** 20

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +10 (1d4+3), 3 claws +10 (1d6+3)

Special Attacks rend (2 claws, 1d6+4)

STATISTICS

Str 17, **Dex** 19, **Con** 15, **Int** 6, **Wis** 16, **Cha** 8

Base Atk +7; **CMB** +10; **CMD** 25 (29 vs. trip)

Feats Dodge, Improved Initiative, Run, Skill Focus (Perception)

Skills Acrobatics +4 (+8 to jump with a running start), Climb +11, Perception +13, Stealth +12, Survival +6, Swim +7; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common



The exact origins of the ruin stalkers is up to speculation around the campfires of explorers and adventurers who delve into dungeon depths. These monsters clearly have a magical origin due to the arcane symbols covering their bodies. However, whether these creatures were intended as actual guardians of ancient tombs and crypts or if they inhabit merely seeking places out of coincidence or choice is unknown.

Ruin stalkers can be found as solitary hunters, either crawling through dungeon hallways in search of prey, or as dangerous packs claiming entire ruins as their territory. They are aggressive and intelligent predators taking advantage of the oft confusing layout of dungeons to isolate and ambush unwary adventurers, and seem to take a particular, almost sadistic, pleasure in targeting spellcasters. Why this is, is truly anyone's guess.

A typical ruin stalker is a large four legged animal with a vague resemblance to what might happen if one were to cross a dire wolf with some ancient saurian predator. It has a body shape akin to a wolf, but covered in gravelly, thick scales, usually gray in dim or rust brown colors. These scales always bear distinctive arcane runes in random patterns, which glow red or orange when a ruin stalker is angry. The face of a ruin stalker has a long snout filled with rows of curved, knife-like fangs. Strangely, they possess three eyes, jet black in color, situated in a wide triangular pattern across the skull. The most distinctive physical feature of the ruin stalkers, and what makes them very deadly, are the three additional limbs that sprout from their broad back and shoulders. These extra arms look like heavily muscled, almost humanoid arms, tipped with four fingered claws. These arms serve two purposes. One is it grants the ruin stalkers a vicious number of powerful attacks and rending ability, capable of reducing an unprepared opponent to ribbons in seconds. The second use is, along with the strength of ruin stalker's regular legs, giving the creatures an uncanny climbing ability that lets them treat everything from trees to stone walls as little different than the ground. Using this climbing ability ruin stalkers try to take full advantage of any blind spots or cubby holes in a dungeon to launch ambushes from.

Ruin stalker ecology is not well understood. It is not even known if they need to eat or drink. Their dens never contain the remains of their kills, as they simply savage their victims and leave the corpses untouched afterward. While they do have male and female members of the species, there has never been any sign of young ruin stalkers, so the reproductive cycle of these creatures remains a complete mystery.



Ruin Stalker

Medium monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit points 104 (16d8 + 32)

Speed 30 ft, climb 30 ft



Str	Dex	Con	Int	Wis	Cha
17 (+3)	19 (+4)	15 (+2)	6 (-2)	16 (+3)	8 (-1)

Saving Throws Con + 5, Cha + 2

Skills Athletics + 6, Perception +6, Stealth +7, Survival + 6

Damage Resistance acid, fire, lightning

Condition Immunities Name

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge: 5 (1,800 XP)

Magic Resistance. The ruin stalker has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The ruin stalker makes one bite and three claw attacks.

Bite. *Melee Weapon Attack*, +6 to hit, reach 5 ft., 1 target. *Hit:* 5 (1d4+3) piercing damage.

Claw. *Melee Weapon Attack*, +6 to hit, reach 5 ft., 1 target. *Hit:* 6 (1d6+3) piercing damage. If the ruin stalker successfully hits the same creature with at least two claw attacks in the same round, that creature is also dealt an additional 7 (2d6) slashing damage.

Blood Wolf

Whether striking from a hidden location or loping toward the party from range, these fierce-looking canines salivate and appear to be ready to feast on anything that cannot outrun them.



Blood Wolf

CR 3 (XP 800)

LN Medium fey

Init +7; **Senses** low-light vision; Perception +6

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 27 (5d6+10)

Fort +3, **Ref** +7, **Will** +4

OFFENSE

Speed 35 ft.

Melee bite +4 (1d4+3 plus trip)

Spell-Like Abilities (CL 5th; concentration +6)

1/day—*dimensional anchor*

STATISTICS

Str 14, **Dex** 17, **Con** 15, **Int** 5, **Wis** 11, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Agile Maneuvers, Improved Initiative, Tandem Trip^{UC}

Skills Acrobatics +9, Escape Artist +8, Perception +6, Stealth +9, Survival +3, Swim +6

SPECIAL ABILITIES

Agile Maneuvers Use DEX instead of STR for CMB

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Tandem Trip When you make a trip against an opponent threatened by any ally, roll twice and take the higher result

Trip (Bite) (Ex) You can make a trip attempt on a successful attack.



Bred originally to stalk and hunt but one prey, the blood wolves have adapted, with the loss of their usual prey the ruminants, to hunt other creatures. In combat, the blood wolves will seek to gang up on the weaker appearing targets in the party, bringing them down with their canny tripping and rendering them unconscious. However, if either a ghost pony or ruminant is present the whole pack will single them out, using their dimensional anchor to pin them to the material plane and then bring them down first.

Hunting typically in packs of 3 to 8, the blood wolves can sometimes be found as a lone and pathetic wanderer that, none the less, will still find their racial hatred for the horned-ones burning bright.

BLOOD WOLF

Medium fey, lawful neutral

Armor Class 15 (natural armor)

Hit points 71 (11d8 + 22)

Speed 35 ft

Str	Dex	Con	Int	Wis	Cha
16 (+3)	17 (+3)	15 (+2)	5 (-3)	11 (+0)	12 (+1)

Skills Athletics + 4, Perception + 4, Stealth + 5

Senses Passive Perception 14

Languages —

Challenge: 3 (700 XP)

ACTIONS

Bite. *Melee Weapon Attack*, +5 to hit, reach 5 ft., 1 target. **Hit:** 6 (1d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

REACTIONS

Bar Teleport (1/day). When the blood wolf trips a creature, it can disrupt that creature's attempts to teleport for up to 1 minute. The creature can make a DC 14 Constitution saving throw or become unable to teleport or shift into another plane by magical or innate means until a minute has elapsed.



KESHARI

It is easy to mistake this little pony-like creature as a bat-winged flutter, but from the moment it summons a cute guitar and begins to play you are sure your future is about to become interesting.

Keshari

CR 1 (XP 400)

CE Tiny outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +5



DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 9 (2d10-2)

Fort -1, **Ref** +6, **Will** +4

DR 5/good or cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 30 ft., fly 40 ft. (perfect)

Melee bite +7 (1d2-1 plus bleed), 2 hooves +2 (1d2-1)

Space 2½ ft.; **Reach** 0 ft.

Special Attacks bleed(1d2)

Bard Spells Known (CL 2nd; concentration +2)

1st (2/day)—*lesser confusion* (DC 11), *hideous laughter* (DC 11), *innocence*^{APG}

0 (at will)—*dancing lights*, *flare* (DC 10), *mage hand*, *prestidigitation*, *summon instrument*

STATISTICS

Str 8, **Dex** 16, **Con** 8, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 12 (16 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +7, Bluff +5, Diplomacy +5, Fly +19, Perception +5, Perform (sing) +5, Stealth +15

Languages Abyssal, Fey, Common, telepathy(touch)

SQ fascinate

SPECIAL ABILITIES

Bleed (Bite) (Ex) Attack causes 1d2 additional damage at the beginning of the target's turn.

Fascinate (5 rounds/day, DC 11) (Su) As per a second level bard, a Keshari can use his performance to cause one creature to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the demon, and capable of paying attention to him. The Keshari must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents the ability from working.

Each creature within range receives a Will save (DC 10 + 1/2 the demon's racial HD + the Keshari's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the demon cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the Keshari continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

A new demon for a new plane, the Keshari claim they are better than quasits because they are adorable little ponies, the quasits claim they are better for exactly the same reason, all the other demons kick them both around regardless.

Loving nothing more than messing with mortals and causing more mischief than a halfling rogue in a town full of lawful-good NPCs, these little demons will lie, cheat, and, if needed, bespell their way into the hearts and souls of anyone silly enough to think them trustworthy.

KESHARI

Tiny fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit points 9 (3d4)

Speed 30 ft., fly 40 ft.



Str	Dex	Con	Int	Wis	Cha
8 (-1)	16 (+3)	8 (-1)	8 (-1)	11 (+0)	12 (+1)

Skills Acrobatics +5, Deception +5, Perception +4, Persuasion +5, Performance +5, Stealth +7

Damage Resistance acid, cold, fire; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities lightning, poison

Condition Immunities poison

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Sylvan, Common, telepathy(touch)

Challenge: 1 (XP)

Innate Spellcasting. The keshari's spellcasting ability is Charisma. The keshari can innately cast the following spells, requiring no material components:

At Will: *dancing lights*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

2/day: *enthrall*, *hideous laughter*, *charm person*,

ACTIONS

Multiattack. The keshari makes two hoof attacks and one claw attack.

Hoof. *Melee Weapon Attack*, +5 to hit, reach 5 ft., 1 target. *Hit:* 1 (1d4-1) bludgeoning damage.

Claw. *Melee Weapon Attack*, +5 to hit, reach 5 ft., 1 target. *Hit:* 5 (1d4+3) slashing damage, and the target takes an additional 2 (1d4) necrotic damage at the start of their next turn from bleeding.



AVATAR OF ANARCHY

What resembles an oversized squid stretches tentacles up out of the ground, seeking to ambush wary adventurers.

AVATAR OF ANARCHY

CR 11 (XP 12,800)

CN Small aberration (chaotic)



Init +9; **Senses** darkvision 60 ft., tremorsense 120 ft.; **Perception** +20

DEFENSE

AC 17, touch 17, flat-footed 11 (+5 Dex, +1 dodge, +1 size)

hp 127 (15d8+60)

Fort +8, **Ref** +10, **Will** +11

DR 15/—l; **SR** 23

OFFENSE

Speed 5 ft., burrow 35 ft.

Melee bite +17 (1d4+3 plus blood drain), 8 tentacles +15 (2d4+1 plus attach, 15' reach)

Special Attacks Attach, Blood Drain (bite attack damage), Lay Eggs

STATISTICS

Str 17, **Dex** 20, **Con** 16, **Int** 26, **Wis** 14, **Cha** 18

Base Atk +11; **CMB** +13 (+17 grapple); **CMD** 29 (31 vs. grapple, can't be tripped)

Feats Combat Reflexes, Dodge, Greater Grapple, Improved Grapple, Improved Initiative, Mobility, Multiattack, Stealthy, Toughness, Weapon Finesse

Skills Acrobatics +20 (+8 to jump), Bluff +19, Diplomacy +19, Escape Artist +27, Heal +11, Intimidate +20, Perception +20, Sense Motive +17, Sleight of Hand +17, Spellcraft +26, Stealth +31, Swim +20, Use Magic Device +19

Languages Celestial, Common, Dark Whisper, Dwarven, Elven, Gnoll, Goblin, Sylvan

Combat Gear wand of invisibility (50 charges, 36 used)

SPECIAL ABILITIES

Lay Eggs (1/week) (Ex) Once a week as a standard action, an Avatar of Anarchy can lay 2d6 eggs in a dead creature it is attached to. The eggs require a heal check DC 15 to locate within the corpse. They will stay within the body until it is brought back to life when they will hatch. The ravenous larva will begin to consume the host, dealing 1 con damage a round each for six rounds. If they are not removed or the host dies again, they will each burst out into new Avatars of Anarchy, each with the Young template on them.

The eggs can be removed from a corpse with only a standard action but removing the larva from a newly resurrected host requires a Remove Curse spell.

While the host is dead, the young whisper to their soul with the Dark Whisper language so that, when they wake, the host knows exactly what is in store for it.

Generally a solitary ambush-hunter, the avatar of anarchy is so named not for its combat style but more for the reactions of adventurers when they find out the reproductive cycle of this aberrant monster.

Using its long range tremorsense, the avatar will swim through the ground as if it were water, seeking to gain any advantage to ghost along with a party and catch one of them unawares. Grabbing and attaching itself with its long tentacles, the aberration will bite the poor potential host again and again until it is dead. Then their most terrifying aspect is revealed or, with a canny stealth check if someone is watching, hidden.

Avatars of anarchy lay their eggs in freshly dead adventurers, knowing that such will almost always fulfill the eggs hatching requirement. They lay dormant in the host and hard to detect, the unborn creatures whispering to the host, telling their soul exactly what will happen if they are brought back to life.

Upon their host being resurrected or otherwise raised, they will hatch and begin rapidly consuming them from within. Clever adventurers would do well to spot the eggs within their friend's body before any divine magics are performed.



AVATAR OF ANARCHY

Small Aberration, chaotic neutral

Armor Class 17 (natural armor)

Hit points 143 (22d6 + 66)

Speed 5 ft., burrow 35 ft.



Str	Dex	Con	Int	Wis	Cha
17 (+3)	20 (+5)	16 (+3)	26 (+8)	14 (+2)	18 (+4)

Saving Throws Dexterity +9, Wis +6, Cha +8

Skills Acrobatics +13, Arcana +16, Deception +12, Insight +10, Intimidate +12, Medicine +6, Perception +10, Persuasion +12, Sleight of Hand +13, Stealth +13

Damage Immunities bludgeoning, piercing, slashing

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 20

Languages Celestial, Common, Dark Whisper, Dwarven, Elven, Gnoll, Goblin, Sylvan

Challenge: 11 (7,200 XP)

Lay Eggs (1/week). Once a week as an action, an avatar of anarchy can lay 2d6 eggs in a dead creature it is grappling to. The eggs require a heal check DC 15 to locate within the corpse. They will stay within the body until it is brought back to life when they will hatch. The ravenous larva will begin to consume the host, inflicting a levels of exhaustion each round for six rounds. If they are not removed or the host dies again, they will each

burst out into new Avatars of Anarchy with half hit points and no multiattack.

The eggs can be removed from a corpse with only a standard action but removing the larva from a newly resurrected host requires a Remove Curse spell.

While the host is dead, the young whisper to their soul with the Dark Whisper language so that, when they wake, the host knows exactly what is in store for it.

Magic Resistance. The avatar of anarchy has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The avatar of anarchy makes one bite attack, and four tentacle attacks.

Bite. *Melee Weapon Attack*, +9 to hit, reach 5 ft., 1 target. *Hit:* 7 (1d4+5) piercing damage. If the avatar of anarchy bites a creature that it is grappling, the creature must make a DC 17 Constitution saving throw or gain a level of exhaustion.

Tentacle. *Melee Weapon Attack*, +9 to hit, reach 15 ft., 1 target. *Hit:* 10 (2d4+5) bludgeoning damage. If the avatar of anarchy hits a creature with at least two tentacle attacks in the same round, the avatar of anarchy can choose to grapple that creature, restraining it. It can grapple two creatures in this way. For each creature that the avatar of anarchy grapples, it loses two tentacle attacks when it uses its multiattack.

SAND GOLEM

A sand dune rises as if a storm were pushing it only to flow together into a single large humanoid form, the heat of the sun shimmering off it's body.

SAND GOLEM

CR 6 (XP 2,400)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0



DEFENSE

AC 19, touch 8, flat-footed 19 (-1 Dex, +11 natural, -1 size)

hp 68 (7d10+30)

Fort +2, **Ref** +1, **Will** +2

DR 10/magic and slashing; **Immune** construct traits, magic; **Resist** fire 20

OFFENSE

Speed 30 ft., sand glide

Melee slam +12 (2d10+9 plus 1d6 fire)

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

Special Attacks heat (1d6 fire), trample (3d6+9, DC 19)

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 4

Base Atk +7; **CMB** +14; **CMD** 23

SPECIAL ABILITIES

Immunity to Magic (Ex): A sand golem is immune to spells or spell-like-abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

A magical attack that deals cold damage instead slows a sand golem (as the slow spell) and disables its heat Special Attack for 2 rounds with no saving throw.

A magical attack that deals fire damage instead breaks any slow effect on the golem and increases the heat Special Attack to 3d6 fire damage for 3 rounds. A sand golem gets no saving throw against fire effects.

These great constructs of sand and heat could have been created by followers of Blaze to defend those ponies brave enough to take to the deserts, or the purrsians following their homelands having been blasted to desert. Knowing only that they must defend the sands themselves, sand golems have not had masters for many years.

SAND GOLEM

Large constrict, neutral

Armor Class 9

Hit points 95 (10d10 + 40)

Speed 30 ft., burrow 30 ft.



Str	Dex	Con	Int	Wis	Cha
22 (+6)	8 (-1)	18 (+4)	4 (-3)	10 (+0)	4 (-3)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapon that aren't adamantite.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., Passive Perception #

Languages understands the language of its creator but can't speak

Challenge: 6 (2,300 XP)

Sand Glide. The golem can burrow through nonmagical sand. While doing so, the golem does not disturb the material it moves through.

Golem Traits. When the sand golem is deals cold damage, it becomes slowed (as per the *slow* spell) and disables the fire damage the golem deals for 2 rounds. A magical attack that deals fire damage instead breaks any slow effect on the golem, and increases the fire damage that they deal by 3d6 for 1 attack. A sand golem gets no saving throw against fire effects.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The golem makes a slam and a stomp attack.

Slam. *Melee Weapon Attack*, +9 to hit, reach 10 ft., 1 target. *Hit:* 17 (2d10+6) bludgeoning damage, and 3 (1d6) fire damage.

Stomp. *Melee Weapon Attack*, +9 to hit, reach 5 ft., 1 target. *Hit:* 17 (4d10+6) bludgeoning damage. This attack has advantage against creatures that are prone.

TOMB GUARDIAN

Claws and teeth, tattered cloth and a stench so horrible it would make a zombie gag. The cat before you seems ready to defend its crypt-home not just to their death, but to yours.



TOMB GUARDIAN

CR 10 (XP 9,600)

LN Large undead (feline)

Init +7; **Senses** darkvision 60 ft.; Perception +20

Aura despair (DC 21)

DEFENSE

AC 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +10 natural, -1 size)

hp 114 (12d8+60)

Fort +9, **Ref** +7, **Will** +9; +4 bonus vs. channeled energy

Immune undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee bite +17 (1d4+9/19-20 plus mummy rot), 2 claws +18 (1d8+9)

Space 10 ft.; **Reach** 5 ft.

Special Attacks mummy rot (DC 21), rend (2 claws, 2d6+13)

STATISTICS

Str 28, **Dex** 16, **Con** —, **Int** 8, **Wis** 13, **Cha** 20

Base Atk +9; **CMB** +19; **CMD** 33 (37 vs. trip)

Feats Dodge, Improved Critical (bite), Improved Initiative, Light Armor Proficiency, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (claw)

Skills Acrobatics +13, Climb +16, Perception +20, Stealth +20

Languages Common, Dark Whisper, Sylvan

SQ glide

Other Gear +1 quilted cloth armor^{APG}, boots of speed, headband of alluring charisma +4

SPECIAL ABILITIES

Quilted Cloth Armor 3/- damage reduction vs small piercing weapons (*arrows, bolts, darts, shuriken, thrown daggers, and other small ranged piercing weapons*)

Boots of Speed (10 rounds/day) Affected by haste

Despair (DC 21) (Su) All creatures within a 30-foot radius that see a mummy must make a DC 21 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

Glide (Ex) While the guardian's wings are tattered and mostly ruined for flight, they are still more than up to the task of slowing descent in the air and let the creature safely fall from any height.

Mummy Rot (DC 21) (Su) Mummy Rot: curse and disease—bite; save Fort DC 21; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —.

Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

Vulnerable to Fire Tomb Guardians are vulnerable (+50% damage) to Fire damage.

Damage Vulnerability fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Common, Dark Whisper, Sylvan

Challenge: 10 (5,900 XP)

Glide. While the guardian's wings are tattered and mostly ruined for flight, they are still more than up to the task of slowing descent in the air and let the creature safely fall from any height.

Turn Resistance. The tomb guardian has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The tomb guardian makes one bite and one claw attack.

Bite. *Melee Weapon Attack*, +13 to hit, reach 10 ft., 1 target. *Hit:* 20 (2d10+9) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum is decreased by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Claw. *Melee Weapon Attack*, +13 to hit, reach 10 ft., 1 target. *Hit:* 18 (2d8+9) slashing damage

Despair. All creatures within a 30-foot radius that see a mummy must succeed on a DC 18 Wisdom saving throw or be paralyzed by fear for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

TOMB GUARDIAN

Large undead, lawful neutral

Armor Class 19 (natural armor)

Hit points 126 (12d10 + 60)

Speed 30 ft.



Str	Dex	Con	Int	Wis	Cha
28 (+9)	18 (+4)	20 (+5)	8 (-1)	13 (+1)	20 (+5)

Saving Throws Dex +8, Wis + 5, Cha +9

Skills Athletics +10, Acrobatics +8, Perception +9, Stealth +13





As with regular mummies, tomb guardians are undead created from loyal purrsians to defend a particular location against unwanted intruders. Usually they will hold off initiating a fight until the party show their intent to desecrate the tombs they have been set to guard, but once their wrath is incurred they will punish intruders with no mercy given.



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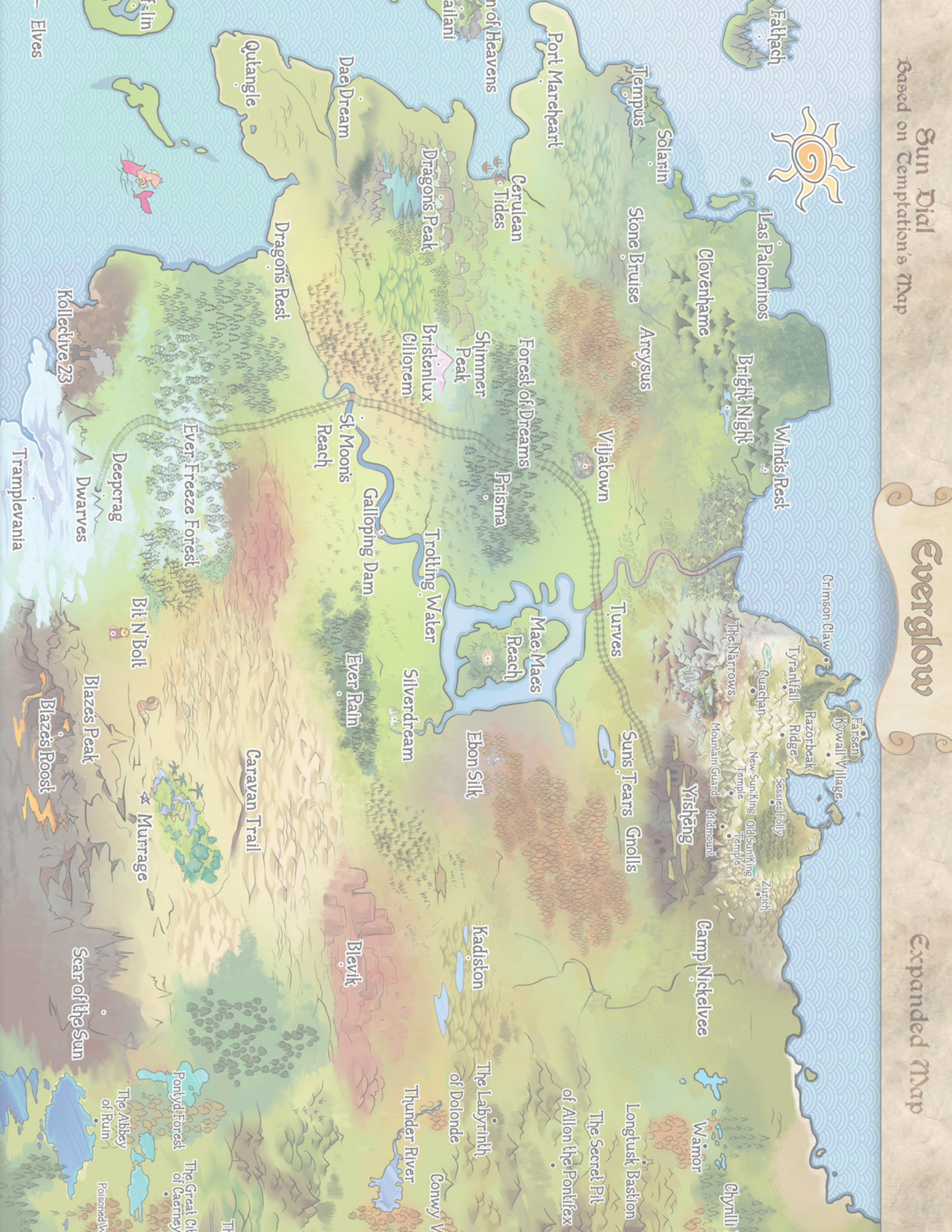
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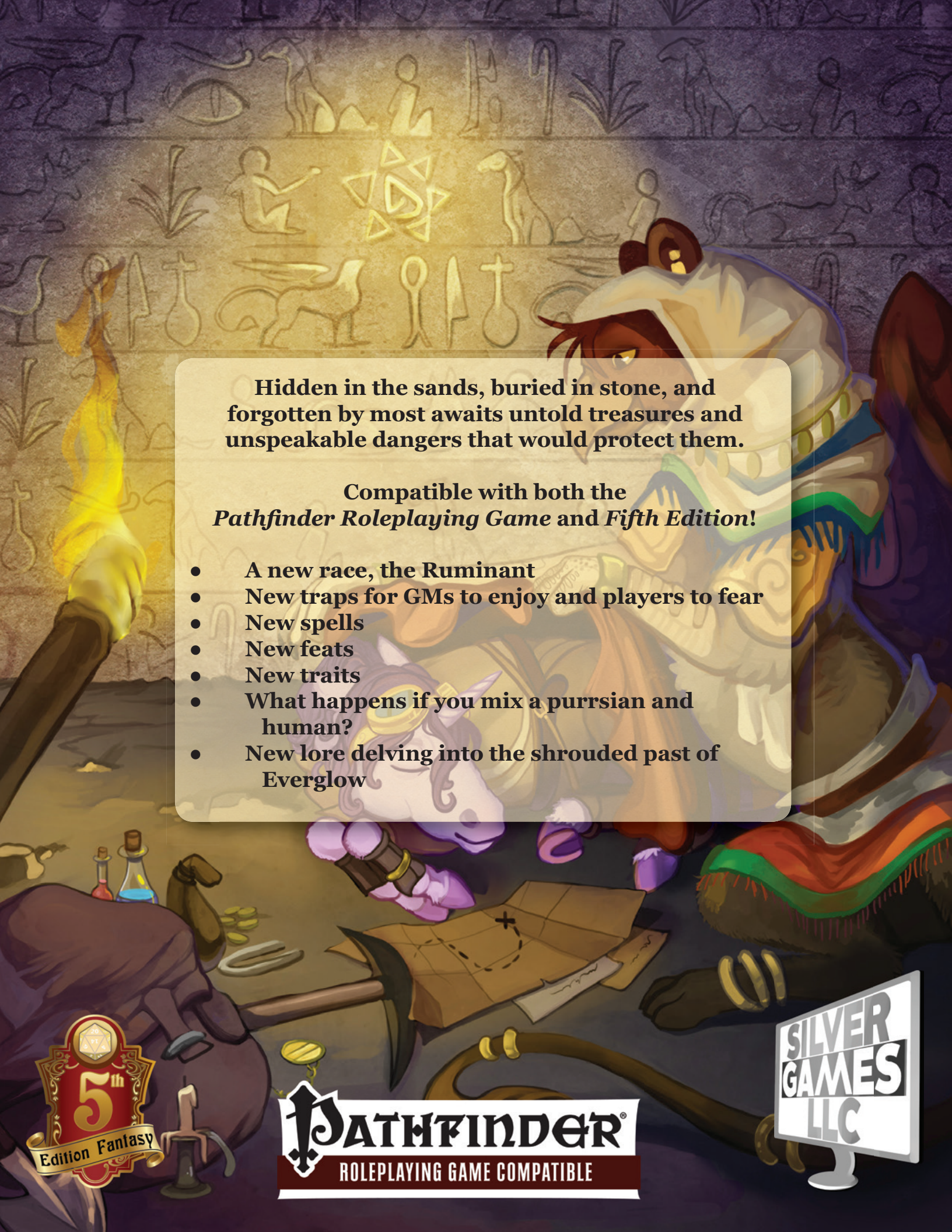
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