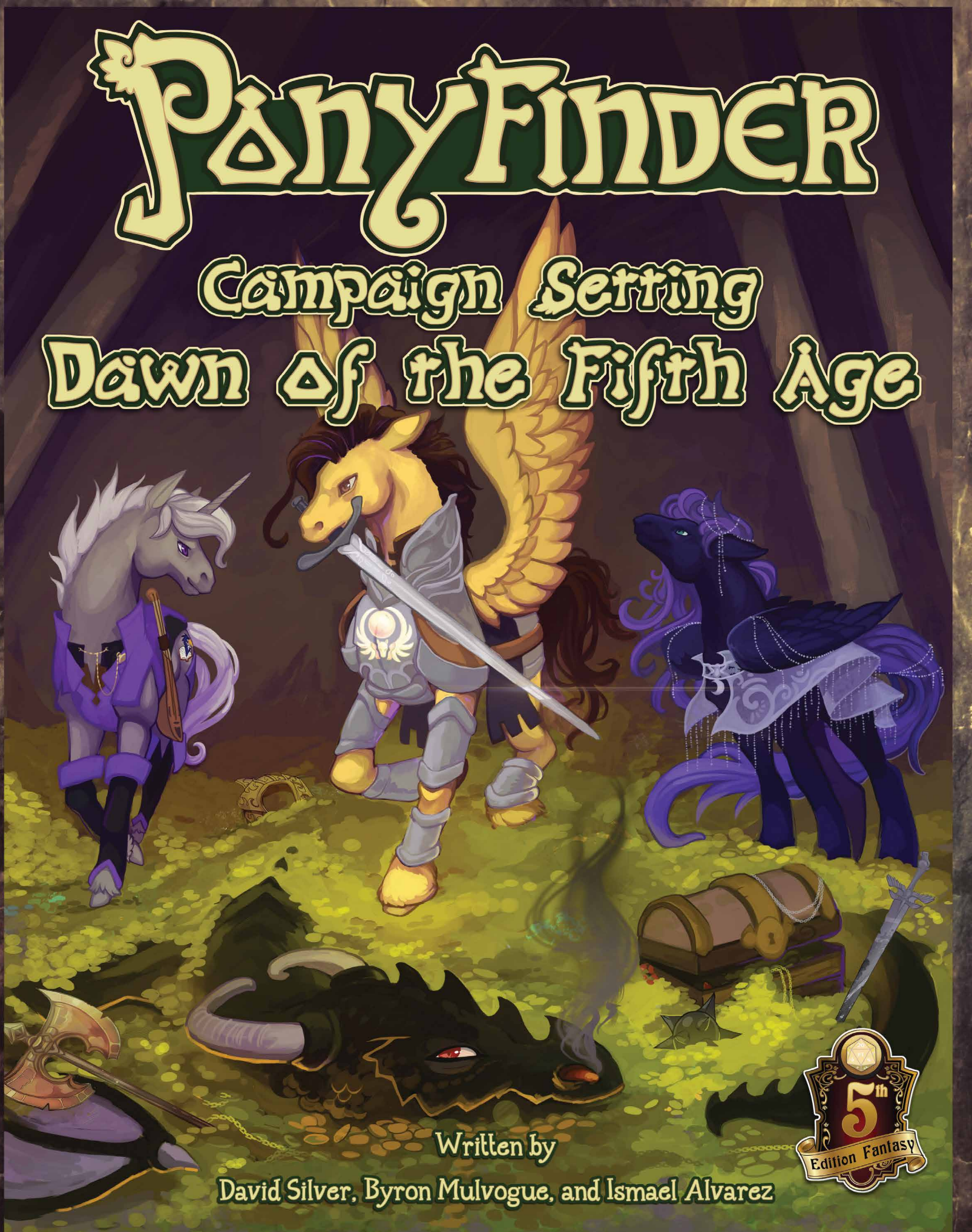
PonyFinder

Campaign Setting

Dawn of the Fifth Age



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Ponyfinder

Campaign Setting:

Dawn of the 5th Age

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Preface

Welcome to Ponyfinder: Campaign Setting. This document details how to introduce ponies to your 5th edition roleplaying game with minimal stress on the game system or world. It is meant to be read by player or GM. Players beware: you should get permission from your GM before showing up at game day with a pony character sheet in hand. They may hesitate to accept third-party content, so show them Ponyfinder beforehand.

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

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

5th Edition rules used under the Open Game License. Learn more about the game at http://dnd.wizards.com/ and peruse their official database of rules at http://dnd.wizards.com/dungeons-and-dragons/start-playing

Ponies of Everglow

Pony

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

Physical Description

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

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

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

Society

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

Relations

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

Alignment and Religion

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

They worship a largely equine pantheon, most of them combinations of the three major tribes. Many say that the pantheon only gained their final forms after the empire was founded and headed by a queen that held those three tribes within her flesh. Before then, deities of a single tribe were more common.

Adventurers

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

Quadrupeds and Factions

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

Ponykind Racial Traits

Ability Score Increase. Your Constitution score increases by 1.

Age. Ponies mature at the same rate as humans, and reach old age at about the same time.

Alignment. Ponies tend towards the lawful alignments.

Size. Your size is Medium. Ponies are around four feet tall and long. Their weight can vary wildly, with fat and skinny ponies of all builds.

Speed. Your base walking speed is 40 feet.

Four Legged. Being a four legged creature, you can bear greater weights (50% more) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.

Languages. You can speak, read, and write Common and Sylvan. Sylvan is a musical language of fey creatures, and their sing song can find its way into other languages.

Fingerless. Ponykind may use their mouth as one hand and are considered small sized for the purpose of what they wield.

Eclectic. Each pony selects one physical and one spiritual Sub-Race, detailed below.

Fey Born. Ponies count as fey for all purposes.

Fingerless Rules

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

Sub-Races

The following sub-races are available to any pony, and can be paired with spiritual paths for a number of combinations. Please see the sub-race and tribe section for more information on each of these character options.

Earth-Bound

Earth-Bound ponies lack the impressive abilities of the other pony types, but they are nonetheless tougher and hardier than most other ponies.

Ability Score Increase: Your Constitution score increases by 1.
Like a Weed: You have advantage on saving throws against poison, and you have resistance against poison damage
Tougher than Magic. You have advantage on Strength, Dexterity, or Constitution saving throws against magic spells and effects.

Pegasus

These feather-winged ponies soar through the sunny skies, gliding vigilantly for the benefit of all.

Ability Score Increase: Your Dexterity score increases by 1.
Flight: Your base flying speed is 30 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you have disadvantage on Strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn.
Cloud Walker: May treat fog, or any other cloud, as solid ground for purposes of taking walks, playing games, improvised weapons, and so on.

Unicorn

These inherently magical horned ponies leverage their mystical link and intelligence to great effect.

Ability Score Increase: Your Intelligence score increases by 1.
Kinetic Magic: You know the *light* and *mage hand* cantrips. Intelligence is your spellcasting ability for these spells.
Elegant Spellcaster: You can use your reaction to gain advantage on Constitution saving throws to avoid losing concentration on a spell.

Uncommon Sub-Races

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

Ghost Ponies

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

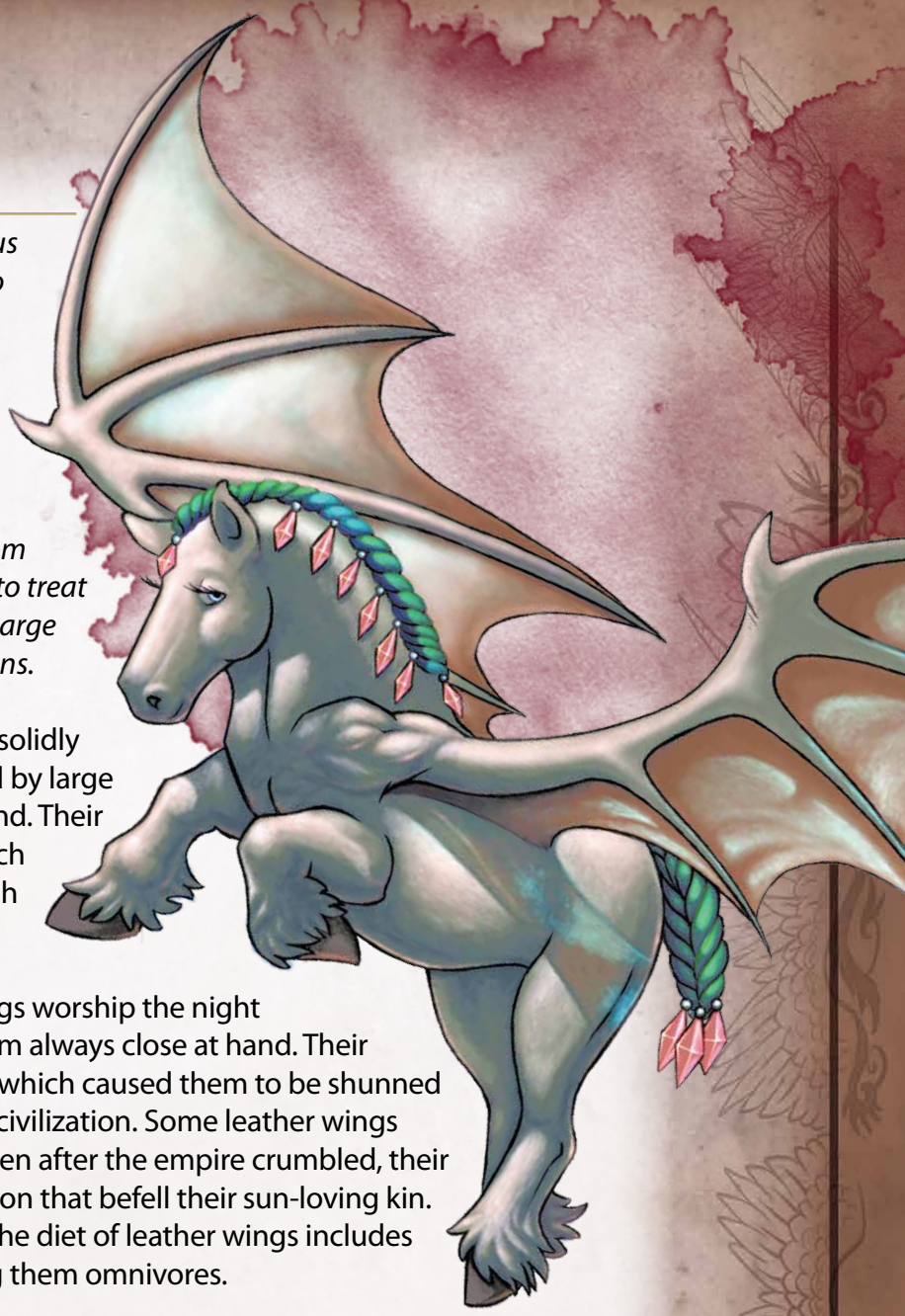
Despite their claims to be creatures of the ether, ghost ponies are born in the material plane. It requires much maturation and training, or an expensive magic item, to enable them to reach into the ether, though it comes easier to them than it does most others. Ghost pony families are typically small,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

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

Ability Score Increase: Your Wisdom score increases by 1.
Takes One to Know One: You can sense other incorporeal creatures as far as 30 feet as if you had blindsight. This ability is not blocked by solid objects.
Spirit Touch: Physical attacks that you make are considered magical for the purposes of bypassing damage resistances of incorporeal creatures.

Leather Wing

Leather wings and griffons share a fractious history. When the mountain tribes came to cohabitate the griffon lands, some ponies admired and eventually emulated the griffons, joining them in the sky and becoming fast friends and allies. Others retreated into their caves all the deeper, seeking to avoid the dangerous and wild griffons, to say nothing of other threats from the outside world. Leather wings still tend to treat griffons and other aerial predators with a large helping of caution, leading to tense relations.



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

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

Ability Score Increase. Your Dexterity score increases by 1.

Flight. Your base flying speed is 30 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you have disadvantage on Strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn.

In Darkness Thrive. You have Darkvision 90 ft., but have disadvantage to saving throws against light-based effects.

Sea Horse

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

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

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

Ability Score Increase. Increase your Strength score by 1.
Swim. You gain a swimming speed of 40 ft.
Amphibious. You can breathe air and water.
Deep Swimmer. You have Darkvision 120 ft

Zebra

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

The brand of destiny manifests much differently for zebra compared to other ponykind. It changes shape and color as the zebra gains, or loses, understanding of herself. It is often a pattern, rather than a clear image, and its meaning is only evident to the zebra that bears it. Other zebras can examine such a brand and with DC 20 Intelligence (Arcana) check, gain advantage on insight checks against that zebra until the brand changes. If a zebra has deciphered a brand before, doing so again allows the zebra to recognize the brand, and its bearer, even if the target zebra is disguised or the brand has changed since the last viewing. While one could glean hints as to any ponykind's nature by their brand, the intricate nature of a zebra's pattern is much more detailed for those who know how to read it.

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

Ability Score Increase. Your Intelligence score increases by 1 and your Wisdom score increases by 1.
Driven by Curiosity. You gain proficiency in one skill and one tool.
Natural Linguist. You know an additional language, and gain advantage on any rolls to decipher written text.

Spiritual Paths

The following paths represent various spiritual options available to all ponies.

Anteans

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

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

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

Antean ponies were most common before the empire. Though the Queen bore no ill will toward her oversized subjects, they dwindled in number without explanation. Perhaps the vital power that fueled their girth was waning or it was simply not the right time for these great ponies. Only time will tell if the Anteans will make a resurgence.

Ability Score Increase. Your Strength score increases by 1.

Speed. Your base walking speed becomes 30. This replaces your base pony speed and your sub-race speed adjustment to walking speed.

Stout. Anteans are larger than most ponies by several hands. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Big. You are large and use that size to your advantage. You have advantage with Strength ability checks and saving throws.

Chaos Hunter

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

It is said that the first chaos hunter was a young pony that suffered great tragedy at the hands of the forces of chaos. The sheer mindlessness of it, that those who took away all he had did not even know or care for his loss, drove him to forsake his original destiny and devote himself to hunting the enemies of order. Like the first, the brand of destiny of those that follow hint at what their destiny might have been, had they not been chosen for the task. While only the first is told to have become a chaos hunter after birth, it remains a faint possibility. During the height of the empire, the Queen called that such crusaders were to be honored and assisted as a pony could, calling them protectors of the empire.

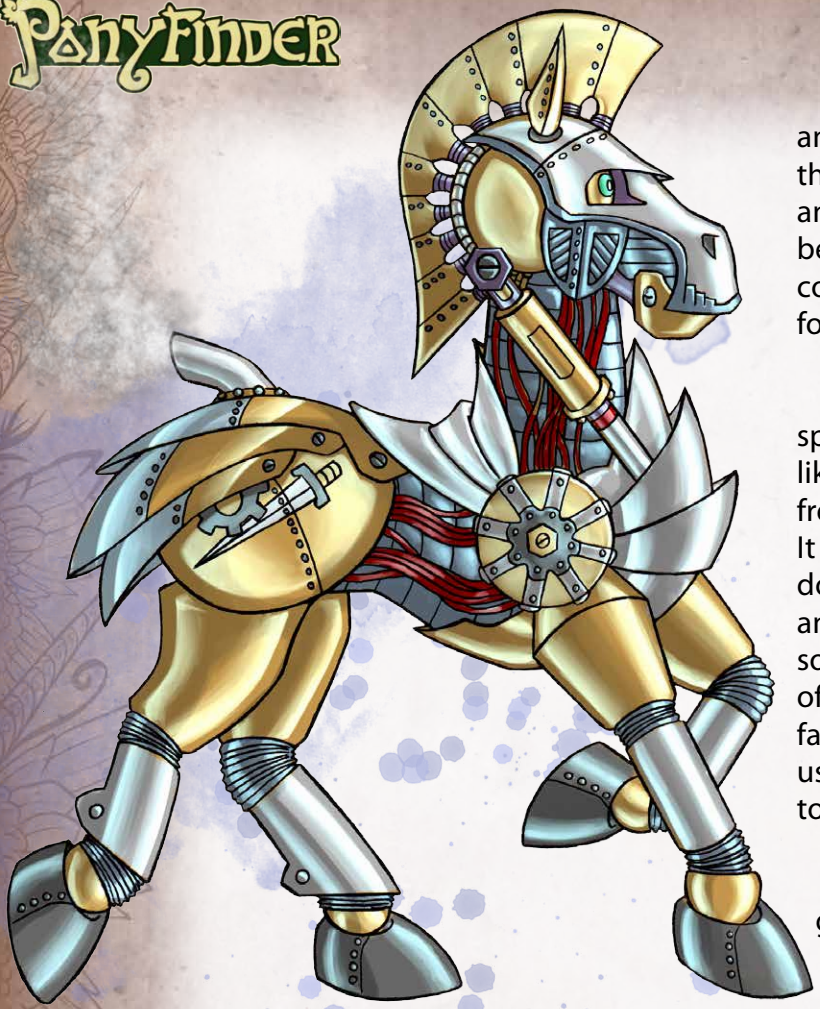
Religiously, chaos hunters can follow the god of their choosing, provided they are not chaotic. Most pay heed to the Sun Queen and the Moon Princess to light their way during the day and warn them of chaos at night. It is said the Sun Queen weeps quiet tears for the chaos hunters, lamenting that any of her children would have to sacrifice the possibility of peace for a lifetime of vengeance and war.

Ability Score Increase. Your Charisma score increases by 1.

Enemy of Chaos. You gain the ability to protect a target from chaotic fiends, as per the *Protection from Evil* and *Good* spell, as an action. You regain use of this ability when you finish a long rest.

Clockwork

Long ago, a group of ponies no one now remembers, wielding powerful magics and even larger egos, attempted to defy the order of nature and rewrite the world in their image. They thought to mandate the gods and brought the wrath of the divine down on themselves.



When the smoke cleared, their leader had been killed outright for their folly. But, while dying, she had woven one last enchantment to protect her fellows. Their bodies had been altered along with their destinies. One and all, their brand had become a metallic gear emblazoned on equally metal hides. Their insides clicked and whirred softly, betraying their new mechanical nature. Though they yet lived, they were machines.

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

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

Their brand of destiny always features a gear, but does not always appear on the flank. All of the physical tribes of pony can appear as clockwork. Earth-bound clockwork with great piston driven legs, pegasi with beautiful wings of stained glass and crystal, and unicorns with delicately filigreed horns. Their intricate appearance once earned them favor with the Queen, when a dancing earth-bound clockwork became one of her court performers, charming the Queen and court in attendance.

Ability Score Increase. Your Intelligence score increases by 1.

Clockwork Traits. You have advantage against effects that confer the charmed, exhaustion, and poisoned conditions, as well as against any disease effects. You are also resistant to poison damage. You are not subject to spells that restore life to the dead.

Tenacity of Gears. You do not need to sleep, eat, or breathe but can still do so to gain their benefits (such as drinking potions).

Doppelganger

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

Ability Score Increase. Your Charisma score is increased by 1.

Disguise Adept. You are proficient with a disguise kit and can disguise yourself without a disguise kit. If you use a disguise kit, the check is made with advantage.

Fast Talker. You gain proficiency in either the deception or persuasion skill.

Gem Pony

Your pelt glimmers, even in the dimmest light. You are tied to earthen elements and appear to be made of gemstones as much as fur and flesh. Old stories tell of a kingdom of your kind, which was once a source of hope and radiance.

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

It is said that the crystalline pelt that characterizes the modern day gem pony was once a rare marker of crystal kingdom royalty, only shared with the populace with great sorcery and a holiday ritual. When the kingdom collapsed, undone

by war with less cooperative neighbors and internal strife from those who sought greater power, the trait vanished entirely for over a hundred years. Most scholars agree that to be born with the gem-like fur coat is a sign of destiny, as sure as any brand, towards greatness and overwhelming purpose. Their kingdom may be gone, but the radiance of their hearts lives on through their descendants to cast light in the darkest of places.

Ability Score Increase. Your Charisma score increases by 1.
Resolute. You have advantage on saving throws against being frightened**.**
Eternal Hope. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Sun Ponies

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

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

Ability Score Increase. Your Charisma score increases by 1.
Sun Kissed. You have resistance to fire damage.
Children of the Desert. You are proficient in the Survival skill.

Unique Destiny

Among the most commonly represented spiritual path, this path is expressed through a personal specialty, their brand of destiny is literally a reflection of this.

Ability Score Increase. Choose one of your abilities to increase by 1. You cannot increase an ability that your sub-race has already increased.
Unique Specialty. You gain advantage on checks with a single skill or tool that is tied to the brand of destiny on your flank.

Step-by-Step Ponies

To represent the truly varied nature of ponykind, it was necessary to represent them with both sub-races and spiritual paths. In an effort to cut down on confusion, please read the following example of character creation specific to ponykind. This specific example does not apply to races that are not considered to be true ponies, such as purrsians, griffons, or flutterponies (who, despite their name, are not as varied as their pony cousins).

Building Cluttermane

Each of the following steps includes an example of that step, with a player named Rebecca building her unicorn pony character, Cluttermane.

1 Choose a Race

Although this example presumes that you pick Pony as your race, it is important to reiterate that there are other racial options available. Pony is the race with the most options available, but do not be deterred from playing a phoenix wolf or sun cat if you so wish. If you do not choose a pony, skip to step 4.

Building Cluttermane, Step 1

Rebecca already has a strong character idea in mind, and would like to create a unicorn pony researcher. She notes the default pony statistics on her character sheet, and looks up what it means to be a unicorn pony.

2 Choose a sub-race.

A relatively standard character option is the sub-race. Not all races get a sub-race choice, and most of the other races in this book will not have such an option, but ponies receive a generous range of such sub-races. Though you may already have a sub-race in mind for your character option, feel free to read over the other sub-race options, as some are unique to the setting of Everglow.

Building Cluttermane, Step 2

Already decided, Rebecca notes the unicorn sub-racial traits on her character sheet. However, Rebecca hasn't given thought to Cluttermane's spiritual path, and she begins to read into those options.

3 Choose a Spiritual Path

A spiritual path is an important and specific choice that sets ponykind apart from most of the other races. It represents the plethora of destinies that are woven together as ponies make their way in Everglow.

While most ponies simply choose the unique destiny, the other options can help differentiate your character. Choose carefully when deciding your spiritual path, as it can affect the story of your pony more profoundly than even their race or sub-race!

Building Cluttermane, Step 3

Although she found the other spiritual paths interesting, Rebecca's vision for Cluttermane was solid; she wanted for him to have a unique destiny as a disorganized but brilliant researcher. She chooses the Unique Destiny spiritual path, and applies it to Cluttermane's History skill, representing his ability to delve into historical matters and search through places of antiquity.

Pony Feats

Adept Changeling

Prerequisite: Disguise Adept ability

While some may be satisfied with small disguises of the form, you were not. Your malleable form practically begged to be taken to the limits, and you brought it that much closer.

You gain the following benefits:

- Your disguises can imitate bipeds or creatures of small size without penalty. While imitating a creature with hands, you lose the fingerless quality.
- If you are small-sized, you can imitate medium size without difficulty. Changing your size gains or loses the effects of being small.
- Your disguises are uncannily fast, taking a mere action.
- Those attempting to see through your disguise do so at a disadvantage.

Agent of Law

Prerequisite: Enemy of Chaos ability

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

You gain the following benefits:

- You gain the ability to detect chaotic fiends and aberrations, as per the *Detect Evil and Good* spell as a bonus action. You regain use of this ability when you finish a short rest.
- As a bonus action, you have advantage on attacks against a single target, so long as it is a chaotic fiend or aberration. This effect lasts until the start of your next turn. You regain use of this ability when you finish a long rest.
- Your racial bonuses and abilities (including racial feats) against chaotic fiends, now also apply to aberrations.

Blade-Turning Pelt

Prerequisite: Like a Weed ability

Your constitution is practically supernatural with how your very flesh seems to turn aside the weapons of your foes.

You gain the following benefits:

- As a reaction, you can gain resistance to slashing, bludgeoning, or piercing until the end of the current turn.
- Your armor class increases by 1.
- Your Constitution increases by 1, to a maximum of 20.

Born of Fire and Ice

Prerequisite: Children of the Desert ability

Is it enough to simply be used to the desert? Some would claim not. To fully embrace the heat of the sun, and the chill of its nights. Few understand the deserts full song, but you do.

You gain the following benefits:

- When using an effect that causes fire damage during the day or cold damage at night, you may add your proficiency bonus twice to the DC of its saving throw.
- If an effect you control causes cold damage during the day or fire damage at night, you may swap the element for its opposite, but you may not increase its DC.
- During the first round of combat in which you were surprised, you may still move or perform an action.
- During the first round of combat in which any of your foes have been surprised, you may perform the dash action as a bonus action.
- You gain resistance to cold damage.

Cloud Embraced

Prerequisite: In Darkness Thrive ability, natural flight

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

You gain the following benefits:

- You gain the cloud walker ability, allowing you to treat fog, clouds, and mist as solid.
- You gain weather pony or storm stallion as a bonus feat. This cannot be changed once selected.

Crystaline

Prerequisite: Eternal Hope ability

Some gem pony pelts shine brighter even than the legends of their kind, and even turn magic rays away.

You gain the following benefits:

- Ranged spell attacks have disadvantage against you.
- You gain the ability to harmlessly deflect a spell that has made a ranged spell attack against you as a reaction. You regain use of this ability when you finish a long rest. At 10th level you also regain this ability when you finish a short rest
- Your Charisma score increases by +1, to a maximum of 20.

Dashing Flier

Prerequisite: Natural fly speed

You've taken the time and effort to bring your flying to the next level above those who simply fly as nature intended. Like any muscle, two or four-legged, you have honed it to an art.

You gain the following benefits:

- You do not fall if you don't move far enough while flying.
- Your fly speed increases by 5 feet.
- This movement increases by an additional 5 feet for every 5 levels.
- You no longer gain disadvantage against things on the ground while flying.

Day Stomper

Prerequisite: Ponykind, Worship a day god

The Sun Queen, or Blaze, seems to smile on you with a smile made of warmth. Keep up your devotion and bring light to the darkest places.

You gain the following benefits:

- You gain fire resistance.
- If you have natural flight:
- You do not risk falling if you do not move far enough in a turn.
- Otherwise as a reaction, regain 1d10 hit points. You regain this ability when you finish a long rest.

Denial of Destiny

Prerequisite: Ponykind

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

You gain the following benefits:

- When you roll a 1 on a d20 roll you gain inspiration.
- You have advantage on saving throws against divination spells. If a divination spell has no save, it has a 50% chance of having no effect. You are protected from all divinations, arcane or divine, even if cast by you.
- You may add your proficiency bonus, or double it if you are already proficient, to saving throws against all spells or effects of divine origin (cleric, druid,

paladin, etc). You must save against all such spells, even harmless ones without a save normally (which are completely negated on a successful Wisdom save).

- You cease to qualify for anything that requires Unique Destiny. Any other feat that you possessed that used Unique Destiny must be immediately traded. You retain Unique Destiny's other traits if you possessed it.

Echoing

Prerequisite: Spirit Touch ability

You practically have a hoof in the ether at all times.

You gain the following benefits:

- You can see 60 feet into the ethereal plane while on the material plane and vice versa.
- You can interact with things across that barrier as if they were on the same plane.
- You have advantage on saving throws against attempts to possess or otherwise inhabit your body by incorporeal creatures.
- At 10th level, any effect you use that teleports works 50% farther and with 50% less chance of mishap, if any.

Embraced Destiny

Prerequisite: Unique Destiny

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

You gain the following benefits:

- You may select one of the following. The selection should relate to your brand of destiny.
  - › Select one favored enemy (as per ranger). You can use your bonus action to gain advantage against all targets that matches your favored enemy choice(s), for the rest of the combat. You regain this ability when you finish a long rest.
  - › Select two skills. Add your proficiency bonus to any rolls made with those skills. If you are already proficient in the chosen skill, instead double your proficiency bonus.
  - › Select one school of magic. You cast any spell of that school as if it were one spell slot higher, to a maximum of your highest spell slot. It does not actually consume the higher slot.
- An ability score of your choice increases by 1.

Kara Kissed

Prerequisite: Unique Destiny, Worship Kara

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

- Your natural form becomes an insectoid-looking version of your original self.
- You may disguise as your previous self without penalty or check, impenetrable save by magic.
- You no longer qualify for anything else that requires Unique Destiny. Any other feat that you possess that uses Unique Destiny must be immediately traded. You retain Unique Destiny's other traits.
- You gain all the abilities of the doppelganger spiritual tribe, except for the ability score increase.

Large Dreams

Prerequisite: Stout ability

Your very soul cries out for bigger things. With time and patience, you've learned to make the flesh take after it, if only for a small while.

You gain the following benefits:

- As a bonus action, you may enlarge yourself as per the enlarge function of the *enlarge/reduce* spell for a minute without concentration. You regain this ability when you finish a short rest.
- If you have a familiar or other bonded creature, you may, as an action, enlarge them as per the *enlarge/reduce* spell for a minute. This does not require concentration on your part. You regain this ability when you finish a long rest.
- When casting an offensive spell, you may overcast the spell by one additional level without increased effect to cause the target(s) to be affected as if by *enlarge/reduce* person to reduce their size for a minute without concentration. The target must make a separate Constitution saving throw with a DC of the spell's usual DC against this added effect. You regain this ability when you finish a long rest.

Like a Boulder

Prerequisite: Tougher than Magic ability

What's the point of being tough if you can't knock things over? Your hooves are tough, and when you apply those deadly legs of yours, things fall over. Unicorns don't have anything on you.

You gain the following benefits:

- You are never unarmed. You are proficient with your hooves, which are now considered a pair of light melee weapons that deals 1d6 bludgeoning damage.
  - › Immediately after you take the attack action to attack with a light weapon, you may take a bonus action to either make a single hoof attack or, as long as you haven't made a hoof attack previously this turn, make two hoof attacks with a -5 penalty to their attack roll.
- When attempting to force a door or similar applications of brute force, you can apply both your hooves in a crushing buck, gaining advantage on the roll. Succeeding requires a DC 10 Dexterity (Acrobatics) check to not fall prone.
- You may wield two-handed melee weapons despite the fingerless trait.

Metal Vitality

Prerequisite: Clockwork or Steelheart

What others would call dead flesh, you see as wonderfully alive and are quite happy to show just how robust your form can be.

You gain the following benefits:

- When making ability checks to jump, you gain advantage.
- You can make jumps without a running start without penalty.
- Given a full round to prepare, you may high jump twice as far as normal.
- You gain resistance against necrotic damage.
- When resting, you are always fully aware, even if sleep would normally be called for.

Night Wing

Prerequisite: Ponykind, Worship a night god

Someone must watch the night and you have taken up that mantle, whether you protect others in the name of the Moon Princess or control it at the behest of the Night Mare.

You gain the following benefits:

- You gain cold resistance.
- You gain Darkvision 60 ft. If you already had darkvision, it extends by 60 ft.

Pious Brand

Prerequisite: Ponykind, Worship a God

Some ponies devote their lives to their gods so completely that their own destiny matches the path of their deity. Their god's holy symbol appears within their brand of destiny, as if it had always been there, marking them for much greater, divine, things.

You gain the following benefits:

- Your brand of destiny, if prominently displayed, counts as a holy symbol. This symbol has the benefit of being fixed on the pony, save for meticulous shaving. Of course, it will grow back in time (typically a week is enough to begin using it as a focus again).
- You may use channel divinity one additional time between rests.

Practiced Horn Magic

Prerequisite: *Mage hand* and *light* as a racial ability

Your natural control over kinetics has been honed to form hands of force from nothing but your focused will. You have turned this to your benefit.

You gain the following benefits:

- You may ignore the fingerless trait.
- When making melee or ranged attacks, you may use Intelligence instead of Strength. If you can make a check entirely with a held object (such as forcing a door with a crowbar), you may use Intelligence instead of Strength.
- You may draw any weapon or shield, forming it out of energy instead of physically existing. These weapons are considered magical and deal normal damage for their weapon or shield type. They cannot be traded and if dropped or otherwise removed, they vanish.
- You gain the ability to cast *telekinesis* with Intelligence as your spellcasting ability. You regain this ability when you finish a long rest.

Precise Motions

Prerequisite: Clockwork Traits ability

There's no need to be the best, or the fastest. You move with certainty, knowing you won't trip and foul up the effort.

You gain the following benefits:

- You gain advantage on using thieves' tools to pick locks or disarm traps.
- While conscious, you may treat any ability roll you make as if you rolled a 10. This decision must be made before rolling.
- You can perfectly imitate any motion that you can see clearly.
- If you roll a 1 on a d20, you may reroll and keep the result. You regain this ability when you finish a long rest.

Pristine Machining

Prerequisite: Clockwork or Steelheart

You've taken your metal parts to the next level, learning to meld them into the world around you and attain a new level of functionality.

You gain the following benefits:

- With the same material components of *revivify*, a person can attempt to put you back together after death in a four hour process. The time limit is one day per their level after your death. It otherwise functions as per *revivify*. For this to succeed, the mender must succeed an Intelligence (Arcana) roll with a DC of 10 + half your level. Failure consumes the materials with no result.

- You can integrate hand-held equipment into your body. You must be proficient with either the weapon or shield, and may only Internalized up to two items this way. Such internalized gear cannot be disarmed, and you may accept damage directed at them as damage you take instead. You may deploy this gear into active use as though drawing a weapon or donning a shield, and you may retract it as though sheathing a weapon or doffing a shield. Anytime a two-handed weapon is deployed this way, no other weapons or shields may be used. Any such integrated weapons ignore the fingerless trait.
- When subject to a critical hit or sneak attack, roll 1d4 for each effect. A roll of 1 causes the attack to not deal that extra damage.

Sensitive Ears

Prerequisite: In Darkness Thrive ability

Heightened senses don't go far enough to describe the amazing hearing some Leather Wings have. Like the bats they somewhat resemble, their hearing has evolved to the point where it goes beyond listening, becoming a way to see more clearly than sight.

You gain the following benefits:

- As a bonus action, you can gain Blindsight 30 feet until the start of your next turn. At level 10, your blindsight is continually active and does not require an action to activate.
- You have advantage whenever making a perception check involving sound.
- You gain Blindsense, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Sharpened Horn

Prerequisite: Kinetic Magic ability

Your horn isn't just for display and magic. You've spent time sharpening and practicing with it.

You gain the following benefits:

- You are never unarmed. You are proficient with your Horn, which is a Light Melee weapon that deals 1d6 piercing damage.
- Your Strength or Dexterity increases by 1, to a maximum of 20.

Shining Beacon

Prerequisite: Eternal Hope ability

You are radiant, a beacon of hope, the heart of a party. Fear and doubt have no foothold in your heart or the hearts of those around you.

You gain the following benefits:

- When you make a successful saving throw against an effect that would have caused you to become frightened, you can use your reaction to force the source of that effect to make the same saving throw against the same DC, becoming frightened of you on a failure. You regain this ability when you finish a long rest. At 5th level you also regain this ability when you finish a short rest. At 10th level, you may use this reaction at will.
- When suffering from the frightened condition, you may make a saving throw in the round after you initially gain it. If you would already gain such a save, you may make it with advantage. If you succeed at this save, the effect immediately ends.
- Allies within 60 feet of you gain advantage on saves against any effect that would cause them to become frightened.

Storm Stallion

Prerequisite: Cloud Walker ability

Lightning seems to crackle at your desire. Every press of your hoof sizzles with barely restrained power. Some are happy to let clouds be the source of nature's fury, while you prefer a more direct approach.

You gain the following benefits:

- If you have access to 3rd level spells from a class, you consider *lightning bolt* to be a spell on that class' spell list, if it was not already. Add *lightning bolt* to your prepared spells or spells known for that class. This doesn't count against the number of spells known or prepared.
  - › If not, you may cast it once using Wisdom as your casting ability. You regain the ability to cast this spell when you finish a long rest.
- When making melee weapon attacks (including unarmed strikes), you can choose to deal an additional 1d4 lightning damage.
- You gain resistance to lightning.

Titan on Steel Hooves

Prerequisite: Stout ability

Your size isn't just an asset. It has become a weapon at your hooves and you've turned it against your enemies.

You gain the following benefits:

- As an action and a bonus action used together, all movement that round allows you to make an unarmed attack against each foe you try to move through. On a success, you deal normal damage and can pass through their square. If you succeed by 5 or more, they are also knocked prone. On a failure, you cannot move through the target's square(s) and lose 10 ft of movement. Your movement does not cause opportunity attacks from those you successfully strike.
- You are considered one size larger for sake of being able to grapple, knock over, or be the target of such effects. This also applies to winds and storms.
- Your carrying capacity increases by another 50% (for a total of +100% vs a human of the same strength, assuming no other modifiers).

Tough as Rocks

Prerequisite: Tougher Than Magic ability

They say your kind is tough. They don't know just how far that goes.

You gain the following benefits:

- When not wearing armor and not using a shield, your armor class is 11 + your dexterity bonus + your proficiency bonus.
- Your armor class increases by 1.
- Your Constitution increases by 1.

Water Affinity

Prerequisite: Deep Swimmer ability

Your innate ties to water boost your magics and give you limited mastery over movement in the water.

You gain the following benefits:

- Cast any spell that manipulates or creates water as if it were one spell slot higher, to a maximum of your highest spell slot. It does not actually consume the higher slot.
- You gain resistance to cold.
- Rising from prone only uses half as much movement as normal.
- You gain the ability to cast *hydraulic push* with Intelligence as your spellcasting ability. You regain this ability when you finish a short rest.

Weather Pony

Prerequisite: Natural Flight, Cloud Walker ability

Cloud magic can do more than provide a convenient perch. Trained pegasi and griffons work in teams to control, create, and destroy great meteorological events.

You gain the following benefits:

- As an action, you can remove a 5' cube of natural fog, cloud, or mist. If the target is magical, it behaves as a *dispel magic* using your Strength or Dexterity as your spellcasting ability. A success will remove the entire effect. You can remove another 5' cube for every four levels you possess.
- You may, as part of your movement, make a mundane or magical cloud move with you if it starts adjacent to you and ends the movement adjacent to you. The cloud can be any size, so long as it is continuous and discrete both at the start and end of the movement.
- You can attempt a Dexterity saving throw when caught in the area of effect of a cloud spell. If you succeed, you can automatically move to the outer edge of the effect. If you fail, you can still make the normal saving throw allowed by the spell. For purposes of this ability, this includes any area of effect ability that operates by atmosphere, including *cloudkill, fog cloud, incendiary cloud*, and related, but not *sleet storm* or *cone of cold* or *cloud of daggers* (which has the word cloud in the name but its effect has nothing to do with the atmosphere and everything to do with sharp metal).
- You may ritual cast any weather based spell up to a level equal to the number of other characters with this feat that take part in the ritual. This takes an hour per level of the spell.

Races of Everglow

Cloven

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

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

Society. The cloven are a meritocracy, breeding takes a second seat to ability and achievement. Hence, returning adventurers with discoveries to share and exploits to recount are treated with admiration and respect. The ruling caste of cloven are those whose accomplishments the community most respects. Cloven who wish to become leaders may sound like braggarts to foreign ears, as they extol the virtues of their deeds, but that is the cloven way.

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

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

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

Racial Statistics:

Ability Score Increase. Your Constitution score is increased by 1, and you may choose another ability score to increase by 2.
Age. Cloven age at roughly the same rate as ponykind, though they reach maturity roughly a year earlier.
Alignment. Cloven tend towards lawful alignments, and run the gamut between good and evil.
Size. Your size is Medium.
Speed. Your base walking speed is 40 feet.
Languages. You can speak, read, and write Common. You can also choose one language from the following list: Sylvan, Elven, Terran, or Gnomish.
Fey Born. Cloven count as fey for all purposes.
Four Legged. Being a four legged creature, you can bear greater weights (50% more) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.
Fingerless. Cloven may use their mouth as one hand and are considered small sized for the sake of what they can wield or not.
Mountain Footed. You are immune to altitude sickness, and can ignore difficult terrain when it is a rocky or uneven surface.
Cloven Resilience. You have resistance against poison damage, and advantage on saving throws against poison.
Cloven Watchfulness. You are considered proficient when you make ability checks to find hidden objects, secret doors, to discern the inherent value of an object, or to discern if a food is spoiled or poisoned by taste.
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.
Horned. You gain a natural light gore attack that deals 1d4 piercing damage.

Cloven Feats

Exemplar Cloven

Prerequisite: Cloven
Whether through pedigree or hard work, you are a specimen of physical condition.

You gain the following benefits:

- Your Constitution score is increased by 1, to a maximum of 20.
- You have advantage on saving throws against becoming diseased by something you have eaten.
- Your gore attack increases one die size (d4 to d6).
- You can jump from a standstill as though you had a running start.
- You have advantage on checks to intimidate other cloven.

Unassuming

Prerequisite: Cloven

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

You gain the following benefits:

- Your Charisma score is increased by 1, to a maximum of 20.
- You can explicitly make a Charisma ability check by either making a wordless gesture, or simply choosing to be silent. Your DM is the final arbiter of what you can or cannot influence or communicate without actually saying anything.
- You have advantage when using a Charisma check to deflect good or bad attention on others.
- In social situations, you can make a Charisma (Deception) check to be ignored or to sneak away, in place of a Dexterity (Stealth) check.

Flutterpony

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

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

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

Society. Flutterponies place high value on family lines. The children of important people are assumed also to be important unless dramatically proven otherwise. Families consist of a mated pair and young, which remain with the parents for about fifteen years. Flutterponies only have one or two foals at a time, and have no more while any foals remain at home. Marriages can be either pre-arranged or spontaneous, with the former becoming more likely the higher the social caste of the flutters involved.

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

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

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

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

Racial Statistics:

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Flutterponies mature at around age 10, much sooner than many of the other races.

Alignment. Flutterponies tend towards chaotic alignment, but have no particular leanings between good, evil, and neutrality.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common. You can also choose one language from the following list: Sylvan, Auran, Elven, or Gnomish.

Fey Born. Flutterponies count as fey for all purposes.

Four Legged. Being a four legged creature, you can bear greater weights (up to 50%) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.

Fingerless. You may use your mouth as one hand and are considered small sized for sake of what you can wield or not.

Butterfly Wings. You have diaphanous wings. Your base flying speed is 30 feet, and you can hover. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not

specially tailored to your wings. While flying, you have disadvantage on Strength checks to interact with objects that are on the ground.

Small Origins. You may shrink yourself as per the reduce function of the *enlarge/reduce* spell and regain the ability to do so when you finish a long rest.

Pony Kin. Any effect, class specialization, feat, or item that requires or affects ponykind functions fully for flutterponies.

Glowing. You can emit light from your antennae equivalent to a candle (5ft dim). You can ignite or douse this light once per turn without needing to use an action to do so.

Flutterpony Feats

In Small Packages

Prerequisite: Flutterpony

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

You gain the following benefits.

- You can shrink to small size for up to one hour. You regain the ability to do so when you finish a short rest.
- You can shrink to small or tiny size for up to ten minutes. When you are tiny, creatures of small size or larger have disadvantage on attacks against you, and you have advantage on stealth checks against small or larger creatures. You can do this once and regain the ability to do so when you finish a long rest.
- You can use your shrinking abilities to help you escape bonds. Without actually shrinking your whole body, you can have advantage on an attempt to escape bonds or a grapple. You can do this once and regain the ability to do so when you finish a long rest.

Nimble Wings

Prerequisite: Butterfly wings

Your aerial acrobatics are a marvel to behold.

You gain the following benefits.

- You do not provoke opportunity attacks when you fly out of an enemy's reach.
- You can occupy the same space as an ally. You both have advantage when attacking an adjacent target when sharing a space in this way.
- You can use your bonus action to confer disadvantage to an enemy's attack rolls until the start of your next turn. You can do this once and only when there is room to fly. You regain the ability to do this when you finish a short rest.

Like a Moth

Prerequisite: Flutterpony

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

You gain the following benefits:

- You learn the *light* and *dancing lights* cantrips.
- When you reach 5th level, you can cast the *daylight* spell with this trait, and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for this and your cantrip spells.
- You can use your antennae light to distract creatures. As a bonus action, you can use a Charisma (Deception) check to initiate a contest with one creature within 30 feet. That creature must roll its Wisdom (Insight) check to contest your result. If it fails, the creature has disadvantage on attack rolls against you until the end of its next turn. You can use this ability once and regain the ability to do so after finishing a long rest.

Griffon

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

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

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

Society. Griffons operate in competitive prides. Though griffons consider themselves better than other races, and will defend other griffons against slights from non-griffons, they dislike the company of large crowds, especially too many griffons. The leader of a pride is considered the best of them, proven through cleverness, strength, or, rarely, sheer age and wisdom. Any griffon may challenge the current leader for dominance, but the leader chooses the contest. Those who lose and

still challenge the commands of the leader are pushed out of the pride and set off on their own, sometimes forming their own pride. Many adventuring griffons emerge from such disputes.

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

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

Relations. The sight of a griffon puts fear into creatures, and griffons consider this wise. Though they were content to remain in their mountain prides for many years, contact with ponykind has drawn some down to integrate with pony society and, through it, they have come into contact with the other intelligent species of the world. Griffons, despite their unrelenting sense of superiority, never made a bid for global dominance, nor banded into any great empire or marauding force. They enjoy mercenary work, and make capable craftspeople. As neighbors go, they are passable if one can forgive their unyielding ego.

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

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

Racial Statistics:

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.
Age. Griffons are somewhat longer lived than many of the other Everglow races. They reach maturity at age 20, at which time they are likely to begin striking out on their own.
Alignment. Griffons tend towards self-serving and neutral alignments, although many griffons are good-aligned.
Size. Your size is Medium.
Speed. Your base walking speed is 30 feet (20 feet bipedal).
Languages. You can speak, read, and write Common. You can also choose one language from the following list: Sylvan, Auran, Elven, or Gnomish.
Fey Born. Griffons count as fey for all purposes.
Four Legged. Being a four legged creature, you can bear greater

weights (up to 50%) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.

Flight. You have feathered wings, and your base flying speed is 40 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you have disadvantage on Strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your flying speed during your turn.

Beak. You gain a natural attack with your beak. It has the finesse property, and deals 1d6 piercing damage.

Cloud Walker. You can treat fog, mist, or any cloud as solid.

Griffon Feats

Air Dominance

Prerequisite: Griffon

Your affinity to the air reflects in the way you move and the magic you sling, bringing on the fury and kindness of the skies to others.

You gain the following benefits:

- When casting a spell that grants or denies flight or directly manipulates wind or electricity, you may, as a bonus action, enhance the spell as if you had cast it using a slot of one level higher without using that increased slot, up to a maximum of 9.
- When making an ability check related to an aerial stunt or resisting wind, you may double your proficiency bonus if you were already proficient.

Terrible Claws

Prerequisite: Griffon

Your claws, while sharp naturally, have been honed into true weapons fit for making anyone fearful to face you in martial combat.

You gain the following benefits:

- Your unarmed strikes deal 1d6 piercing or slashing damage.
- You gain a +1 to attack and damage with unarmed strikes.
- At level 5, your unarmed strike counts as magic.
- At level 10, your damage increases to 1d8 with your unarmed strikes.

Phoenix Wolf

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

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

Physical Description. Though they otherwise appear as timber wolves, their deep orange and red fur gives phoenix wolves the impression of flames. Like ponies, their ability to manipulate objects is limited, as their paws do not have functional fingers. Their breath smells of ash and smoke. In the cold, bits of flame are visible when they pant. The differences between male and female are primarily in size, with males being larger than females.

Society. Phoenix wolf family structure is typically a mated pair and their young, who remain with them until 12 to 20 years of age, depending on maturity. They are a rare race. It is unusual for families to gather, except to swap youth for pre-arranged future marriages. It is in this way that the blood is kept strong, as the young are tested and must impress the other family to earn a future mate. Inside the family, the alpha male's word is law, and all must obey. Rank beneath him is earned by merit, encouraging competition for favor and glory. Though strangers may see this as aggressive or hostile, none are swifter to protect their own. Though they appear as wolves, their loyalty is to the sun, rather than the moon, and their howls will fill an area during the day, when it is warm.

Relations. Left to their own devices, phoenix wolves lead quiet lives outside of civilization. However, they fiercely protect their territory, and when another race establishes a town close by, they resist. The wolf pack might leave if they cannot force the intruders out. More commonly, they take reluctant part in the settlement, trying to convince the people to preserve things the pack favors.

Alignment. Phoenix wolves believe in pride and personal honor. Someone truly powerful does not need deception. The philosophical debates of city people

irritate the phoenix wolves, leaving them with a largely impartial outcast when it comes to good and evil. Take what one needs, do not take what one does not need. It should be simple.

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

Racial Statistics:

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.
Age. Phoenix wolves mature at roughly the same rate as ponies, with a slight 1-2 year variance.
Alignment. Phoenix wolves tend towards neutral alignments, showing less variation towards good and evil, though they tend to be slightly more lawful than most races.
Size. Your size is Medium.
Speed. Your base walking speed is 40 feet.
Languages. You can speak, read, and write Common. You can also choose one language from the following list: Sylvan, Elven, Ignan, or Infernal.
Fey Born. Phoenix wolves count as fey for all purposes.
Four Legged. Being a four legged creature, you can bear greater weights (50%) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.
Ember Eyes. Phoenix wolves have Darkvision 60 ft.
Fiery Pelt. You have resistance to fire damage.
Bite. You gain a bite as a natural attack that has the finesse property and deals 1d6 piercing damage.
Fire Nature. When you cast a spell that deals fire damage, that spell is considered to be cast at one slot higher, and you add +1 to any DC spell saving throw the spell might require.
Fire Heart. You learn the *dancing lights*, *prestidigitation* and *produce flame* cantrips. Wisdom is your spellcasting ability for these spells.
Fingerless. See fingerless rules on page 6.

Phoenix Wolf Feats

Burnt Hide

Prerequisite: Phoenix Wolf

All phoenix wolves are at home to flames to a degree, but you've brought that to the next level and truly dance in heat, heedless of its dangers.

You gain the following benefits:

- You become immune to fire damage.
- You gain the ability to exhale flames as per *flame bolt*, using your Constitution as your casting ability stat.
- At level 5, you gain the ability to fly with a speed equal to your walking speed for up to a minute per level on wings on fire. You may divide this time up into minute segments. You regain this ability when you finish a long rest.

Feral Hunter

Prerequisite: Phoenix Wolf

While some hunters hone their skills with wielded weapons, you are death born to flesh and require little more than specific practice to turn it on your foes.

You gain the following benefits:

- Your bite damage changes from 1d6 to 1d8 piercing damage.
- When you bite a creature, it must succeed a Strength save with a DC

equal to 8 + your Strength bonus + your proficiency bonus or become prone.

- As a bonus action, you may make an unarmed attack against a foe within reach, forcing it to make a Strength save as per biting it.
- At level 5, your unarmed strike counts as magic.

Purrsians

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

Physical Description. They are larger than ponies by a head in height and some additional body length. They come in a wide variety of colors and patterns, from rosette spots to stripes or solid colors. Like ponies, purrsian colors come from the whole spectrum and usually match or complement. Their wings are usually of the same color and pattern as the rest of their coat. They have long tails, sharp teeth, and sharper claws at the end of clever fingers. These retractable claws are sharp and hard enough that they are commonly used in crafting, even to etch and work at precious gems. Purrsians are omnivores that require meat but enjoy fresh fruits when available, especially as drinks.

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

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

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

Alignment. Purrsians lean mildly towards evil, with their penchant for selfishness. They're just out to win, everyone else be damned. This selfishness is usually tempered by respect for the rules of the society, and most purrsians will play by those rules. While many purrsians fall around lawful evil, an individual can be of whatever alignment. There are selfless purrsians, but they are in the minority. A common proverb states: A burning purrsian house will draw ten neighbors. Six will offer to build a new house at a fair rate, one will offer a discount, and one will sneak over to 'rescue' any valuables from the flames, while two will try to douse the fire.

Adventurers. The draw of the adventurer's life is that of hidden treasure. The idea that they could get an artifact

that none of their less bold neighbors could dream of having is enough to propel a young purrsian into the unknown. As adventuring partners, purrsians think of themselves first, so collaboration can be difficult. They are not stupid, however, and most learn that the success of the party means the success of the purrsian.

Racial Statistics:

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Purrsians mature at roughly the age of 20 before they are ready to try their luck in exploring the world.

Alignment. Persians tend towards lawful evil, being self-serving but ultimately prone to following rules (and twisting them). There are some who go against this societal trend, and traveling Purrsians can be of any alignment, but have a racial reputation that precedes them.

Size. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Languages. You can speak, read, and write Common. You can also choose one language from the following list: Sylvan, Dwarven, Auran, or Gnomish.

Fey Born. Purrsians count as fey for all purposes.

Four Legged. Being a four legged creature, you can bear greater weights (50%) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.

Feline Senses. You have Darkvision 60 ft.

Flight. You have feathered wings, and your base flying speed is 30 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you have disadvantage on Strength

checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn.

Feline Charisma. When making a Charisma check with the Deception or Persuasion skills, you cannot have disadvantage.

Feline Speed. You can use a bonus action to dash or disengage once. You regain this ability after finishing a long rest. If you later gain the ability to dash or disengage as a bonus action, you add 10 feet to your movement any time you take a dash or disengage action.

Purrsian Feats

Feline Reflexes

Prerequisite: Purrsian

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

You gain the following benefits:

- You gain a claw attack that has the finesse property and deals 1d4 slashing damage. You can use your bonus action to make another claw attack, but that attack does not add any relevant ability modifier to damage unless you could while two weapon fighting.
- You can use your Dexterity (Sleight of Hands) in place of an attack roll, against your opponent's armor class. If you succeed, you can steal an item that fits into one paw, provided the item is neither held or in a bag or pack. You have disadvantage when attempting to steal items that are fastened securely.
- Your tail is agile and prehensile. You can quickly draw or retrieve an item stowed on your person to your hands. Your tail can also hold objects but cannot wield them or perform fine manipulation (such as picking a lock).

Frugal Spellcaster

Prerequisite: Purrsian, the ability to cast spells

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

You gain the following benefits:

- If you cannot find a specific material component, you can pay the full cost in gold dust that is consumed in the casting (even if the original material component would not have been consumed).
- If you do not have a common component pouch, you can cast spells that require common material components by expending 1 hit dice at the time the spell is cast (See Adventuring - Resting in the SRD).
- At level 10, you can use your reaction while casting a spell to replace a costly material component with your hit dice. Each hit dice is rolled, and multiplied by 10. If the result is equal to or greater than the material component necessary for the spell, the casting is successful. If the amount is not adequate, the casting fails and the spell slot is expended.

Steelheart

Their origin is a mystery, as is the exact nature of their internal workings. The steelhearts are constructs, in the shape of a pony, that claim life despite clearly artificial origins. Others would call them golems, but they loathe the term. They serve no being without a choice, and have free will to decide their lot in life. Rather than born, steelheart young are

constructed by two or more steelhearts working in concert to assemble their child. This can only be done using specialized tools even the steelhearts do not know how to manufacture. Because of this, their factories are sacrosanct; even crusaders cannot match the zeal with which they are protected and maintained.

The source of their frailties compared to true golems was a mystery for many years, until a dead steelheart was discovered and examined away from the supervision of its peers. Steelhearts appear to be partially plant based, with thick knots of wood located around where the belly would be and running in fine patterns through the body. This living component gives them drive, but it can be harmed, leaving steelhearts in a curious state between living and construct with some of the benefits of both.

When they were first discovered, the Queen ordered the secret of their creation discovered. The attempt failed, and instilled such fear in the steelhearts they declared war on the ponykind. Bloodshed and dismantlement persisted fifteen years. Peace was eventually brokered, but part of the agreement of this peace was that ponykind would never again attempt to force access to any steelheart factory.

Physical Description. They appear as ponykind with hides made of metal. The selection of metal used for the exterior varies wildly on the whim of the steelheart's parents, but brass, steel, and tin are popular selections. Their eyes are expressive orbs of light, often set behind glass. While marks of destiny are not a required part of their construction, it is a popular thing to do. Being decoration, a steelheart is free to change its mark at their discretion, provided some metal working tools and dye.

Society. Not all contact with ponykind has been under banner of war. The steelhearts have learned much through their shared cultural exchange with the short-lived ponies. They learned to respect their dead with memorial and ritual. They have also cultivated their appreciation for art, philosophy, and expression. Each steelheart has their own tastes and pleasures, even if a visiting pony is perplexed at the idea of an steelheart with a collection of paintings or a hobby of singing.

Steelheart family life tends to be short. Two or more steelhearts decide that they have complimenting traits and decide to create a spawn. They travel to the closest factory and petition the steelheart assembly priests in attendance for permission to fabricate. If they are found worthy, they are permitted to enter and begin the sacred task of creating new life. Once this is complete, the family is charged with the task of instructing and raising the youth over a strict fifty-year period. When this is complete, the family is free to disperse, and often does exactly that. Sometimes, steelhearts decide they

favor their current company, and the family persists despite the youth being raised. Steelhearts do not have a physical gender, though may identify with either of their personal choosing.

Relations. When they don't feel their future is threatened, steelhearts are eager traders and scholars. Long travel does not bother them. Since they don't need to eat, just rest at times to restore whatever power source propels them, they can go long distances in inhospitable terrain without complaint, getting market goods where they need to be. Steelhearts find the concept of war for any reason less than a threat upon the factories contemptibly wasteful. Making and raising steelhearts takes too much time and energy to squander it on a war.

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

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

Racial Statistics:

Ability Score Increase. Your Constitution score increases by 2, and your Intelligence score increases by 1.
Age. Steelhearts are abnormally long lived, and mature at the age of 50.
Alignment. Steelhearts have no predilection towards any alignment.
Size. Your size is Medium.
Speed. Your base walking speed is 30 feet.
Languages. You can speak, read, and write Common. You can also choose one language from the following list: Sylvan, Dwarven, Gnomish, or Terran.
Unique Heritage. Steelhearts count as half-constructs and fey for all purposes.
Four Legged. Being a four legged creature, you can bear greater weights (50%) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.
Darkvision. You gain Darkvision 60 ft.
Heart of Steel. You gain advantage on saving throws against disease, and the charmed, exhaustion, and poisoned conditions. You have resistance to poison damage.
Cold Heart. Any spell that would bring you to life cannot be cast unless it is in a functional factory, with added material components needed to enact physical repairs.
Iron Lungs. Steelhearts do not need to eat, breathe, or sleep. They may do so, if there is benefit, such as drinking a potion.
Conductive. You are resistant to lightning damage.
Fingerless. See fingerless rules.

Steelheart Feats

Core of Thunder

Prerequisite: Steelheart, the ability to cast spells

Your innate power can fuel your spells, and resist the forces of nature.

You gain the following benefits.

- When casting evocation spells, your spells are considered to be cast at 1 slot higher than the slot used to cast the spell (to a maximum of the highest

level you can cast normally) without consuming a higher spell slot.

- You can cause your target to have disadvantage on a saving throw against your evocation spells, but doing so afflicts you with 1 level of exhaustion.
- When you gain this feat, you choose to gain damage resistance to either cold or fire damage.

Superior Conductivity

Prerequisite: Conductive

You have the ability to absorb an electrical attack and send it harmlessly into the floor beneath you, and are superiorly insulated and protected from the elements.

You gain the following benefits:

- When you are included in an area of effect of an electrical or lightning effect, you may attempt to lessen the effect. If you succeed a Dexterity saving throw against the DC of the effect, the effect is halved for all targets, and you take no damage. Those who make their save take no damage and avoid the effect entirely. If the effect is ongoing, the electricity is grounded harmlessly for up to 1 minute, after which you must make another Dexterity saving throw.
- At level 10, you gain immunity to electricity damage, and your saving throws to reduce electricity or lightning effects have advantage.

Iron Hoof

Prerequisite: Steelheart

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

You gain the following benefits:

- You gain a hoof attack that has the finesse property and that deals 1d6 damage.
- You can halve your speed to kick with your hind hooves, and deal 2d6 damage. You cannot use this ability if you have already moved more than half your speed.
- At level 5, you can use your bonus action to make another hoof attack at 1d6 damage, but you do not add your relevant ability modifier to damage when doing so.

Sun Cats

Sun cats already travelled in long-established nomadic clans when the first primitive ponies began to explore the world. The sun cats watched these curious creatures, but had little interest in them. Ponies were delicious, but their clans were as tight as the cats' own, making them dangerous prey. The sun cats choose to harry other, less clever, less united, prey and keep an eye on ponykind from a distance. When ponykind began to form towns and ceased to travel, this puzzled the sun cats. To the cats, who marched where the sun drew them, such sedentary lives were anathema. How could anyone survive without movement?

Overcome with curiosity, a sun cat strode into one of these towns, marveling at the shelter they had built for themselves. The ponies were alarmed to see such a predator among them, but the sun cat spoke kind words, assuring them he came peacefully. In the end, the sun cat returned to his tribe with several of his homemade charms gone, and a sack burdened with pony goods. His people praised his ingenuity, and a new tradition was made. While they traveled, they made art, tools, clothing and armor from their prey, and from things they found on the road. The sun cats would trade these as they passed by pony cities.

Physical Description. Sun cats are quadrupedal predatory cats with tawny

fur and great claws and teeth. They strongly resemble lions. They have a tuft at the end of long thin tails, while males sport large shaggy manes, typically of darker shades. Unlike ponykind, they have fingers capable of manipulating objects, operating weapons and equipment with the same ease as any humanoid.

Society. Sun cats operate in prides, with an alpha male over other sun cats. Their intelligence allows males to tolerate lesser males, unlike their distant wild kin, meaning that most prides, have two or three males and five or six females, in addition to any youth. The prides have a tribal identity, and make a journey every four years to a predesignated place to gather with the other prides of their tribe and discuss current events, trade, and socialize. It is at these meetings the cats form most new prides, and decide the location of the next meeting. In contrast to ponykind, sun cats are fiercely patriarchal, with all members of a pride deferring to the say of the alpha male. It is a point of contention between the sun cats and ponykind that they both worship the sun, but where ponykind see goddesses of light and warmth, the sun cats see gods of radiant might.

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

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

Alignment. The sun cats favor their own before others, but will gladly throw their lives away if it means the survival and benefit of their pride. In the end, each sun cat is different, and has the capability of being tremendously selfish or paragons of chivalry. Most are closer to the center of the spectrum.

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

Racial Statistics:

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

Age. Sun cats mature at roughly the same rate as ponies, with a slight 1-2 year variance.

Alignment. Sun cats tend towards good and neutral alignments, and tend to hold the good of those in their inner circle over their own needs.

Size. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Languages. You can speak, read, and write Common. You can also choose one language from the following list: Sylvan, Elven, Ignan, Gnollish.

Fey Born. Sun cats count as fey for all purposes.

Four Legged. Being a four legged creature, you can bear greater weights (50%) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.

Darkvision. You gain Darkvision 120 ft.

Predator. You gain proficiency in either Perception or Stealth.

Feline Speed. You can use a bonus action to dash or disengage once. You regain this ability after finishing a long rest. If you later gain the ability to dash or disengage as a bonus action, you add 10 feet to your movement any time you take a dash or disengage action.

Sun Cat Tactics. You qualify for the advanced tactics of the sun cats.

Fangs and Claws. You gain a bite attack that deals 1d4 piercing damage, and a claw attack that deals 1d4 slashing damage. Both attacks have the finesse property. You can use your bonus action to make an attack with either bite or claw, but you do not add your relevant ability modifier to damage when you do so.

Scent. You have an amazing sense of smell, and have no penalty to perceive invisible targets within 60 feet, unless they have no scent. If a you successfully win a Wisdom (Perception roll) contest against an invisible creature's Dexterity (Stealth) roll, you treat the target as if they were not invisible. You can also explicitly track by smell.

Sun Cat Feats

Divine Challenge

Prerequisite: Channel Divinity, Sun Cat, Worship of a sun god

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

You gain the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- You can let out a divine roar that cows your enemies. As an action, you can expend one use of channel divinity to force all enemies within 30 ft. that can hear you to make a Wisdom saving

throw against your spell save DC. Those who fail are frightened for 1 minute.

- You can expend a 1st level spell slot to duplicate the effects of your divine roar, with the following changes: you can target one creature, and the duration is 1d4 turns.

Infectious Resilience

Prerequisite: Aura of Protection, Sun cat

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

You gain the following benefits:

- Whenever you succeed at a saving throw, you can expend a spell slot as reaction to give all allies within 30 feet another saving throw against the same effect. If you expend a 5th level spell slot, all allies make their new saving throws with advantage.
- When an ally fails a saving throw within 30 feet of you, you can choose to make a new saving throw on their behalf. If you succeed, neither you nor your ally suffer any ill effects. If you fail, you suffer the consequences of the failed saving throw instead. You cannot use this ability on an effect that targets you and your ally at the same time, such as a fireball. You can use this ability once, and regain the ability to do so after finishing a long rest.

Potence of the Sun Cat

Prerequisite: Sun cat

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

You gain the following benefits:

- Choose either Strength or Dexterity. You increase the chosen ability score by 1, to a maximum of 20.
- Your bite attack now deals 1d8 damage.
- Your claw attacks now deal 1d6 damage.
- If you use your bonus action to make a claw attack, you can now add the relevant ability score modifier to damage.

Pride Tactics

Prerequisite: Sun Cat Tactics trait

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

You gain the following benefits:

- As long as you are adjacent to an ally that also has the Sun Cat Tactics trait, you and your ally can use a bonus action to take a Help action, but only to benefit an ally with the Sun Cat Tactics trait.
- You and any adjacent allies with the Sun Cat Tactics trait can use a reaction to take a Dash or Disengage action as a group. Any adjacent ally that has already used their reaction or is at 0 movement cannot take this special action with you.
- As an action, you can make a DC 15 Charisma (Performance) or (Intimidation) to distract all enemies within 50 feet. Opponents contest your roll with a Wisdom (Insight) check. Any allies within 100 feet have advantage on Dexterity (Stealth) checks to ambush those who have been distracted by your display.

Symbol of Pride

Prerequisite: Sun cat, Bardic Inspiration

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

You gain the following benefit:

- Your Charisma score increases by 1, to a maximum of 20.
- If you are not suffering from any negative conditions, allies add +1 to the benefit granted by your Bardic Inspiration.
- As long as you are not bleeding, poisoned, confused, and have 75% or more of your hit points, you can grant your Bardic Inspiration with your reaction.

Ponies as Barbarians

Few are the ponies branded for this task, but those that are become horrible battlefield menaces. Pony barbarians do not use specialized techniques alien to their humanoid companions, except for how they hold the axe. The increased speed that barbarians enjoy is a true delight for ponies, especially earthbound ones, who can compete with their airborne cousins for mobility as they race like a streak across the ground.

Ponies as Bards

Like many fey creatures, ponies appreciate good song and dance. Members of their community that remember and share tales of the golden era are celebrated. As a result, pony bards are highly valued in any pony community. If they turn to adventure, it is an emotionally charged event. Sorrow for their leaving mixes with giddy anticipation that the bard may yet return some day with new songs and stories to share. Of all the classes, pony bards are most likely to keep contact with their home community. Regular letters and missives keep their family and friends updated on their latest exploits, world news, and current events.

The lack of fingers does not hinder pony bards as sharply as their humanoid neighbors would imagine. Pony bards have no hesitation in using their hooves in addition to their mouth, pounding beats on drums and even, with much practice, strumming a string instrument. A pony that holds a wind instrument in mouth and is proficient at playing it can do so, without manipulating the instrument with hooves. This is a supernatural ability that all ponies and other fey with the fingerless trait share. Some say that hoof string-strumming is powered by the same ability. This talent aside, most ponies express themselves in song first.

Ponies as Clerics

Ponies are a faithful people. They are raised into it: with their life's skill etched onto their side by forces beyond their control, ponies find achieving true faith in higher beings natural. This does not mean that ponies often become clerics. Most ponies find the meaning of their brand of destiny guiding them to much more mundane tasks. The most frequent sign of an up-and-coming pony cleric is to develop a brand that matches the holy symbol of a god.

Such ponies often become enamored with their god. Some claim the god has chosen them, others, that they are drawn to the god. In either event, they will begin studying all there is to study of the god. If there is a church or other organization that the pony can reach, they will soon leave home to join it. Not every such pony makes it through to becoming a cleric(some become simple priests) but all are fanatical about their chosen deity.

Having a brand of fate that matches your god (See Pious Brand feat on page 22) counts as a holy symbol.

Ponies as Druids

Druidism is a primal and natural fit for ponies. Their own stories speak of the ancient past, when they ruled the land with other fey and helped to watch over it: controlling the weather, tending the animals, and ensuring the balance of nature. Their global role has waned, but individuals can still feel the pull of their ancestral duty.

Despite being herbivores, pony druids have little compunction about traveling with sharp-fanged wolves or cats. Most ponies that have decided upon a life of druidism push past their equine skittishness to embrace the brutal equality of nature. A predator is just as valuable as prey. All deserve to live, if they are fit and can survive. Their brands draw them to different paths and varied journeys of self discovery. A pony druid often determines to become stronger and tougher: to be a survivor first, then explore their role in the wider schemes of nature.

A common sentiment amongst pony druids is that the world has fallen to imbalance due largely to the proliferation and exploitation of humanoids. Those that succumb to bitterness of lost glory and spreading humanoid cities risk a fall from serenity with ever darker thoughts, and can become implacable foes to civilized folk.

Ponies as Fighters

Ponies can make for a variety of warriors. Their lack of hands means that most ponies do not entertain the idea of using shields, favoring agility and swordplay to prevail. Unicorns have an advantage here. With practice, they can wield shields with their innate magic, but pure fighters rarely practice with their horns long enough to make this stick.

It is possible to get around this if a particular pony prized defense. Wielding their shields in mouth, a polearm or other large weapon can be placed in their saddle rack, allowing them to strike with their long weapon while warding blows away with the shield, though not at the same instant (A pony that attacks with a two-handed weapon in a saddle rack loses all benefit of their shield until the start of their next turn). Rearing up and striking with hooves and horseshoes is also quite effective, keeping the mouth free for other weapons or shield.

Being four-legged, ponies can bear quite a lot of weight, so it is not unusual for trained warriors to wear heavy plates of armor. Even encumbered, which can be difficult to inflict upon ponies, they tend to move at least as fast as their humanoid counterparts, making heavy armor quite attractive to these equine fighters.

Most non-adventuring ponies do not practice in the ways of war, trusting in their military to defend them in times of war and raids. The army accepts volunteers, and tends to be a lifetime vocation.

Ponies as Monks

The way of the monk occasionally sends a serene whisper into fuzzy pony ears. The pony form takes full advantage of monk techniques without the need for adapted tools. A well-trained unarmed pony can become a flurry of hooves, horn, teeth, head, and body slams to knock sense into those that cross them. Stunning fists, and other related attacks, are delivered via hoof with equal precision and efficiency.

The concentration required of the profession is also at home with most ponies, allowing them to focus, without reservation, on perfection. To imitate particular styles, some ponies become used to rearing on hind legs almost instantly for short periods, pulling off fantastic feats of martial finesse before landing elegantly back on all four hooves.

Ponies as Paladins

A match made in heaven, possibly literally. Those who feel the draw to a bright god and possess strength of body and soul can be drawn to the orders of paladinhood. The single mindedness of ponies turns to righteous fervor as they crusade to protect the innocent and stomp evil beneath their hooves. Donning gleaming suits of polished metal and typically wielding the largest sword or polearm they can find, pony paladins cut an intimidating profile on their quest for the forces of good and justice.

Pony paladins appear much like a small paladin's mount, missing its paladin. Also, most ponies do not opt to gain a mount. Not because it's impossible to ride (it isn't) but it's awkward and a horse on a horse rarely feels or looks right. Leave the humanoids to their equine exploitation.

Gem ponies are especially drawn to the path of the crusader. Heralding back to the glory of their lost kingdom, they become beacons of light in a dark world, readily championing their ideals.

Ponies as Rangers

Keeping to natural climes is a common desire of many ponies. Like the calling of druids, ponies who take to ranging feel a special connection to their lost past. Of course, a pony has to be careful with their combat style specialization. Most ponies can't make good use of bows. Two-weapon fighting is possible, with a racked weapon and a mouth-held light weapon, but this is awkward and usually avoided. Unicorns can, with practice, use their horn magic to dual-wield gracefully. Using horsehoes is a more reasonable option for the rest, allowing multiple strikes that take advantage of the style. For other ponies, dueling style or defense style tends to win out as single handed weapons and armor can be utilized without special training.

Chaos Hunters are drawn to this path, most commonly hunting aberrations, chaotic outsiders, and undead in their quest to purge the world of festering wrongs . They offer no quarter or mercy, typically harrying their quarries to destruction or dying in the process.

Ponies as Rogues

The life of a rogue is not a natural one for most ponies. It distances ponies from the communities that draw them, but fate is fickle. When a pony feels the draw of the subtle, they chase after it with all the fierce resolve that any other path would inspire. Pony rogues learn to make use of belt pouches within easy reach of their mouth to keep the tools of their trade close. They are perfectly capable of using lockpicks and daggers held in maw at a moment's notice. Pony tools look a little different than humanoid sets. Shaped somewhat like scissors, they allow the pony to perform two-handed manipulations of the lock or trap entirely with their mouth. This gets the job done, but means the unfortunate rogue has their face that much closer when things go wrong.

Pony rogues avoid hard covering on their hooves, and will go to pains to wear soft leathers over them after the first time a stray clop betrays their existence. Ponies that go brigand will leave survivors more often than not, if their victim complies with their demands. Such outlaws can be almost comical for the unprepared, as few expect to be waylaid by a small horse with a dagger or rapier in maw, mumbling something about throwing down jewels. Surprise becomes outrage when the joke turns out to be reality.

Ponies as Warlocks

It is an unusual pony that signs contracts with extraplanar beings of shady and murky nature. For those who take steps along this trail, their trials are similar to those of sorcerous bent. With their spells granted by their pact, rituals are translated through the filter of this connection, saving them the wizard's extra hassle. Ultimately, ponies serve adequately as warlocks, though suffer from some worried looks and shunning from their more mild-mannered kin, who do not kindly look on the idea of it.

Ponies as Wizards and Sorcerers

While magic comes most naturally to unicorns, even a down-to-earth-bound pony or a flighty pegasus can become drawn to its promises of power and answers. Ponies have an inherent disadvantage when it comes to magical study, at least to start. Performing delicate rituals, as well as drawing out scrolls and spells are a challenge to the hand impaired. Many ponies never study magic because the bridge between performing somatic gestures with humanoid hands and doing so with their own hooves is too difficult to cross. This is not to say it's impossible, but it is a constant challenge for any pony wizard, who must make this adaption for every new spell they encounter.

Non-unicorn wizards have earned the pejorative title of 'black lips' due to the spell writing ink that inevitably stains their face. Many of these issues can be worked around by getting a humanoid mentor to get them a hoof in the door of learning the arcane arts. This is a big reason why ponies consider becoming apprentices, or even familiars, for famous wizards that can help them with their studies. In return for faithful service, they have someone that can help them translate motions, and use a

quill more easily while they learn the basics. See Ponies as Familiars for details.

Sorcerer ponies have it easier in this regard. The rituals come intuitively to them as they explore their potential. This results in far more pony sorcerers than wizards. Unicorns are born with sorcerer bloodlines occasionally appearing as their brand of destiny, marking their future and awakening the potential within them. This makes the choice clear, and most such ponies pursue its perfection doggedly.

Due to their focused nature, most pony spellcasters, sorcerer or wizard, tend to specialize rather than generalize. Many try to excel in a single school of magic, neglecting others in the process. This tunnel-minded pursuit of perfection is not universal, but common enough to give rise to stereotypes in magic communities where ponies are present.

Other Races

Though in no way as numerous as the races detailed above, there are other four-legged races that make quiet lives for themselves. The world of Everglow was kind to many species, giving rise to slow but kindly cows, skittish sheep, and even pony-like mules and donkeys. One common thread through them is that they do not have brands of destiny, and none of them have forged nations of their own, before, during, or after the pony empire. It is possible to run into a town comprised of such a species, but they are more likely to be found living on the sidelines of another race's settlements. It is not unusual for those capable of it to trade themselves for coin and/or lodging, if one does not mind a sentient cow as a source of milk, or a chatty sheep for one's wool.

In terms of humanoids races, the usual assortment is present. Humans, elves, gnomes, dwarves, orcs, and all the rest. Nature-attuned elves and fae-touched gnomes find most ponies easy company, while dwarves thrive where ponies find rare metal in need of a proper forging. All have smaller nations of their own, which expanded once the pony empire had collapsed to make room for them. Of these nations, the pony empire has had the longest relation to the dwarven underhalls, trading goods and exchanging populace since the earliest days. The great Viljatown rail line connects to those underhalls, dipping beneath the mountains to the home of the dwarves.

Racial Class Specialties

The following options are available to ponykind and/or quadrupedal races.

Aerial Warrior(Barbarian Path)

The pegasi have worked out unique ways to take fury to the skies. They maximize their flying mobility to strike at foes from all directions at once. This archetype can only be taken by barbarians with a natural fly speed.

Swift Wings. Starting when you choose this path at 3rd level, your wings seem to go into the same frenzy as the rest of you. You can take a dash as a bonus action during a rage. When you do, your fly movement rate is increased by an additional 5 feet. This bonus increases by 5 feet at 7th level and every 4 levels beyond it.

Ultimate Mobility. At 3rd level, when you take this path, you become harder to hit while moving. While you are raging and not wearing heavy armor, other creatures have disadvantage on opportunity attack rolls against you. If they roll a natural 1 on an attempted opportunity attack against you, you may use a reaction to make a single melee attack against them.

Dive Bomb. At 6th level, while raging, If you attack after moving at least 10 feet, you gain advantage on the attack roll and add twice your rage bonus to the damage. With such a charge, while raging, you also gain advantage to break things at the end of the movement. You may not move further in the same turn after taking advantage of this.

Master of the Skies. At 10th level, you can attempt to knock fellow flyers from the sky. When you hit a target that is flying with a melee weapon attack, you may, as a bonus action, attempt to force it to the ground. The target must make a Strength or Dexterity save, its choice, against a DC of 8 +your proficiency bonus+your Strength modifier. If the target succeeds, they are sent 5 feet downward for every 2 points of damage inflicted. Otherwise knocked they are knocked prone and to the ground. Any target forced to the ground by this ability takes falling damage based upon the distance they traveled.

If the target would not cease flying due to being knocked prone or is otherwise immune to being prone, they are instead unaffected if they succeed on their save and sent 5 feet downward for every 2 points of damage inflicted if they fail.

Unflappable. At 10th level, any saving throw you make that would prevent your falling is made with advantage.

Fastest Alive. Starting at 14th level, when struck with a melee or ranged weapon, you may, if not wearing heavy armor, use a reaction to immediately move up to the distance equal to the additional movement given by a dash action and at least five feet. This causes the barbarian's AC to raise by 1d6 against the triggering attack, which may turn a hit into a miss. You still provoke for the movement. If you end the movement beside an enemy, you may make a single melee attack as part of the movement at disadvantage.

Alchemical Knight

(Fighter Martial Archetype)

While some schools recommend blending classic magic with martial skills, this one brings careful potions into the play, enhancing the warrior and allowing them to be a vital bolstering force in the field through judicious use of alchemical skill. Their potions imitate spells of wizards and clerics. They can learn spells of the transmutation school.

Spellcasting. At 3rd level, you learn how to brew potions to assist your martial abilities. During your rests, you prepare the starting bits of potions. Such alchemical knights often have vials in bandoleers and along their belts. When casting, the final ingredients are mixed in and the concoction is consumed to cast the spell. In terms of components, verbal is removed from any spell cast. Somatic becomes the quick mixing and applying of the potion, and materials are unchanged. Because of this, all alchemical knight spells 'cast' this way target the alchemical knight. Spells can affect beyond the user when they specifically affect inanimate targets and can be applied by touch, and only as a touch (splashing the liquid version of the spell and rubbing or stirring it into the target).

Cantrips. You learn 2 cantrips of your choice from the wizard and/or cleric spell list. You learn one additional cantrip at 10th level. They may be of any school, but still only affect the caster.

Spell Slots. Consult the Alchemical Knight Spellcasting table to see how many slots and spells you may know. These spells come in the form of individualized arcane formulas and are not stored in a book, but rather memorized. Performing a long rest restores all spent slots. You may cast a spell using a slot of its level or higher, sometimes with greater effect when a higher slot is used.

Spells Known of 1st-Level and Higher. You begin with three spells from the wizard and/or cleric list of 1st level, two of which must be transmutation. When you gain a new spell known, it can be from any level you are capable of casting besides a cantrip.

When selecting a spell at 8th, 14th, or 20th level, it can be from any school, otherwise it must be transmutation.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell from the wizard or cleric list. This must be a transmutation unless it was from 8th, 14th, or 20th level. The new spell must be from a level that you can cast.

Spellcasting Ability. Intelligence is your spellcasting ability for your spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Alchemical Concentration. At 3rd level, your alchemical knight spells that require concentration cannot be interrupted by taking damage or other effects that would call for such a check. This does not let you have two such spells at once, and does prevent the ability to dismiss such spells early.

Mutagen. At 7th level, you may imbibe a special potion that causes you to grow in a monstrous way, with bulging muscles, tendons and unnatural vigor. You deal an extra four damage on any melee strike and gain twenty feet of movement

			Spell Slots per Spell Level			
Fighter Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	—	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	2	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

speed for walking, swimming, burrow, or flying. You also gain 2d6 temporary hit points that are lost when this effect ends. This persists for one minute. You regain this ability after a long rest. At level 14 and 20, you gain another use of this ability between long rests. Should another creature consume your potion, they must make a Constitution save against your spell saving throw DC and gain the poisoned condition for an hour on a failure. They gain no benefit and expend it either way.

Thrown Potion. At 10th level, you learn how to make your potions effective on contact. You can hurl your potions and/or their contents to affect others, allowing you to target things beside yourself. This has a maximum range of 30 feet or that of the spell, whichever is shorter.

Double Charge. At 15th level, when you cast a concentration spell, you may cast two concentration spells at once, provided the spell only affects yourself. Casting any other concentration spell causes both to fade instantly. You must expend the appropriate slot for both spells. The action takes as long as the slower of the two spells.

Alchemical Perfection. At 18th level, You gain the ability to prepare potions from scratch on the go in the form of being able to ritual cast spells you know with the ritual tag. In addition, whenever you cast a spell, you can attack with a single melee attack as a bonus action.

Artifact Tender (Roguish Archetype)

Some rogues just like toys. These rogues are specialized in finding and using all manner of magical devices. Eventually they are better at it than the spellcasters that originally made them.

Careful Examination. At 3rd level, the rogue may emulate the effect of the *identify* spell on an item without any of the required components by taking an hour to carefully examine the item.

Discerning Eye. At 3rd level, the rogue gains the ability to cast *detect magic* as a ritual.

Powerful Release. At 9th level, the rogue may activate an item with a surge of power. Provided the item has charges, in the form of permanent uses or daily uses, the rogue may expend two such charges to either give themself advantage when using the item or the target(s) disadvantage when trying to avoid it.

Artifact Master. At 13th level, you have mastered the way of enchanted items, using them seamlessly despite who they were intended for originally. You ignore all class, race, and level requirements when you use magic items.

Conservative Use. At 17th level, the rogue may attempt to activate an item without depleting its resources. As a bonus action immediately following the activation of an item, the rogue may make an Intelligence (Arcana) check, the DC found below. On a failure, the item fails to activate at all, wasting time. On a success, the item works and does not expend a charge. On a roll of 1, the item expends a charge to no effect. If used with powerful release, the item expends 1 additional charge regardless of success or failure.

Rarity	Arcana DC
Common	15
Uncommon	17
Rare	19
Very Rare	21
Legendary	25

Elemental Savant (Druid Circle)

Everglow resides in a state of intense, gracefully balanced friction among elemental planes. Some druids are drawn towards that interplay, becoming puissant in the arts of elementalism above that of naturalism as the vibrant energy of the world flows through them.

Elemental Understanding. At level 2, an elemental savant has advantage when using a Charisma check on elemental creatures, and can interact with them even if they have no language by making a Charisma (Nature) check.

Elemental Bond. Starting at 2nd level, you gain the *produce flame* cantrip, or another cantrip if you already possess it. You also gain the ability to change the damage type of *produce flame* to one of the following types: acid, cold, fire, lightning and thunder. This does not change the spell's ability to produce light, but it does change the hue of the light (green for acid, blue for fire, etc). At level 5, you can also add your Wisdom modifier to the damage dealt by this cantrip.

Totemic Summons. At 6th level, you may cast *conjure animals* without the need for concentration. In addition, animals conjured are considered elementals (rather than fey), and gain temporary hit

points equal to your druid level. You choose an element at casting, and the creatures summoned are resistant to the appropriate damage types (e.g. lightning and thunder for air elementals, fire for fire elementals), and can deal an extra 1d4 damage of the type as follows: air elemental creatures deal lightning damage, earth elemental creatures deal bludgeoning damage, fire elementals deal fire damage, and water elementals deal cold damage.

Elemental Wild Shape. At 10th level, you can expend two uses of your Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

Elemental Mastery. At 14th level, your connection with the elemental plane improves. Any time you summon an elemental with a spell, you can summon one additional elemental of a CR lower than the original elemental or elementals summoned. In addition, whenever you use wild shape to assume the form of an elemental, you can cast the *produce flame* cantrip with a bonus action while in that form, and automatically deal damage as per your elemental type.

Mobile Cannon

(Fighter Martial Archetype)

Four-legged races face unique challenges when they pursue the way of the gun. Those trained as mobile cannons trade finesse for raw power, leveraging their enhanced ability to endure heavy loads to their advantage.

Quadrupedal Reload. At 3rd level, mobile cannons may attach two-handed firearms to their weapon rack. Any such weapon can be reloaded and fired by the mobile cannon as long as they have a single hand available (even if that happens to be a mouth in the case of most ponykind).

Heavy Calibre. At 3rd level, a mobile cannon learns to use their namesake. They may use a two handed firearm that is larger than they are. Attacks with this oversized weapon deal 1d6 bonus damage (typically 1d12+1d6 piercing damage), but costs 50% more to purchase.

Piercing Shot. At 7th level, a mobile cannon can use a bonus action to strip a target within range of their firearm of piercing resistance until the end of their turn.

Boosting Shot. At 7th level, a mobile cannon can use a bonus action to fire in the opposite direction they are traveling. This pushes them five feet in the desired direction and does not provoke attacks if they leave a threatened area from it. This ability is usable while falling to reduce the damage, allowing a Dexterity saving throw at DC 15. On a success, they gain resistance to the falling damage for that fall.

Double Cannon. At 10th level, a mobile cannon can attach two two-handed firearms to their weapon rack. As a bonus action after using the attack action with the larger firearm, the smaller can be fired at the same target as a single ranged attack. The second firearm cannot be oversized. This extra attack does not include ability modifiers to damage unless you have the ability to do so while two-weapon fighting.

True Grit. At 15th level, mobile cannons learn to keep firing, even when all else fails. If they are unable to take actions due to any condition other than being unconscious, petrified, or dead, they make make a single ranged attack and reload with their firearm, provided it's

wielded. If such a condition allows any saves after the first round, the mobile cannon gains advantage on those later saves.

Dragon's Breath Shot. At 17th level, mobile cannons can spray an area with shot instead of focusing on one target as an action. Such an attack has a range of 30 feet in a cone. Those caught in it take 4d8 piercing, acid, fire, cold, or electricity damage. All targets suffer the same element. If their firearm is magical, so is this attack. Those struck by this attack may make a Dexterity save with a DC of 8 + proficiency bonus + the dexterity bonus of the Mobile Cannon to take half damage.

Mystic Prancer (Bard College)

Music is an important part of pony culture. Those who leave pony lands in pursuit of new songs bring with them the history of their people, and display it proudly to all who will see it.

Bonus Proficiencies. When you join the College of Mystic Prancers, you may apply Jack of all Trades to all saving throws you are not proficient in, adding half your proficiency bonus.

Prancing Step. You learn to maximize your mobility. When you join this college at level 3 you can move out of a single enemy's reach once per turn without provoking an opportunity attack. At level 8, you can use your bonus action to take the disengage action.

When you would provoke but avoid it, either by your once per turn talent or by disengaging, you may spend a use of Bardic Inspiration to taunt and dance at the target. If they fail a Wisdom save against your spell DC, they make a single melee attack at disadvantage against themselves.

Well Mannered. Prancers are very eager to make a good impression with other cultures. At level 6, you gain advantage on checks involving the Deception and Persuasion skills when dealing with people who don't yet know you well.

Lead the Horde. When a prancer performs, their audience becomes drawn to the pony. Once you reach level 14, you can make a Charisma (Performance) as an action, and expend a use of your Bardic Inspiration. If you do so, you can force any number of small sized or smaller targets who can hear you to become charmed, dance and follow you as closely as possible without entering your space, unless they succeed on a Charisma saving throw against your spell save DC. If a creature has already been charmed by you, or has an Intelligence score of 3 or lower, they automatically begin to follow you.

Natural Magus

(Sorcerer Bloodline)

In the world of Everglow, magic runs thick through many of the race's veins. It is only natural that some learn to use this inner magic to enhance their potent abilities.

Cunning Spellcaster. At 1st level, you can use your Intelligence score as your spellcasting ability for your sorcerer spells, as well as any innate spells that you can cast.

Inner Reserves. At 6th level, you gain the ability to sacrifice innate spells (such as those granted by your race) for spell slots or sorcerer points. You cannot sacrifice cantrips in this way. Spells sacrificed in this way grant you slots of the corresponding spell's level, or sorcerer points equal to the corresponding spell's level. Additionally, you can spend

sorcery points to regain uses of your innate spells by spending points equal to the spell's level. This ability otherwise acts as the Flexible Casting class ability, and each exchange takes a bonus action to perform.

Distant Strike. At 14th level, you can use a bonus action to spend one sorcery point and gain the ability to magically command your weapon to strike a distant foe. This attack uses your Intelligence ability modifier to calculate the attack and damage bonus, has a range of 60 feet, and is not made with disadvantage if there is an adjacent enemy. This is considered a single melee weapon attack. This ability lasts for 1 minute.

Mystic Wellspring. At level 18, you regain one sorcery point any time you would gain inspiration, score a critical hit, or when you succeed on a roll that has disadvantage.

Pony Scholar (Wizard Tradition)

Ponies that delve into magic become eager to learn of any spell that they can get their hooves on. Their natural focus on their destiny lends to a more intuitive approach. 2, 6, 10, 14

Pony's Versatility. At 2nd level, you choose the highest of Intelligence, Charisma, or Wisdom as your spellcasting ability.

Pony's Focus. At 6th level, you select one prohibited school and one specialized schools. You must cast spells from your prohibited school as if they were one spell level higher (for instance, you would cast a *magic missile* as a level 2 spell if you chose evocation as your prohibited school). This extra level does NOT enhance the spell and is simply wasted. Spells from your specialty school are cast as if you used one slot higher than normal, up to the highest level you can cast.

Spell Research. At level 10, you have expanded your discipline to include unique spellcraft. Choose two spells from any other spellcasting class. A spell you choose must be of a level you can cast, as shown on the Wizard spell table, or a cantrip.

The chosen spells are added to your spellbook, and count as wizard spells for you. You learn two additional spells from any class at 18th level.

Rigorous Memorization. At 14th level, you may choose to cast a spell by gaining a level of exhaustion instead of using a spell slot. The spell is always cast as if you used the minimum spell slot required. You cannot use this ability if you have four or more levels of exhaustion.

Tribal Scholar (Wizard Tradition)

Throughout ponykind history, there are those who have delved into the secrets that divide and connect the tribes of ponykind. Some do it out of jealousy, some for power, and others are simply curious.

Tribal Spell Knowledge. At 2nd level, you may learn and cast spells that are restricted to specific other tribes of ponykind and copy them into your spellbook for half the normal price. You can also copy transmutation spells into your spellbook for half the normal price.

Tribal Scholar. Also at level 2, You also have advantage on any Deception, Disguise, History and Insight rolls related to other tribes, whether to impersonate or simply know about them.

Tribal Member. At 6th level, you may imitate another tribe of ponykind. While doing so, you appear as that tribe, with the specifics up to you, though imitating specific ponies is not possible. This acts as per *alter self,* with shapes restricted to the tribes of ponykind. This ability

may be used for up to ten minutes per wizard level. These ten minute segments do not have to be used consecutively. While imitating a tribe, magic items and spells perform as if you were of that tribe.

Tribal Leader. At 10th level, the pony may empower tribal gifts. With a touch, the target pony's connection to their tribe is empowered. If the pony's tribe imparts an ability with limited uses, they gain an additional use of that ability that can be used until the next time they finish a long rest. If they receive a benefit that is numerical, the benefit is doubled until they finish a short rest. If the pony has a damage resistance, it becomes a damage immunity for one hour. You may use this touch once at 10th level, and an additional time at 15th level. You regain spent uses of this ability after finishing a long rest.

Tribe Walker. At level 14, you can use your ability to emulate other tribes more thoroughly. When you use *alter self* to appear as another tribe, you also gain one trait of theirs for the duration of the effect. At every 10 minute interval, you can choose to change either the tribe you are emulating, thus changing your chosen trait to one from the new tribe, or the trait that you gain from a specific tribe.

Tribal Thief (Warlock Pact)

Some ponies are jealous of the gifts given to other tribes and races. They make mysterious pacts that allow them, for a time, to imitate them. Some say that this art is what caused doppelganger ponies to come into existence, and that these pacts call on the power of Kara herself.

Pact Boon

The pact boons of a warlock of this pact look different from others.

Pact of the Chain. Your familiar is either insectoid or incredibly alluring for its type, appearing as an especially fit and attractive member of whatever species it calls home.

Pact of the Blade. Your weapon is slender and seems to only grow to power when its user is ready to fight, or at least pretend the idea. Otherwise, it seems harmless.

Pact of the Tome. Your book is a discrete and small journal that seems as well suited for holding dirty secrets as it would be any spells.

Expanded Spell List

The Tribal Thief pact lets you choose from an expanded spell list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Tribal Thief Expanded Spells

Spell Level	Spells
1st	*disguise self, silent ilmage*
2nd	*see invisibility, alter self*
3rd	*nondetection, water walk*
4th	*greater invisibility, polymorph (self only)*
5th	*awaken, dominate person*

Tribal Mixture. At 1st level your patron can fill you with stolen powers of other tribes, you can briefly emulate other aspects of ponykind. You can spend an action to gain one of the following benefits for 1 minute: a fly speed of 30 feet, advantage against poison saving throws and resistance to poison damage, the *mage hand* cantrip, a 30 foot swim speed. Once you use this ability, you cannot use it again until you finish a long or short rest.

Trait Thief. At 6th level, you can choose to steal the traits from any physical tribe of ponykind as an action. If this is done without a victim, it persists for one minute. Used against a victim up to 30 feet away, they must make a Charisma save against your spell save DC. A success wastes this ability. Failure denies them the power of their physical tribe and grants it to you for an hour. Using this ability ends all existing uses of this ability. You may use this ability again after a short or long rest.

Stolen Talent. At level 10, the dark whispers of your patron urge you to find the perfect form and powers. You reflexively turn back attempts to polymorph or petrify you against your will. Any creature attempting to do so fails and you may spend a reaction to force them to make a Charisma save against your spell save DC. A failure robs them of the ability they were trying to use for an hour, during which time you gain the ability to use the ability. If it's active, using it ends the effect. If passive, it can be activated for at most a minute. If the effect was striking multiple creatures at once, it only fails against you, affecting any others normally.

Supreme Thief. At level 14, your ability to steal and plunder the gifts of other ponies grows to a terrifying aptitude. When you use trait thief, it persists for a day instead of an hour and a hour instead of a minute. *Polymorph* and related spells that you cast lose the concentration part of their duration, remaining until the duration ends, you cast another such spell or until you take a long or short rest.

Warden of the Night (Paladin oath)

These paladins serve the moon princess. They wear darker colors and their divine powers manifest in silvery hues of the moon's fullness instead of the blinding golden glow of the sun. They are dedicated to fighting off evil in its home turf, keeping it safe for innocent ponies.

Tenets of Nightwardens. Though the specific standards of this oath may vary, paladins of this order share these tenets.

Justice. Find where the forces of the dark may not dwell peacefully with the creatures of the day. Resolve it.

Dedication. While others rest, that is when you must work hardest. There is little room for idleness at your hooves.

Compassion. You must protect those who slumber, and those who hunt. The darkness hides many creatures, and they all have the right to exist.

Between the Shadows. The best work leaves no disturbance. The people should not know you are so essential. Boasting is for other professions.

Warden of the Night Spells

Paladin Level	Spells
3rd	*silent image, sleep*
5th	*darkness, invisibility*
9th	*hypnotic pattern, major image*
13th	*hallucinatory terrain, freedom of movement*
17th	*dream, mislead*

Silver Touch. At 3rd level, you deal an additional 1d8 radiant damage to shapeshifters in addition to fiends and undead when using divine smite.

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

Moonlight Aegis. As an action, you can present your holy symbol, letting loose a wash of silvery light. All Allies within 30 feet gain 5 temporary hit points for a minute. While a creature has these hit points, they have advantage against being charmed or afflicted by supernatural madness, such as the confusion spell, and may, as a reaction, end this benefit on themselves early to remove the charmed condition and any supernatural madness effects. The temporary hit points granted increase by 5 at 7th level and for every 3 levels afterwards**.**

Peace in Darkness. As an action, you can attempt to soothe the rage of monsters. Gentle words and the holding aloft your holy symbol, a single target within 30 feet with an Intelligence of 5 or less and darkvision must make a Wisdom save or gain the charmed condition for a minute. Creatures affected by this can be communicated with regardless of language. If the creature is normally completely unable to speak, this discourse is limited in complexity but a clever paladin may find a more peaceful route to the problem.

Lunacy Reprieve. At 7th level, whenever you use your Lay On Hands ability to heal someone, you may also remove any confusion or charm effects that afflict the target.

Moon's Mercy. At 15th level, you gain the ability to banish darkness for a time. You can use your Channel Divinity to create a bright glow of silvery moonlight as per the *moonbeam* spell. This effect requires concentration.

Lunar Wisdom. Once you reach 20th level, The paladin may expend a spell slot as a bonus action to share the wisdom of the moon. For one minute, you and your allies gain the following benefits:

- You and all allies within within 60 feet gain truesight 60 ft.
- You and your allies also deal an additional 1d8 radiant damage with every weapon attack. This is in addition to any radiant damage you or they can normally deal.

Witch Doctor (Warlock Pact)

Some ponies listen to the soft whispers of the land spirits, rather than pledge their services to any single entity. These sorts of warlocks are more easily accepted in pony communities.

Pact Boon

The pact boons of a warlock of this pact look different from others.

Pact of the Chain. Your familiar can take the form of a fey creature or an elemental in appearance, but is otherwise a normal familiar.

Pact of the Blade. Weapons formed through this pact sometimes drip with sap, or is formed with inlaid earth gems.

Pact of the Tome. This is a strange tome that seems to be perpetually dusty.

Expanded Spell List

The witch doctor pact lets you choose from an expanded spell list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Witch Doctor Expanded Spells

Spell Level	Spells
1st	*purify food and drink, speak with animals*
2nd	*lesser restoration, moonbeam*
3rd	*speak with the dead, tongues*
4th	*conjure minor elemental, control water*
5th	*commune with nature, reincarnate*

Wisdom of Ages. At 1st level, when you gain this pact, you inherit a profound wisdom. Choose two Intelligence based skills. You either gain proficiency in them, or double your proficiency bonus in them if you are already proficient with the chosen skill.

Herbal Remedies. At 6th level, as an action, you may prepare and administer a remedy of mashed herbs to an ally within reach. This remedy cures one of the following conditions or effects: paralyzed, poisoned, stunned, or unconscious. This ability may be used a number of times equal to your Charisma modifier. You regain spent uses of this ability after finishing a long rest.

Bubbling Brew. The image of a witch tending to their cauldron is not one without roots in reality. At 10th level, you may prepare a brew. This requires a fire, a large container (cauldrons are popular), a supply of herbs worth 40 gold pieces per dose, and an hour. The result is one dose per four warlock levels. Each one is the equivalent of a potion of *lesser restoration*. Three doses functions as a *greater restoration*. The brew can be bottled, but if a new brew is made, any existing batches become inert.

Aura of Reason. At level 14, you can exert a calming influence on those around you. As long as you are conscious, you exude an aura that renders you immune to the frightened and charmed conditions, and friendly creatures within 30 feet have advantage to save against those same conditions. This aura has no effect on a friendly creature that is already charmed or frightened when they enter your aura's radius.

Unification (Sorcerer Origin)

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

Awakened Ancestry. At 1st level, a dormant part of your heritage is visually expressed. This could be a horn, wings, or even a slight change in size or coloration. You can choose one of the following abilities that are as a result of the expression of your heritage, as long as they are not representative of your actual current tribe. They do allow qualification for effects, feats, and etc. that require that particular tribe.

Unicorn Horn. A horn that allows you to cast *light* and *mage hand* cantrips. This counts as the Kinetic Magic and Elegant Spellcaster abilities for prerequisites and the cantrips are considered a racial ability.

Pegasi Wings. Wings that allow flight at a speed of 30 feet. If you attempt to fly faster than 10 feet per round, you must make a DC 15 Dexterity save or crash land at the end of your movement, taking appropriate falling damage. This counts as the Cloud Walker ability for prerequisites

Antean Physique. You grow exceptionally large (though still medium sized). Your carrying capacity increases to +100% (normally +50% for quadrupeds,

a biped should increase to +50% instead). This counts as the Big and Stout abilities for prerequisites.

Ghost pony attunement. You gain long legs that represent your ties to the spirit realm. You can cast *blink* once, and regain the ability to do so after finishing a short rest. This counts as the Spirit Touch and Takes One To Know One abilities for prerequisites.

Sun pony resilience. Your hide begins to turn a reddish hue. You can use your reaction to gain fire resistance for 1 minute. You regain the ability to do so after finishing a short rest. This counts as the Children Of The Desert and Sun Kissed abilities for prerequisites.

Gem pony hide. Your hide takes on a shiny almost crystalline appearance. You can deflect a harmful cantrip that is directed at you once, and regain the ability to do so after finishing a short rest. This counts as the Eternal Hope and Resolute abilities for prerequisites.

Sea Horse Fins. You have small leg fins that grant you advantage on any Strength checks related to swimming. This counts as the Deep Swimmer ability for prerequisites.

Earthbound Fortitude. Your musculature improves, and you gain advantage on saving throws against the poisoned condition. If you already possess this trait, you instead become immune to the poisoned condition. This counts as the Like A Weed and Tougher Than Magic abilities for prerequisites.

Leatherwing senses. You have pronounced canines, and you gain Darkvision 30 feet. If you already have darkvision, it improves by 15 feet. If you have wings, they become leathery. This counts as the In Darkness, Thrive ability for prerequisites.

New Arcana. At level 6, you can add two spells from the sorcerer or wizard lists to your list of spells known. The spells must be of a level that you can cast. You also gain another two spells at level 17.

Improved Ancestry. Once you reach level 14, your heritage improves, as the magic in your blood causes your ancestry to surface further. You can choose another Awakened Ancestry benefit. In addition, the benefit that you chose initially is improved as follows.

- **Unicorn Horn.** Your horn grows to a regal length, and grants you the ability to cast a level 1 spell twice from the sorcerer spell list. You regain spent uses of this spell after finishing a long rest. This spell is not added to your list of spells known.
- **Pegasi Wings.** Your wings now grant you a fly speed that equals your walking speed.
- **Antean Physique.** Your are at the upper limits of medium size. You can gain the benefits of the enlarging as per the *enlarge/reduce* spell once, and regain the ability to do so after finishing a short rest.
- **Ghost pony Attunement.** Your entire body looks wan and thin, yet elegant. You can cast *etherealness* once, and regain the ability to so after finishing a long rest.
- **Sun pony resilience.** Your hide becomes a deep and beautiful shade of red. You have resistance to fire.
- **Gem pony Hide.** Your hide shines brightly with a crystalline gleam. You can deflect a harmful ranged spell attack that is directed at you once, and regain the ability to do so after finishing a short rest.
- **Sea Horse Fins.** Your leg fins grow prominently. You gain a swim speed equal to your walking speed. You can also hold your breath for 1 hour.

Earthbound fortitude. Your musculature improves further. You gain advantage on saving throws against spells and effects.

- **Leatherwing senses.** Your ears elongate and your hearing becomes more acute. You gain Blindsight 30 feet.

Once you reach level 20, your second Awakened Ancestry benefit improves as per the list above.

Fey Monarch. At attaining level 18, you become an ascended noble among fey-kind. You have advantage on all Charisma checks when dealing with fey creatures. You also gain resistance to bludgeoning, piercing and slashing to weapon attacks that are not cold iron. Lastly, you cease to age, though you will still die when your time comes.

Vampiric (Sorcerer Origin)

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

Touched of the Grave. At 1st level when your bloodline manifests, you gain a preternatural connection to death and necromancy. You can spend a sorcery point to cause all necromancy spells cast in the next minute to have its random numerical effects increased by 25%. This effect can be used with metamagic effects.

Children of the Night. Upon attaining 6th level, you can summon creatures of the night to aid you. You can cast the *conjure animals* spell, but are restricted to summoning a swarm of bats, a swarm of rats, or 1 wolf. At level 10, you can summon 2 swarms, or 1d4 wolves with this spell, and the spell no longer requires concentration.

Vampire's Gift. When you reach 14th level, you gain potent vampiric defenses. You gain resistance to bludgeoning, piercing and slashing damage from non-magical weapon attacks that are not silvered. In addition, you gain the ability to cast *gaseous form* as an innate spell requiring neither concentration nor material components. Charisma is your spellcasting ability for this spell.

Ruler of the Night. At level 18, you manifest your vampiric heritage to its fullest. At the start of each turn, you heal 1 point of damage, and you gain Darkvision 60 ft, or increase your current Darkvision by a like amount. Your Charisma and Strength scores are increased by 2, and your maximum for those score is now 22. You are now considered to be undead in addition to your normal type for the purposes of effects that work on undead.

Everglow Backgrounds

Hybrid

You, or perhaps your family, is comprised of more than one tribe. Maybe you were raised in a city not of your own people, a human raised among ponykind or a purrsian reared with the dwarves. Of course, this mixture could be entirely internal, should your father be a pegasus and your mother an elf, or any other combination. In either event, you've learned a wider spread of perspectives and can appreciate the different ways the world has for seeing things.

Skill Proficiencies: History, Insight
Languages: Two of your choice.
Equipment: A small book of legends and myths, a pouch with 15 gp, an assortment of cheap trinkets from both races, a simple weapon, and a set of common clothes

Feature: From Two, One

You have become a focal point for the myths and fables among your varied people. Whether you hate or love your heritages, you can't help but be made aware of them, painfully at times. To be caught in the middle means always knowing what you aren't. When dealing with something obscure and lost of either race, you may have a hint of how to proceed, as your GM allows. You may ask them for a hint when presented with such a curiosity. It may not be the direct answer, but should at least lead you towards it, and could make the difference for yourself and your team.

Suggested Characteristics

Hybrids can become a great many things. Besides being creatures of varied history, they are persons with varied goals and desires. They can and are unique souls that pursue a wide variety of things, even when their impure breeding causes some suspicion or discrimination, especially from more 'pure blooded' folk.

Some hybrids celebrate their mixed heritage, while others curse their impure origins, wishing they could fit in truly with either race instead of being what feels like an awkward third or trying to pretend to be one or the other.

d8	Personality Trait
1	I try to be the bright part of every day!
2	I've picked one side of my heritage and play it to the hilt, becoming the most stereotypical member of that race.
3	I'm my own person! I try to avoid everything my heritages are known for.
4	Cultural facts fascinate me and I love sharing it with others.
5	Some call me naive, but I refuse to judge a person before they act.
6	I find peace in bridging the gaps between others. There can be a certain peace in variety.
7	I crack a joke whenever I think of one, even if it might not be very good.
8	I expect the worst of everyone. They're just waiting for a chance to foul things up.

d6	Ideal
1	**Arbitration.** Clashing forces and ideals are often born of misunderstandings and ignorance. I can help. (Good)
2	**Power.** They said I wasn't as good as either half, but I'll show them I'm better than them combined. (Evil)
3	**Love.** My actions are ultimately to forge a family worth being proud of, and keeping them safe. (Neutral)
4	**Curiosity.** I tire of the same old things. I want to see and experience new things in this world or even beyond. (Chaotic)
5	**Justice.** By my upbringing, I have decided that all injustices need to be met with firm reaction. Where others falter, I will serve justice. (Lawful)
6	**Tradition.** Despite my unusual upbringing, I honor and uphold the old ways and what they have to show us. I act to protect them. (Lawful)

d6	Bond
1	I'm doing this for my family and regularly send gifts and money back home for them.
2	I can't help but to lend a hand or hoof when I see the less-advantaged of society being oppressed.
3	I want to encounter and learn about every culture in the world, even the ones people usually avoid.
4	When it seems all is lost, I can feel a thousand cuts from my past. I am not a failure!
5	What do I want? To help others fulfill themselves. When they smile, it brings a smile to me. Their bond is my bond.
6	The gods have permitted an odd creature as myself to live. They must have a purpose for me. I will fullfill it.

d6	Flaw
1	I think everyone can be approached reasonably, even when first shown otherwise.
2	I tend to point out someone's mistakes and how they could have avoided it, whether they want to hear it or not.
3	Forget the consequences, I don't leave treasure behind.
4	When someone offers to surrender, I accept no matter what, and I don't tolerate others trying to do otherwise.
5	I *always* have to look my best. Tearing my clothes or, ugh, dirt sends me into a tizzy.
6	Social norms are for norms, which I am not. I do things my own way, and who cares who's offended by little things?

Seeker

You have been a member of the Seekers for quite some time, learning their ways of adventure and mercenary work. This has, perhaps, taught you the value to be found in ancient things, or just a healthy respect for coin. In either event, you've stuck with it and toughed out the hard parts, at least knowing your back was covered by the Seekers.

Skill Proficiencies: Perception, Survival
Languages: One of your choice.
Tools: One of your choice.
Equipment: A compass, a pouch with 15 gp, 5 pieces of chalk, tin crest of the guild, and a set of common clothes made for exploring

Feature: A Port in Every Harbor

As a Seeker, you can find a guild house in just about any pony city. This works as a two-edged blade. Those that recognize your link may be suspicious of you and your possible activities. In pony cities, you don't have to pay to live a modest lifestyle, provided you remain in good graces with the guild.

If you or a personal friend is diseased or in need of magical cure, the guild will happily provide, usually. This requires a Persuasion check at DC of 10 + 1 per 100 gp value of the service. If you have just accomplished a deed for the guild within the last week, this DC is reduced by 5. Only one favor can be requested per day at most.

Suggested Characteristics

Seekers are known to solve 'problems'. That part people like. It's the method by which those problems are solved, or the new problems that crop up to replace the old ones that make them edgy. A ghost that's chased off allows a den of goblinoids to set up shop, for instance.

Regardless, most Seekers take their word seriously, and will complete a task once they accept it, and expect to be paid just as devoutly, if the hirer doesn't want the entire guild to take ire with them.

d8	Personality Trait
1	I look for the cause of any event that comes before me, sometimes rambling about what could have led to the current situation.
2	I constantly boast about my past deeds and how that effectiveness can best the current situation.
3	Being able to delve into forgotten lore is all I can think about.
4	Every job is just a paycheck for me. I try not to let myself get attached to any of it.
5	I am exceedingly brave, especially in non-life threatening situations. I tend to talk boldly and try to hide my flaws with a potent swagger and loud speech.
6	There are no true adventurers besides Seekers. I assume that anyone who is not a Seeker knows nothing outside the city walls or about the mysterious or monstrous.
7	I bow to rank and expect to be bowed to in kind. Commoners should bow and scrape, and I rush to act properly around true nobility. It's just the natural order of things.
8	I've seen everything, or at least I speak like I have. Let me tell you about the time I broke into the lost crypt of...

d6	Ideal
1	**Forgotten.** Uncovering what was once known is what makes a Seeker a Seeker. (Neutral)
2	**Power.** Why delve into forgotten places besides to better yourself and arm yourself with weapons beyond compare? (Evil)
3	**Order.** My order is devoted, though often forgotten, to binding the pony people together. I will lead them to greatness. (Lawful)
4	**New.** I grow tired of the old ways. They don't work so well, but with new minds, we can take the truly forgotten ways and make a new order. (Chaotic or Lawful)

5	**Perfect Mercenary.** In a perfect world, I would get a job, complete it, get paid, and repeat. It's when that breaks down that things get hairy. (Neutral)
6	**Mastery.** I'm in this to test myself and reach further than before. I plan to be the best. Maybe I already am? (Evil)

d6	Bond
1	I would gladly risk it all if it meant protecting my fellow adventurers. Hopefully they'd do the same.
2	Abandoning a task, once accepted, is entirely unacceptable.
3	Every dungeon. Every forgotten crypt. It doesn't matter why I'm there, I need to explore it all.
4	Unlike many of my fellows, I am here to protect others. My sword will swing so others don't have to.
5	I will climb to the top of the Seekers, proving my worth.
6	The gods themselves guided me to the Seekers. I will learn my true place among them.

d6	Flaw
1	I tend to get tunnel vision when it comes to the mission, missing other things nearby or not directed related.
2	Seeing others succeed or being successful makes me angry and hard to deal with.
3	I tend to launch into lectures about what I know whenever it's remotely relevant.
4	Did you see that glitter? I have to see what it is! My curiosity gets me into trouble.
5	Magic scares me, especially when I'm not the one controlling it.
6	I don't trust non-ponies. We are the Seekers of the One True Herd, and the herd has no room for non-equines.

Imperialists

As a members of the relatively new Imperialist faction, you are tasked with growing the fledgeling government under the new Queen Iliana. Your dedication shows in the hard work you do to gather more to her banner, and bring order and glory to the land in her name. Not only are you tasked with finding special items that will bolster the strength of the new order, but you must also maintain and defend the slowly growing borders of the new kingdom, doing all that you can to help the people within it as an arbiter and warden.

Skill Proficiencies: Intimidation, Persuasion

Languages: Two of your choice.

Equipment: An official stamp of government office, a scroll case for delivering official information, a set of traveling clothes bearing official colors, a formal uniform meant for official functions, a large pack for any acquired assets, and 25 gp.

Feature: Imperial Resources

As a member of this faction, you can regularly implore for resources, assistance, and even information. Repeated use of this benefit does not endear you do any superiors, but knowing when to ask for assistance is just as important as performing your duties for the cause. If you can feasibly contact your faction (either through messenger or in person), you can make a DC 10 Charisma check. If you succeed, you can gain one piece of information, an item worth 10 gold or less, or gain the assistance of a **veteran** NPC for the remainder of the session. You may have to wait roughly 1d4 days before you receive such help if you are away from any faction members or in the wilderness. Once used, you cannot call on this

assistance again until you either perform a requested duty for your cause, or a month has passed. Your standing within the Imperial faction may affect the kind of resources you can call on.

Suggested Characteristics

Imperialists have a tremendous task before them. Not only do they have to build a kingdom from the ground up, but they have to gain the approval and support of numerous disparate people. As such, their methods can be seen as shrewd or tactless, and yet they persevere. Imperialists can be nice, cold, or anything in between, but what binds them together is their steadfast devotion to the cause, and their ability to see a job done, whether it is the gathering of resources, protecting the weak from unruly dangers, or recruiting people to the banner of the queen.

d8	Personality Trait
1	I am overzealous about expressing my admiration for the queen.
2	When confronted about so-called imperial aggressions, I scoff. The empire is just.
3	An agent of the empire must be the height of sophisticated grace.
4	I wish to know about older empires, so that it may help guide the way to the new one.
5	I must attain a higher rank. The empire needs my talent.
6	Friends are what is most important. The empire needs friendship to survive.
7	We must temper power with restraint. Both are necessary for a good leader.
8	I am obsessed with the concept of royalty.

d6	Ideal
1	**Justice.** The empire can bring order to the lawless lands. (Lawful)
2	**Leadership.** The kingdom needs a staunch and noble example to guide them. (Lawful)
3	**Greater Good.** We work hard to benefit the people. (Good)
4	**Duty.** The structure of our organization will determine the future of this empire. (Lawful)
5	**Nation.** What we build will last centuries, and strike awe in those who behold it. (Any)
6	**Might.** The right to rule must be earned through struggle and merit. (Any)

d6	Bond
1	I would die for the queen, and I work hard on her behalf.
2	My fellow imperialists are my family.
3	I oversee a special community that means the world to me.
4	Somewhere, in the ranks of another faction, my loved one resides.
5	The foundation of this new kingdom will be built upon the memories of those I held dear.
6	My superior officer is everything to me. They just don't know it yet.

d6	Flaw
1	To speak loudly is to be understood better.
2	My appearance must be impeccable.
3	I am not above using violence and intimidation. If it advances my agenda, even better.
4	I may not have the clearest picture of what the empire actually represents.
5	I am too deeply entrenched in the military life to relate to civilians.
6	I cannot trust those who are not on the side of history, and the empire.

Unaffiliated Adventurers

Some groups are denoted by their lack of affiliation, despite having similar goals and approaches. Unaffiliated adventurers are such a group, comprised almost entirely of freebooting explorers looking to make their mark and find their fortunes. Though there are guilds that

Skill Proficiencies: Perception, Survival
Languages: One of your choice.
Tools: One of your choice.
Equipment: A compass, a pouch with 15 gp, 5 pieces of chalk, tin crest of the guild, and a set of common clothes made for exploring

Feature: A Story for Every Darkness

You listen and keep track of what's going on around you, especially when it comes to places you might be traveling to. Little tidbits and rumors reach your ears where others may ignore or dismiss them, and they could prove the difference between life and death. When approaching a new dungeon, crypt, or other dangerous site, you may ask the DM for a juicy morsel about it. You probably won't learn how to waltz through it, but you'll be just a little better armed than your peers on the road.

Suggested Characteristics

Adventurers are an eclectic group that draw from all walks of life. Though it would seem difficult to characterize the group, many adventurers will actually find themselves exhibiting similar traits and behaviors over time, falling into familiar patterns and behaviors. Even so, adventurers can have many reasons for pursuing an unconventional life on the road, changing the world in little ways just as it changes them.

d6	Ideal
1	**Knowledge.** Ancient knowledge beckons to me. I must find it and catalogue it! (Lawful)
2	**Greed.** My adventuring pays for my lavish lifestyle. (Evil)
3	**Wisdom.** I'm looking for a specific treasure or ancient secret that will reveal something about my past. (Any)
4	**Exploration.** There is something inherently great about traveling to new places and uncovering secrets (Chaotic)
5	**Obligation.** This is just a job, and I must do it (Neutral)
6	**Posterity.** My discoveries will fuel the advancement of civilization! (Good)

d6	Bond
1	My mount/pet is my best friend, and maybe my only friend.
2	The open road is where I will discover myself. I will write about it to teach others.
3	I wander to avoid my past.
4	I will one day be known as a legendary adventurer, with many exploits told the world over!
5	I want to be famous to impress my loved ones.
6	I will make a fortune to help my loved ones thrive.

d6	Flaw
1	I have no tact, as I spend most of my time away from people.
2	I am wanted in some part of Everglow.
3	I have a strong rivalry with another adventurer.
4	A magic trap has cursed me in a cosmetic way, and I am working to undo it.
5	I owe a favor to an adventurer's guild, and they are holding it over my head.
6	My family has disowned me, and seeks to complicate my life, so I avoid cities.

Unbound Hooves

As a group, the Unbound Hooves outright reject the predetermined nature of destiny. Flying in the face of tradition and divinity, the Unbound Hooves want free will and liberty to pursue a future on their own terms, without interference from some other power. This rejection is not antithetical, but merely an affirmation of self-reliance. Members of this group do more to stand out as useful and impressive, and very little to antagonize the religions and government that they stand against. Among the ranks of the unbound are a great many specialists and generalists that can quickly become respected sources of talent and knowledge. Some even become teachers and mentors, hoping to spread the group's message.

Skill Proficiencies: Investigation, Persuasion

Languages: One of your choice.

Tools: One of your choice.

Equipment: A bottle of ink, a quill, a journal, several books on a variety of subjects, a pouch with 15 gp, an unbound sigil, and a set of common clothes.

Feature: Talent Network

Though you may not personally be a generalist or expert in a given field, your faction is composed of many that are, and can potentially help you when you are in need. If you want to learn about a specific subject, or need help with some physical task or project, you can call upon your group to provide help. The time that it takes for help to get to you can vary, depending on the activity and your location. For physical labor, you can get 1d4 people to come help you at any given time, and you may need to pay for their living expenses depending on the project length. You can rely on such help once per season, and potentially more often if you become a respected member of the group.

Suggested Characteristics

Rebelling against fate itself, this lashing out against the prevailing order can have a strong impact on the outlook of those that would call themselves the Unbound Hooves. Some are spiteful, while others remain eternally hopeful that ponykind, in whole or in part, can find its own destiny. While some see all law as the enemy, many simply wish to buck off the shackles of the divine, so that their people can forge their own paths.

d8	Personality Trait
1	I like to discuss the philosophy of free will.
2	I hate the thing for which I was originally destined.
3	There is a game I play where people guess what my mark of destiny used to be.
4	I wish to share my unbiased wisdom with all, so that others can learn and grow.
5	I uphold superstitions to keep the forces of destiny at bay, like stamping my feet three times at the strike of noon.
6	I like to dance or play music to take my mind off the harsh reality.
7	I am an avid reader, and knowledge is my armor against the world.
8	My waking moments are always busy, and by choice. I get so much done in a day!

d6	Ideal
1	**Freedom.** My individuality will be what people remember me by. (Chaotic)
2	**Justice.** The masses should not be subject to the whim of destiny! (Good)
3	**Fun.** Everyone has a right to do what makes them happy (Good)
4	**Dedication.** I live in the memory of those who were restricted by fate. (Any)
5	**Indifference.** I don't want to be bogged down by anything, let alone destiny. (Chaotic)
6	**Brotherhood.** I stand with those who stand against the oppression of destiny. (Any)

d6	Bond
1	I seek to be as good at as many things as I possibly can.
2	The world will know my name, and of my opposition to tyranny.
3	I love my family, and I will work hard so that they can accept my choices.
4	My fellow unbound are important to me, each and every one.
5	I must inform people that they have a choice in life. Whatever they choose is fine by me.
6	Law is an illusion that must be dispelled.

d6	Flaw
1	I am in love with someone who has embraced their destiny, and I don't know what to do about it.
2	I am uncomfortable when people aren't having fun.
3	I am an vocal iconoclast; I actively protest the forces that oppress our kind.
4	The world can run itself, I will merely sit and watch outside of the bounds of destiny.
5	I try my hardest to break every rule I can, as long as it doesn't cause any harm.
6	My grip on reality is loose, and I like it that way.

Racial Equipment

These are mostly items invented and used by ponies. Most are suited to their particular anatomy, but nothing prevents other species, if they got their hands on them, from using many of them, provided the item doesn't rely on hooves or a quadrupedal stance.

If a fingerless character gets starting equipment that has a quadruped version, like a thieves' toolkit, assume it is, instead, a mouth kit or whatever version works for a fingerless race.

Firearms. Not invented by the ponies at all, but rather a device created and pushed forward by dwarves. Firearms took off with the fingered races to varying degrees, but even the hooved ponies would not be denied the option if they were persistent enough. Creatures with the fingerless trait simply cannot use firearms barring specific exception.

Equestrian Shield. Coming in the same varieties, sizes, effectiveness, and prices as humanoid shields, these are designed to be held in firm jaws. Tactfully placed slits allow for largely unimpeded vision through the shield.

Mouth Kit. As per thieves' tools, in normal and masterwork version, simply adapted for use in the mouth instead of two hands.

Pony Saddle Bags. As per Pack Saddle in price and function, but constructed with easy to open and access flaps suitable for pony hooves and mouth manipulation. Many are decorated with art of the wearer's brand of destiny.

Saddle Rack. The saddle rack is a harness worn about the body of a pony with a strong and stable slot for a weapon. Traditionally, a lance or other polearm is placed in this position, allowing the pony to strike with it. The rack is too far back to accept finesse weapons, but ponies can and often do, rack two-handed weapons. A racked two-handed weapon requires guidance with one's mouth, preventing the use of other gear at the same time as wielding the racked weapon. A pony making an attack immediately after moving at least 10 feet in a straight line activates any advantage the weapon may have for mounted use.

Special. This item only functions for races with the fingerless quality (such as ponies or cloven).

Kits and Misc.

Name	Cost	Damage	Weight	Properties
Mouth Kit	25 gp	—	1 lb	—
Pony Saddle Bags	5 gp	—	15 lb	Can contain 2 x 1 cubic feet and 2 x 30 pounds of gear.
Saddle Rack	10 gp	—	10 lb	Can hold/wield one two handed weapon. Does NOT remove the fingerless quality.

Shields

Name	Cost	Damage	Weight	Properties
Equestrian Shield	Same	Same	Same	Same as standard shields of all types.

Simple Melee Weapons

Name	Cost	Damage	Weight	Properties
Scythe	1 gp	1d6 slashing	4 lb	Versatile(1d8)
Striking Horseshoe	3 gp	1d4 piercing	1 lb.	Finesse, light

Martial Ranged Weapons

Name	Cost	Damage	Weight	Properties
Musket	300 gp	1d12 piercing	10 lb.	Ammunition (range 40/120), loading, two-handed
Pistol	100 gp	1d10 piercing	3 lb.	Ammunition (range 30/90), loading

Ammunition

Bullets (10)	3 gp	—	2 lb	—

Striking Horseshoes. These metal horseshoes operate like daggers but are worn. They are designed for hooved use, though any creature with the fingerless quality can make use of them. Adventuring ponies often enchant these. It is possible for a pony to wear different shoes, as the price only covers one shoe at a time. It is not an uncommon tactic to have different elements for each hoof.

Magic Items

Elements of Destiny

Wondrous item, rare (requires attunement)

Coming in sets of three to six, Elements of Destiny are extremely valuable amongst the ponies as much for their symbolism as their power. As each pony learns of their personal destiny through their brand, groups take pride in uniting under a common destiny. Each set of elements is constructed for a specific destiny. They take the appearance of ornate crowns and/or pendants, with artwork matching the brand of those ponies meant to wear them. While pursuing this long term goal, those wearing it enjoy a +1 bonus to all ability checks and saving throws.

If the entire set is worn and those wearing them are within 100 ft. of one another, a user may increase it to +2 as a reaction until the end of their next turn. This can only be done 5 times for the entire set and resets at dawn.

If the bearer of this casts *blast of harmony*, the bonus is applied to the DC of that spell.

When dealing damage to aberrations, the wearer inflicts 1d4 bonus radiant damage.

Ether Harness

Wondrous item, very rare (requires attunement)

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

Flight Apple

Potion, Common

This apple, when consumed as an action, grants the power of flight as per *fly*, for five minutes. Besides being useful, it is also delicious. Though it loses its flight giving abilities, it is often ground, sliced, or otherwise processed to be added to other foods.

Ghost Hook

Wondrous item, very rare

This heavy hook can tear holes in the fabric of reality. When held in the mouth of a ghost pony, it permits them to become ethereal, or to return from that state, as per *ethereal jaunt*. The hook allows ethereal jumps of up to nine rounds a day, which do not need to be consecutive. The travel is an action in either direction, provided the ghost pony is already holding the hook in their mouth. This item does not function for other races or breeds. Should the duration elapse, the ghost pony is ejected into the closest available space in the physical world.

Helping Hand Pendant

Wondrous item, Uncommon (requires attunement)

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

Queen's Slippers

(requires attunement)
Wondrous item, Very Rare

These horseshoes appear made of crystal and cover not only the bottom but much of the front of the hooves in a dazzling display of wealth and grace. While worn, the user gain advantage on any Charisma ability check or saving throws. Twice per day, the wearer may extend a hoof towards a target and enchant them as per *charm person,* without the type restriction, with a DC of 16. If the target fails their save, they will take an action to kiss the offered hoof before listening for further commands. If the target cannot reach the wearer in time to kiss on the same round, they will forgo the kiss. The slippers come in sets of four, and all must be worn at once to function.

Spectacles of the Brand

Wondrous item, Rare

These spectacles are rimmed with delicate looking mithril and finely carved glass. Besides operating as a fine set of glasses, the user can focus on any being with a brand of destiny for three rounds and gain insight into them. Even if the brand is covered, the wearer learns the image as well as fleeting glimpses into its purpose, gaining a +2 bonus to Wisdom ability checks to learn more about a living ponykind target. Against a target that once had a brand but no longer does, a DC 20 Wisdom (Perception) check reveals what it used to be, but gives no further advantages against the target.

New Spells

Most of these spells are of specific use to ponies, with limited function for other races.

Hydraulic Push

1st-level evocation
Class: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You unleash a blast of summoned water at a target, putting them off balance. You make a special attack to shove a creature using your spell attack bonus instead of Strength (Athletics) to make the check. This spell can be used to douse small non-magical, fires.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the target is shoved 5 feet extra for each slot level above 1st.

Ancestor's Grace

3rd-level necromancy
Class: Warlock, Wizard
Casting Time: 1 action
Range: Personal
Components: V, S, M (An ornate wooden mask worth at least 100 gp)
Duration: Concentration, up to 1 minute

This zebra spell conjures forth the spirit an ancestor, imbuing it with a fleeting bit of life force from their own body and begging for its blessing. This spell was designed for and works best for zebras, who spend much time venerating the Wisdom of their forebears. For others, a DC 15 Wisdom save is required or the spell is wasted. On a successful casting, the mask becomes that of their ancestor and their mark of destiny changes to match as well. The pony may select any one feat that is not required for other feats they possess to lose access to, in return gaining a new feat for which they qualify. Effects that end or prevent possession cause the spell to immediately fail, ending its effect. Feats that grant additional spells may not be selected. If the caster has no feats to trade, this spell grants one regardless, but the maximum duration is halved.

Blast of Harmony

5th-level evocation
Class: Cleric, Sorcerer, Wizard
Casting Time: 1 action
Range: 300 feet
Components: V, S, M (A perfect sphere of platinum worth at least 200 gp)
Duration: Instantaneous

With a gesture and a shout, a network of highly ordered magic zips through the air before exploding in an intricate web of cascading power that wracks the bodies of those that don't cleave to the ways of law. All creatures within 30 feet of the target takes 10d6 damage. Half this damage is radiant, the other half is directly divine in nature and cannot be resisted. If the target is lawful, they take no damage. If they are not lawful but not chaotic, they take half damage. Each creature affected may make a Constitution save with a success lowering the remaining damage by half (a non-lawful, non-chaotic target that saves takes ¼th damage).

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the spell deals 2d6 extra damage per level above 5.

Curiosity's Lightning Wall

4th-level evocation
Class: Sorcerer**,** Wizard
Casting Time: 1 action
Range: Personal
Components: V, S
Duration: Concentration, up to 1 hour

Developed by Curiosity Sparks, this spell creates a crackling wall of electricity that can bend and twist, so long as there are no breaks in the line, up to 100 feet long and 10 feet wide. The wall's bottom must touch the ground. One side of the wall is an intimidating network of sizzling electricity. Standing within 5 feet. of the wall on that side, by being present when the wall is cast or ending a movement there, causes 2d4 electricity damage and requires a Constitution save or become stunned until the start of their next action.The other side of the wall is safe. Actually passing through the wall inflicts 2d6 electricity damage and a Constitution save to avoid becoming stunned for 1d4 rounds. Creatures stunned trying to pass through fail to move and are pushed back to the square they occupied just prior to entering the wall. Any creature stunned by this effect at the end of their turn may make a Constitution save to cease being stunned.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the walls deals one additional die of damage per level increased.

Helping Hand

1st-level evocation
Class: Paladin, Ranger, Sorcerer, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

While this spell is active, the target loses the fingerless quality. The spell creates temporary force grips as long as the target goes through the motion of using the device, enabling pony archers, slingers, crossbow, and firearm users. This spell does not allow two-handed melee or versatile damage in melee attacks. The strength of the force hand is equal to the strength of the target.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell ceases to be concentration. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain the spell for up to 24 hours.

Human Way

2nd-level transmutation (ritual)
Class: Sorcerer, Wizard
Casting Time: 1 action
Range: Touch
Components: S, M (A preserved or fresh humanoid hand)
Duration: 1 hour

Some ponies are envious of the ease that humanoids manipulate the world around them. This spell bridges that gap. Holding

aloft a humanoid hand and sinking their teeth into it(this does not harm the hand), their forehooves become hands for a time, and bipedal motion becomes more comfortable. The target loses the fingerless quality for the duration. Any hoof attacks are lost for the duration. It is a particular quirk of this spell that it cannot be dismissed early. An unwilling target may make a Constitution save to avoid this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell persists for one additional hour per level above 2 it is cast at.

Grazing

1st-level enchantment
Class: Bard, Druid, Ranger, Sorcerer, Wizard
Casting Time: 1 action
Range: Herbivore Touched
Components: V, M (Available grass or other edible plant life)
Duration: 1 minute

Early cloven explorers mastered this ability to seek out and devour herbs that would speed their healing from grievous injuries. This spell makes it much easier, and potent. After casting it, the target may graze, which takes an action, for every round they wish to do so. While grazing, they gain 1 hit point per round as plants they consume become the healing herb of the past. Only cloven may learn this spell. A creature that has grazed under the influence of this spell for at least four rounds is satiated and requires no additional food for 24 hours.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the target gains 1 additional hit point per round of grazing for each slot level above 1st.

Pegasus Blessing

3rd-level transmutation
Class: Cleric, Sorcerer, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S, M (holy symbol of Princess Luminace)
Duration: Concentration, up to 10 minutes

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

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Placate Plants

3rd-level enchantment
Class: Bard, Druid, Ranger
Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: 10 minutes

A quick few words and gentle motions soothes the hunger and rage of the target plants. The plant gains the charmed condition for the duration of the spell, even if they are normally immune, if they fail a Wisdom save. If the plant bars the way, it will withdraw if possible to clear the way for the caster and allies. If the caster or any ally harms any affected creature, the spell immediately ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional plant for each slot level above 3rd, provided all targets are within 30 feet.

Pony Way

2nd-level transmutation
Class: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

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

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd, provided all targets are within 30 feet.

Rainbow Wings

2nd-level transmutation
Class: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

This spell causes flight to become faster and easier. It does not create flight where none already existed. Increase fly speed by 10 feet. Flying while this spell is in effect causes a rainbow of otherworldly hues to trail behind the spellcaster. This spell can only be cast by pegasi.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, it can be cast without concentration and remains for one hour per level above 3rd level. The speed given also increases by 5 feet for every level above 3rd it is cast at.

Sticky Hoof

Conjuration cantrip
Class: Bard, Druid, Ranger, Sorcerer, Wizard
Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 hour

This is a little trick to get around natural limitations. This spell coats the caster's forehooves in a selectively sticky resin that can be controlled at a moment's thought by the caster for the duration of the spell. This allows them to pick things up with their hooves, stuck there until they release it. From there it can be passed to their mouth, other forehoof, a friend, saddle pack, or anywhere else the pony can reach to release it. The item is considered held, following all standard rules for such. Weapons or shields cannot be wielded in this fashion. While an item is stuck to a hoof, ground movement and burrow is reduced by 10 feet.

Game and Sports

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

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

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

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

The purrsians have a unique sport all their own, sometimes used to settle conflicts, often used between friendly rivals. The game, called The Hunt, is typically played between two purrsians, with a challenger and a challenged. In the case of more than two, straws are drawn to determine the challenged. The challenged will describe a type of jewelry. For instance, something green that catches

the rays of the sun and turns them brilliant amber. It is then up to all participants to get the most dazzling example of the described jewelry. If the participants cannot agree amongst themselves which is the best piece, an uninvolved purrsian will be consulted to make the judgement, with all parties agreeing to abide by the decision. Some games have time limits set in the span of years, giving their players ample time to scour the lengths of Everglow, seeking the perfect jewel. The city of Murrage hosts a yearly game, with the event coordinator deciding the jewelry to be hunted, and all participants having a week to return to the city and show off their find. For that event, judges are pre-selected, and are not permitted to participate in the game itself.

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

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

Gods

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

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

Blaze - CE

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

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

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

Holy Symbol: An immolated pony.

Kara - NE

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

Revelations: She visits her followers with glimpses from the shadow and faint whispers of what need be said.

Visitation: Kara is a very social goddess. She adores the company of her followers and proves relatively easy to call because of it. Still, it requires significant energy for a god to materialize, so even Kara must decline many of her devouts' pleas. As a result, Kara has created a holiday, Umbral Cloak. On this special day, her worshippers may make a sacrifice of one of their own, who must be entirely willing without magic or coercion. Their slain form becomes the goddess' shell, growing and healing as it becomes the physical presence of Kara, given a full day of vitality with the energy of the sacrifice. Those slain in this way become Kara's favored in her realm, destined to fight at her side when the time is right.

Holy Symbol: Tattered dragonfly wings.

Moon Princess - LN

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

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

Visitation: The Moon Princess will descend only on full moons, coming from the sky as if from the moon itself. Those suffering from mental injury will find their maladies suppressed in her presence, their thoughts clear as a cloudless night. She reserves visitations

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

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

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

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

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

Princess Luminace - LG

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

Sheila the Author - N

While even the Unspoken has equine within him, Sheila is entirely human. Her followers credit her with arriving on a young and fertile Everglow and seeding the land with its various noble races: cats, goats, and finally ponykind. She is the great author of destiny, determining the brand each pony receives that will guide them to where they are most needed. Sheila is a distant god. Through the brand, every ponykind feels her influence, but she does not make direct demands. She has few followers, who claim she is just as quiet in their ears. Some doubt Her validity as a goddess, thinking those who call on divine power from her are sponsored by another goddess, perhaps the Sun Queen. Surely, any human would have simply died when their time was up.

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

Visitation: Sheila does not visit the mortal realm.

Holy Symbol: An opened tome with brands of destiny displayed

Sun Queen - NG

The Sun Queen is a pony of great stature, power, and kindness. Some still believe that she raises the sun in the morning with a great unfurling of her pure white wings. Her followers are encouraged to hold themselves to high standards and present themselves and ponykind well. She also finds worship from the sun cats, who worship her as a perfect male alpha feline, ruling proudly from his seat of fire in the sky. She favors diplomats and leaders, bidding them to shine from within with

their own light and bathe the world in their personal splendor. She is not without a sense of humor, enjoying the occasional prank or trick to keep her worshippers on their toes and remind them not to take life too seriously.

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

Visitation: The Sun Queen is fond of a grand entrance, appearing on a great white chariot drawn by immense pegasi in golden armor. She delivers her guidance or makes her demands directly before departing back to her summer realm. If her worshippers are aware of, or guess, when she will appear, they can attempt to entice her with a properly royal reception. Being greeted with criers, unfurled banners and a cheering throng can earn favor with the goddess. A promise of a feast to follow may win a community a day with the Sun Queen with lingering blessings to follow.

Favored Weapon: Spear

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

The Night Mare - LE

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

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

Visitation: The Night Mare only descends to the mortal realm when a worshipper, or someone she wishes to convert to one, has accomplished a great deed through their own power. Fire cold as the night chill will erupt, and she will appear in the largest flames to speak congratulations and urge towards greater deeds and larger prizes.

Holy Symbol: A hoof wrapped with jagged iron wires.

Unspoken - CN

To speak his name is to invite his attention, and no one desires this. A primal force of chaos, the Unspoken is a disruptive force that has plagued pony society since before the fall of their civilization. Some say he was responsible for that, but there is no proof of it. He appears as a mish mash of various creatures, pony included, in bipedal form, and takes pleasure in sowing confusion and discord wherever he can. His clerics, few though they are, share his delight for mischief, and are often on the lookout for trouble to cause. Though not actively evil, no society can tolerate, or survive, such a creature of raw chaos. Some theorize that the Unspoken torments the ponies with particular zeal due to their obedience to the forces of fate and destiny.

Revelations: Those who pay homage to the Unspoken will find his attention drawn on them without warning or reason. Things will go wrong in inconvenient but usually harmless ways that will direct them towards what needs attention, or at least, what He believes needs attention.

Visitation: No right-minded being would desire a direct visitation of the chaos god, but when it visits, it leaves its mark across the landscape in a great twisting. Trees bend, the sky is colored as if mad painters had splattered their inks across it for miles around, and even time softens like putty, distorted by his mere presence. If one does not mind all that, he is an affable host, and will impart some wisdom if asked, though usually in the form of riddles and puzzles. Fortunately, the worst marks of his visits fade the fastest, but some lingering traces may persist for centuries.

Favored Weapon: Rapier

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

Myths of Everglow

Sheila's Arrival

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

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

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

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

Although she loved all her creations, she wrote most on the ponies.

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

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

A Sun Cat Perspective

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

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

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

The Sun King watched as his children grew lazy. They were not being challenged, and instead were growing fat. The purrsians were the worst of them, barely taking flight and instead rolling around in their glittering jewels. His children needed something to remind them of their glorious origins. A challenge, perhaps, yes, that would do nicely. He reached into the grassy plains and into the dense forest, under the water and across the mountain tops. He scooped up small bits from across Everglow and seized a passing horse in his great claws. He had not even noticed the creature in his eager grabbing, but when he examined his findings, there it was, looking up into his blinding brilliance with fear in its dull witted eyes.

"You," bespoke the Sun King, "will serve a purpose for my children. You, who they ignored as timid prey, useless fodder, shall become their greatest test." He closed his golden paw and pressed all the varied pieces of Everglow into the horse, then set the confused, but blessed, creature back from whence it came. The horse, now

imbued with the Sun King's blessing and the fury of the elements, spread and was fruitful, eventually becoming the many tribes of ponykind.

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

The Horned Prophet

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

His path was anything but direct. He wandered the scorching sands, where he ran into Thistledew, a female purrsian old as he was young. She claimed to smell the scent of treasure on him, and guarded him against those that would take advantage of his naivety. He encountered a pride of griffons locked in feud with a clan of sun cats. His kind words, and the subtle manipulation of his guardian, defused the situation, but not without cost. Toughgrass earned a new scar, but opened the way forward.

They arrived at what was once a great divide in the land, an immense crag that descended without visible bottom into the depths below. It was only with the help of a passing Antean that they progressed. While atop of him, they could see the top of the clouds. They say Anteans were much larger back then, so they rode atop his back as he lept with such tremendous force the wound of the land closed. It was with some relief that they were set back down to continue their journey.

At last, the voice whispered that they were drawing close. They arrived at a sleepy village of earth-bound ponies. Following the voice's instructions, the goat folded himself before a particular door, and waited patiently. As the morning rays warmed the air, the door opened. Toughgrass was face to face with a startled earth-bound stallion. The cloven were not well known to ponykind, and he was quite alarmed to see such a strange creature at his doorstep.

Toughgrass departed after speaking his peace and passing on the blessings of the voice that had guided him. Thistledew left with him, but not without imparting her own gift. She placed her talons on the tiny snout of the newborn colt and spoke, "You are the treasure I scented. Your road is paved with gold, but it will be gold that you bring yourself, cemented in tears, going beyond my dim eyes." She departed in peace, wishing the newborn well and rejoining her charge. It was the first, but far from the last, sign that Iliana would lead a charmed life.

It is said Toughgrass and Thistledew wandered the world for some time following, but what exactly they did and where they went varies with the telling.

In the Beginning

(BF ???- IC 114)

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

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

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

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

There were some level-headed ponies at the time who did not agree with the way things were going. Surely it would be better, they thought, if the pony tribes could stand together. They were all ponies, after all, even if they did look a little different. These missionaries led dangerous lives, traveling from place to place, dealing with wickedly dangerous wildlife and unfamiliar natural hazards. Sometimes they encountered outright hostile natives during their mission to spread their message and turn back the tides of aggression that had gripped their young race.

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

The Battle of Broken Bones

(IC 2)

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

and sent back their animated bodies as a message to the would-be Queen.

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

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

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

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

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

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

Discovering the Underhalls

(IC 50)

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

While some dwarves were eager for the chance of trade goods and ideas with these seemingly clever, if fractured, toplanders, many were hesitant. To do business with a species that was constantly at war with itself seemed like bad business at best, and

inviting disaster at worst. Could they be trusted? Would they honor a bargain struck when someone else rose to power or the town they were dealing with was invaded?

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

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

Major Factions

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

Seekers of the One Herd

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

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

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

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

Advantages

Safe Haven

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

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

Freedom to Roam

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

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

Liabilities

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

Imperialists

She looked up as the lanky pony rushed into her tent.

"They're coming!" he cried, panting for breath. "The Greenhood Jacks will be at the crossroads in an hour."

She nodded towards him and moved to pass him, speaking, "You have done well. The quartermaster will see to your due reward." Her attention was already on the future. They had been tracking the Jacks for many moons.

"At last," she said to herself, "we will end their scourge."

She called for her ponies even as she slid her lance into place on her harness. They would march, for the Queen.

Whereas Seekers seek to bridge the ties of ponies through discussion, Imperialists

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

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

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

Advantages

Power

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

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

Unity

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

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

Liabilities

Civil Service

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

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

Unaffiliated Adventurers

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

She also didn't care. She would take what was in there, and let the historians decide the rest. "It's over here."

Her partner trotted over at the call. The clockwork on his flank cleanly displayed his talent for mechanisms, the reason he was her top choice.

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

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

"Look at her!" he whispered, examining the trap he found there. "She is a thing of beauty." He pulled out his tools. An artisan at work, the trap consumed all his attention.

She barely got out a word of warning before the great shaggy beast that was lurking in the cave came charging out. It pinned him to the ground, blood already pooling under them both in the struggle. She heard a loud clank. The trap was tripped, and the entire gate collapsed over the struggle.

This was not a good start.

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

Those that survive their first outing become a different breed. Hardened and clever, they stand out from other ponies. While the typical pony has some measure of hesitation when it comes to danger and violence, an adventurer learns to call it home. Their presence becomes intimidating and awe-inspiring to others.

Advantages

Independence

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

Liabilities

Alone

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

These herds may persist for as little as one task, or until death do them part. Some persist even longer than this, with surviving members working diligently to revive their fallen allies, or avenge their untimely ends.

Era Alternatives

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

At the Height

(IC 115-295)

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

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

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

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

External Relations at the Height of the Empire

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

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

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

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

Major Factions

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

Seekers

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

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

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

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

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

"She knows," interjected Shadow, "That you are out of touch with human fashions in the city. She knows you are poor at aging ponies. And she knows she will be charging five hundred up front. When do we begin?"

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

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

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

Advantages

Safe Haven

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

Available Work

Seekers do not worry about finding work. If they aren't ambitious enough to go out and find interesting things, their local haven matron will put them to work locally. There is always something that needs doing, and idle Seekers will be given the job. While the haven keeps a portion of the pay, much of it goes to the Seeker doing the work, and provides for a high quality of life, or financing for more exotic expeditions.

Liabilities

Seeker Commitment

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

Spotty Reputation

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

Unbound Hooves

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

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

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

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

"Did it hurt?" he asked.

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

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

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

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

Their personal quests drive them. While some find a comfortable place to chase their dreams, many leave home at a relatively young age and trot the globe in

pursuit of that unknown element that can complete them. Some join other factions along the way, always returning to the Unbound when they've found what they want or give up on finding it there.

Advantages

Will

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

Freedom

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

Liabilities

Disharmony

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

Places of Note

Aendrilond

Demographics

Population Large City - 19,583 (99% elf, 1% other)
Government Council of Elders
Alignment Neutral

Description

Capital city of Melwasúl, Aendrilond is the sheltered home of the elves. With the collapse of the pony empire, the city has become a center for nature wardens, competing with Prisma for druidic activity. One noted difference is that while Prisma welcomes druids of a variety of races, Aendrilond is overwhelmingly elven, and heartily resists immigrants.

Through this specialization, they have successfully wrested control of the weather from the ancient bindings the pegasi wove. This ability has proven valuable leverage against other nations, ensuring favorable trade agreements on top of the health and success of their own endeavors.

There is no food like elven food. The very earth of their lands teems with a potent magic they encourage. It seeps into the plants and minerals, giving an otherworldly quality to their crafts.

As reluctant as they are to permit foreigners, a great many elven traders leave the city in caravans to visit the other nations. Elves find the practice of mining distasteful, and do the bare minimum necessary, instead importing most of their mineral needs from outside their borders. Let the other races mar their scenery with ugly holes.

Arcysus

Demographics

Population Small Town—1,246 (70% ponykind [65% earth-bound, 20% unicorn, 10% pegasus, 5% other] 20% griffon, 10% other)
Government Mayor
Alignment Neutral

Description

Nestled in the foothills of a mountain range, the town consists largely of small thatch homes, with only the larger civic buildings getting better materials.

The largest building in the town is an alchemists' guild house, found at the edge of the settlement along the tiny road that leads up the hill side. The land is unsuitable for most farming or ranching, so food is primarily imported in exchange for alchemical supplies and services.

When the town was young, a minor accident in the guild caused an explosion that revealed a vast cave network beneath the village. Preliminary exploration turned up signs that gem gnolls had once lived in the area. A nuisance, but as the town had no gems for them to ignite gnoll treasure lust, the matter was soon forgotten. When the mayor's child and a few other citizens went missing overnight, investigation soon turned eyes back to the caves.

Adventurers were hired to explore the caves and recover the missing, but failed to return or report. Desperate, the town hired a second group, which succeeded in recovering the first group, expired, along with tales of terrible creatures staring at them from the gloom.

Bit N' Bolt

Demographics

Population Small City—5,280 (80% ponykind [98% clockwork, 2% other], 10% gnome, 5% dwarf, 5% other)
Government Mayor
Alignment Lawful Neutral

Description

Bit N' Bolt was formed when the first of the cursed clockwork banded together and made a home for themselves. As their family expanded, so did their holdings, until a town was born. They traded intricate clockwork and mechanisms to other pony towns and had little essential imports, not needing to eat or drink. While most other ponykind find the place a little disconcerting, the city features a large number of gnomes and dwarves that were drawn to the townsfolks' engineering prowess. It is here that one of history's few gnomish pony riders came to be. The fellow not only rode his steed to greatness, but helped fine tune and repair his ally.

The largest single structure in the town is Red Gear's clocktower. Red Gear built it over a decade using only his own discarded parts for all the mechanisms. When it was complete, he declared it a gift to the city and its people. It keeps accurate time without any visible power source, to the delight of the—now more punctual—city.

Blaze's Roost

Demographics

Population Small City—5,243 (70% ponykind [40% earth-bound, 45% unicorn, 15% other], 20% griffon, 5% phoenix wolves, 5% other)
Government Mayor
Alignment Neutral

Description

Blaze's Roost was founded when an earth-bound jeweler and a unicorn fire wizard happened upon one another. The jeweler wanted to forge lustrous masterpieces using the gems that could be found in Blaze's Peak, the active volcano the city would get its name from. Though the lava would serve well for forging, it would also roast her hide and she knew it. She turned to the wizard for assistance, and they put their heads together to research protective sorceries that would protect the both from the scorching heat. Their findings, and the jewels they marketed, brought others to the city.

At first, only those skilled with, or willing to learn, fire magic could bear to live in the city. As wealth grew and the city became more famous, great enchantments placed allowed for a Lay Quarter. There, visitors or residents who had no talent in magic could live comfortably, if they didn't mind the constant rumbles of the angry mountain beside them. This allowed the city to grow, as no city can live on wizards alone. Craftsmen, scholars, performers, and others came to fill the lay's quarters, bringing life to what was once a quiet town of gem smithing and magical research. Some residents claim it was better when they had the place to themselves, but most are pleased to have these services closer than a full trek to the next town over.

Blevik

Demographics

Population Metropolis—35,501 (64% ponykind [30% doppelganger, 70% other], 8% human, 5% griffon, 4 phoenix wolves, 20% other)
Government Mayor
Alignment Chaotic Neutral

Description

Entertainment capital of the empire, Blevik has a performance house for every style of every species, or so the locals claim. What the natives don't mention is that the city hosts a vast concentration of doppelgangers. Shapeshifters have claimed key positions in every level of society to pull the strings in the city, ensuring things go their way. The largest single community of doppelgangers, Blevik even offers a grand cathedral to their goddess, Kara, tucked discretely towards the edge of the city, welcoming her children to give praise and thanks for their magnificent home.

Non-shapeshifters that attempt to become politically active within the city receive warning, at first subtly. Eventually, this escalates to minor vandalism, then accidents and intimidation, then outright death threats. If the intruder proves too stubborn, the doppelgangers move to replace them with one of their own, taking their foolhardy life and undoing any harm caused in the interim. For those who simply wish to live in the city, the doppelgangers prove to be effective, if disconcerting, masters. They want the city to thrive, and their scheming ensures it does just that.

Bright Night

Demographics

Population Small Town—1,621 (94% ponykind [95% unicorn, 5% other], 6% other)
Government Headmaster
Alignment Neutral

Description

Named for its founder, Bright Night rests beside a large lake up in the mountains, not far southeast of Wind's Rest. Small families comprise most of the town's population, and the town's buildings - small, one-story affairs- reflect this.

The unicorn Bright Night brought fame and notoriety to the area when he claimed he could distill the lake's particular water into a potion that greatly magnified unicorn magic. He only sold the potion at an absurd price, but offered steep discounts for those who lived in the town and served his various whimsies. When the scam broke out, he was run out of his own town. Unfortunately, he escaped with most of the tithes given him. The townsfolk left behind had few other places to call home, and fewer resources to build elsewhere, so they stayed.

Years afterward, a curious young unicorn by the name of Star Song arrived and began asking other unicorns for lessons on magic. She found a few willing to humor her, who in turn found she was an eager and adept student. In less than a month, she had learned all the spells they had to offer her, and her hunger for knowledge burned just as fiercely. She began to teach as well as learn. Word of her presence spread, drawing others to seek and share arcane knowledge. She founded a school there, free to anyone willing to agree to teach the next set of students on a two-year contract. The geographic isolation ensured that students had freedom to experiment without harming themselves or others. Star Song was the first headmaster, which became the office most of the town looked to for direction from then on.

Bristenlux Ciliorem

(BF 192- BF 47, AE 32)

Demographics

Population Small Town- 1,278(99% ponykind [60% unicorn, 10% earth-bound, 1% zebra, 29% other], 1% other)
Government Magocracy
Alignment Neutral

Description

Believed by many to be the first true home of Ponykind magical study, Bristenlux was founded far before the birth of the empire. Formed in the shade of Shimmerpeak because of its abundance of gems, the city was originally little more than a mining village of ponies seeking to trade those gems abroad. Pioneering ponies soon discovered the value of such gems in magical studies. Great schools for mages, craftsmen, and thieves sprang up alongside temples and bazaars as Bristenlux became a hub of trade, study, and power. Over time, the city was divided into four great districts, with a common trade area in the central hub.

Here the arcane and divine spellcasters first elected to join together and form a council of the most powerful to expand the wisdom, glory, and influence of Bristenlux. This was not without protest from those temples that valued wisdom over power, but, ironically, they lacked the power to effect change. The merit of their protest was proven all too soon, as members of the council turned on one another in attempts to secure yet more power. Without a rallying central figure of reason, the city fell into a series of civil wars.

It is unknown whether it was divine or arcane intervention that caused it, but one fateful night there was a flash of purple light that could be seen by ponies for miles in all directions, after which the city - and the shimmer of Shimmerpeak - were simply gone. Many believed them lost forever, and Bristenlux became a cautionary tale of power and greed unchecked.

Long after the fall of the Empire, the area was nothing more than a hazard, as monsters trickled from the mountain to terrorize the countryside. Then a band of heroic ponies forged their way into the mountain. What became of those ponies is unknown, but the flash of purple light happened once more, and the Shimmer of Shimmerpeak returned with an abandoned Bristenlux. Ponies of all stripes have since began moving into the city, attempting to bring the once great place back to life. Where the city went, how it was returned, and what happened to those that once lived there remain mysteries.

Camp Nickelvee

(IC 262)

Demographics

Population Metropolis—35,280 (80% ponykind [40% earth-bound, 30% leather wing, 30% other], 20% other)
Government Foreman
Alignment Neutral Evil

Description

Founded during one of many struggles to seize the area from the native gnoll population, Camp Nickelvee was a modest mining camp that dredged up mostly its namesake of nickel. Things changed when more valuable minerals were found. Precious metals, jewels, and other resources started to pour out of the mines at the same rate that new souls came rushing to the rapidly expanding city. But strange occurrences started as the months of mining passed. Miners came out driven mad, claiming to hear voices speaking to them from within the mines. Fearing the worst, the leader of the city hired both clerics and wizards to dive into the mine and find the source. Their months of searching brought no results: no voices, magic, or wandering undead. What miners who had not been driven off entirely were now terrified to venture into the mine.

With funds dwindling, the city leaders contracted artificers to engineer massive machines to grab the resources needed. Soon, even these inventions suffered mysterious breaks when left unsupervised. When news of the Queen's death and civil war spreading among the population, the mayor of the town made a dark decision. He had the miners clapped in irons, and forced them into the delves. He commanded his engineers to build more powerful machines.

Today the city is one of the richest in all the land. The mines are producing endless materials with no signs of slowing down. Those not made into slaves enjoy the luxury the riches of the mines afford them. With these riches, the Foreman has hired mercenaries to protect the city and the mine. This has made the city into its own small neutral nation, running on its own rules. Races who normally hate ponies and would never dream of working under them find the lure of gold greater than their hate, and now patrol the trade roads, the life blood of the city.The fingered races work round the clock to feed the ever-increasing hunger for arms, armor, and faster mining equipment.

The greed of the city has corrupted the surrounding countryside. Smoke clouds the skies from the rising smoke stacks, choking the trees and animals. The dark presence in and around Camp Nickelvee nauseates druids, flutterponies, and others with close connections to nature. One in five miners are retired each year, muttering about voices. They write on the walls about a creature they simply refer to as "The Unstoppable." They mutter about the eyes and mouths that seem to ooze from the wall, and a hunger that could engulf the world.

Cerulean Tides

Demographics

Population Large City—17,968 (75% ponykind [40% unicorn, 35% sea, 25% other], 2% steelheart, 4% elf, 5% human, 3% dwarf, 1 phoenix wolf, 11% other)
Government Council
Alignment Neutral

Description

Named after the shade of its bay waters,

Cerulean Tides is the harbor of the empire. Most Imperial ships are constructed here by diligent unicorn and sea horse hooves. This southern city is where the pony empire first encountered the sea tribe, and has one of the highest concentrations of their kind in all the empire. In addition to their famous shipwrights, the city draws wealth through trade, not only moving the goods of others, but also exporting their own sea salt, citrus fruits, shells, and pearls.

Because the harbor makes for an ideal training ground, the Imperial Naval Headquarters and Academy are here, and eager young ponies come from all over to prove their worth to the queen. The presence of so many navy ponies can create a rowdy atmosphere, especially after sundown, but the wealth they freely, perhaps foolishly, spend at the taverns and shops is is worth the trouble to local business.

Cloud Acres

Demographics

Population Hamlet - 35 pegasi
Government None
Alignment Neutral

Description

Cloud Acres is as much caravan as it is a town. It rests on clouds that sedately drift over the world, carrying its occupants along with it. On the clouds, the pegasi cultivate a small selection of crops to meet their own needs, and the coveted flight apples. These delicious, and colorful, apples that when eaten will grant the power of flight for up to four hours a day to any flightless ponykind. These apples only mature once a year, when Cloud Acres is parked just over the druid grove in Prisma. Their production is something of a secret, but smugglers have succeeded in sneaking them out of Prisma.

Clovenhame

Demographics

Population Metropolis - 47,378 (85% cloven, 10% ponykind, 5% other)
Government Elected council
Alignment Lawful Neutral

Description

A bustling city, Clovenhame is the home of the modest holdings of the goat people known as cloven. The city has the nickname City of Horns for its mainly horned populace. Despite being the home city of the cloven, other races are welcome within the walls, provided they are courteous guests. There are several embassies to other major races of the world, including the pony empire. Also present is the headquarters of the Order of the Goat.

During the violent period of the empire's disintegration, Clovenhame was cut off from most trade routes. While the city was isolated, its population suffered and shrank until the world stabilized many years later. As it had never been a part of the pony empire proper, trade roads shyly crept out as new nations formed, and the City of Horns began recovering.

Order of the Goat

Like the ponykind Seekers, the Order of the Goat organizes and supports cloven adventurers. The Order helps them to perform their best at the necessary tasks, and it, too, profits from their assignments. They also collect artifacts and lore that their members deliver, paying the cloven fair price and crediting them their discovery forever, which is payment enough for many cloven.

Dae Dream

(IC 12)

Demographics

Population Small Town—378 (75% dragon, 15% ponykind, 10% purrsian)
Government Eldest Dragon
Alignment Lawful Evil (Selfish)

Description

On the coastal cliffs of Dragon's Peak, rests a small village that is both paradise and prison, Dae Dream. Early in the Pony Empire, a clever Pony merchant named Alik sought a home where his riches would be safe. Learning of a place that dragonkind had held to be neutral ground for centuries, he decided to settle there. Any who brought violence there, or sought to steal another's riches, made themselves the enemy of all dragons. Alik could think of no safer home.

Several dragons, seeing what Alik had done and realizing the same opportunity for themselves, began to move their hordes into the territory and occupy the great caves dotting the cliffside. As merchants and dragons alike sought to turn the proximity of wealth to their own favor, the city of Dae Dream formed around them. The trade in the rare, exotic, and magical defined the young city and lured many more who sought to safeguard their wealth. It is said Alik used the opportunity to barter for ancient and dangerous magical items, which remain secured below his Villa to this day.

Dae Dream birthed many wonders during the empire, but none were as telling and tragic as the short-lived Pony tribe known as the Drakehooves. Possessing an extraordinary ability to befriend dragons, the Drakehooves were defined by their draconic greed. Rather than any positive purpose, they used their powers to lead the dragons of Dae Dream in raiding caravans just outside the protection of neutral ground. This greed ultimately caused the end of the tribe and much of Dae Dream's dragons during the fateful battle of Hoof and Fire.

Under the care of the eldest dragons, generations have come and gone, but Dae Dream remains. Despite the reputation for safety and riches, traveling up the cliffs to Dae Dream is a great risk, and to leave with treasure is to draw the attention and greed of the dragons, ponies, and purrsians that remain.

Deepcrag

Demographics

Population Metropolis—36,461 (94% dwarf, 4% ponykin, 2% other)
Government Hereditary Monarchy
Alignment Lawful Neutral

Description

Deepcrag is the name most commonly used by outsiders. Its dwarven name, translated to the common tongue, is Underhome. It is one of several great dwarven halls hewn from the stone of Everglow. Deepcrag is noteworthy for being connected to the great railway, making it the most accessible of the halls by far. Until the collapse of the empire, anyone with the funds could board the rail in Viljatown and arrive in Deepcrag within the day.

During this time, the city thrived, welcoming tourists, though discouraging immigrants. Those without dwarven blood that live in these halls are the progeny of those who have performed great deeds for the dwarven kings. Such people are

named honorary clan members, and their descendants are welcome in throughout the dwarven halls.

When the pony empire fell to disarray and war threatened to tear the order of the dwarven nation apart with it, the dwarves withdrew from their once allies. The railway itself was demolished with explosives, sealing the most known entrance to Deepcrag. Like ponykind, dwarves went through a long period of isolation and shared in their surprise when they emerged to find the political landscape so changed.

After the empire's fall, Deepcrag is the only dwarven hall with any contact with the outside world. They engage in cautious trade with the elven and human nations, but remain largely independent. Traders and travelers are permitted in the city, but only in the foreign quarter. While some dwarves protest this intense isolation, most objectors choose instead to seek their fortunes in the outside world. If words can't convince, perhaps deeds could.

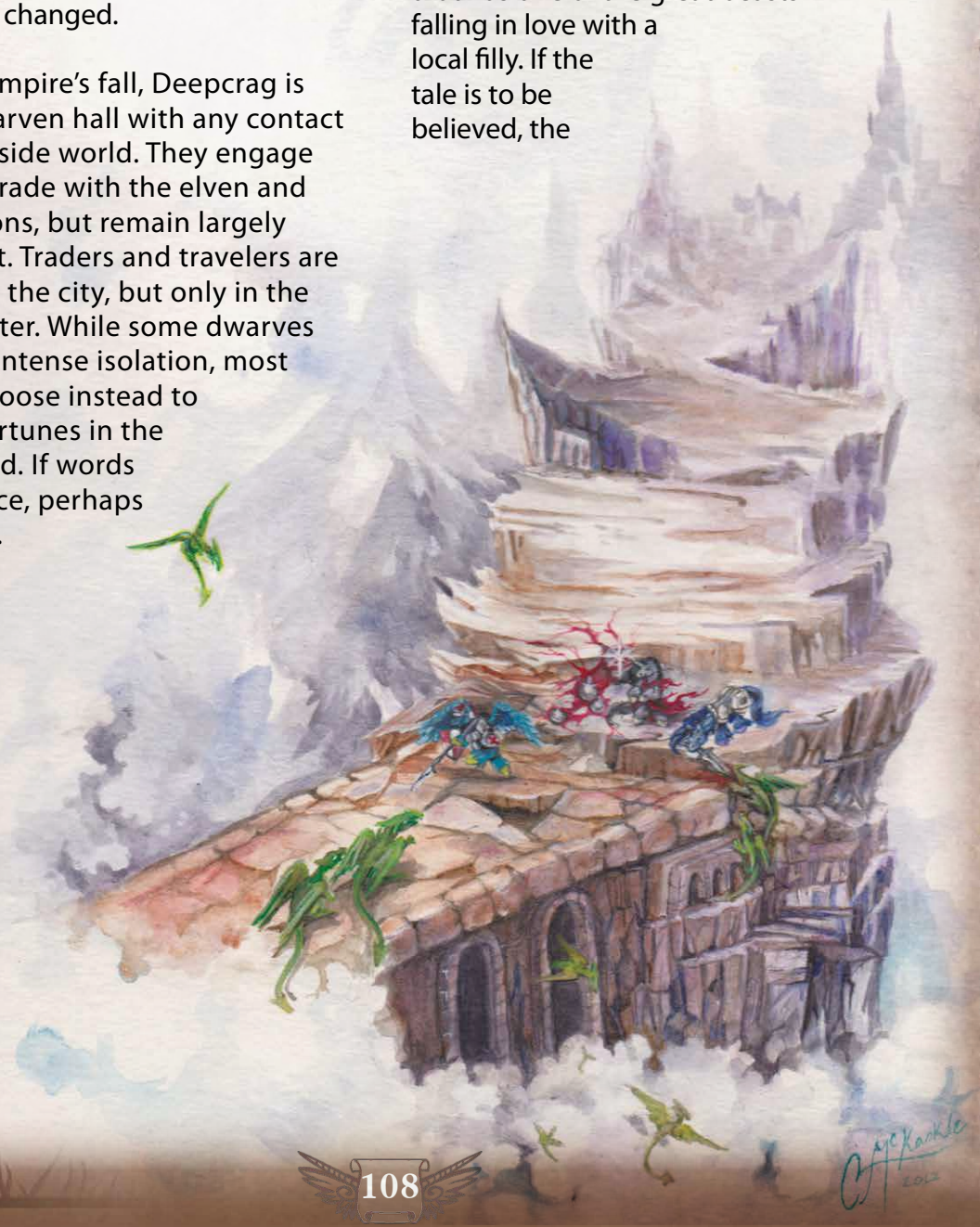
Dragon's Rest

Demographics

Population Village—79 (100% ponykind [40% pegasus, 20% earthbound, 20% unicorn, 20% zebra])
Government Democracy
Alignment Neutral

Description

A small village that persists stubbornly past the fall of the empire, Dragon's Rest earned its moniker due to a popular tale that has one of the great beasts falling in love with a local filly. If the tale is to be believed, the



result of their romance, neither all pony nor all dragon, went on to great things. What can be verified is that the area is home to a large number of dragons. They do not bother the pony residents, and the residents make it a point not to disturb the homes of the dragons.

Of course, tales of dragons attract those who want what dragons collect: treasure. The town is quite cold to those who claim or appear to be adventurers, warning them away from the area, and especially away from the dragons. Anyone who has attempted to enter a dragon's nest unbidden is considered a potential danger by this town and will be refused passage, lest their trouble making bring the wrath of the dragons upon them.

Ebonsilk

(BF 3 - IC 18)

Demographics

Population Hamlet - 31 (15 earth-bound, 5 unicorn, 5 pegasus, 2 griffon, 4 phoenix wolves(single family))
Government None
Alignment Neutral

Description

Before the empire had properly formed, a few ponies arrived on a spot situated near a hostile swamp. Against their better senses, they called it home. They found beneficial herbs that could be harvested from the seething morass, and the area's spiders produced a fine black silk, after which they named their village. Time and proximity to an existing trade route enabled the tiny village to swell to a small city. A temple to the night goddesses was erected near where it was rumored they once bathed in a hidden pond.

When the town had reached its zenith, wealthy ponies had ornate mansions built. The overflow of wealth saw other houses upgraded to stone instead of wood, and the roads at last paved. Despite this, the reputation of the town was midnight sinister. By the time the silk trade had brought in all this wealth, the temple had already been forgotten, left to be covered with moss. People would vanish without a trace into the thick fogs that covered the city regularly. Strange sounds echoed out from its writhing mass, to say nothing of the lights and the wild beasts that prowled the swamp. It all came to a head when an imperial detachment clashed with a human raiding party in the swamp. The battle was fierce and both sides suffered terrible losses, most of which were left to the swamp to claim. The swamp did not want the bodies, and they rose over time to harass the living that had abandoned them.

By this time, the town was emptying rapidly, ebon silk or not. The people fled the cursed city, spreading tales of its misfortune far and wide until only a few stubborn holdouts remain. A few adventurous souls do come to plunder the swamp. There are some herbs that grow nowhere else, such as the Moonflower, a powerful herb that glows under the full moon and causes intense emotions in those that eat it. The town has no tavern proper, but adventurers willing to pay can find lodging with Night Fog, a unicorn mare that lives in one of the abandoned mansions and will share the place with guests. Just don't enter the west wing, she will warn. "Yuu vill noght like vaht yuu find zere."

Everrain

Demographics

Population Small Town—1,520 (90% ponykind, 10% other)
Government Mayoral family line
Alignment Neutral

Description

Enduring long before and after the empire's slide into chaos, Everrain has withstood many tests. The local population consists largely of earth-bound and horned ponies, though other races occasionally settle down in the sleepy town. One such, a dwarven family by the name of Roughbeard, has produced the mayor's right hoof man and town deputy for centuries. The town has surprisingly good education for its size, sporting several small schools for a variety of subjects.

Nestled beneath the town, brooding in caverns unknown to most, are ancient ruins that predate the settlement. Those few who know of it wonder if it may even predate ponykind altogether. For good or ill, the ruins are usually not an issue for the townsfolk. When someone goes missing, or a monster seems to slip past the guard, the locals curse, "The earth took them."

On the West side of the town, an old sanitarium rests atop one of the entrances to the caverns. Was it built there once to explore the tunnels? Was the original inhabitant driven mad by what lurks beneath? None can say for certain, but the sanitarium does its job well. Restful Oak is its name, and its doors are open for those whose minds need of care.

Fathach

(IC 45)

Demographics

Population Small Town—1,780 (90% Antean ponykind, 10% sea horse)
Government Queen
Alignment Neutral Good

Description

The large anteans, having no proper place in pony society at large, sought a place to call their own. They discovered it in the ocean, when a family of anteans, borne on the back of their largest, found an island ringed with tall mountains. These heights were treacherous and horrific to most ponies, but were not enough to dissuade the anteans. They climbed over to discover a fertile valley nestled within. The anteans colonized, and eventually inhabited the valley. Though Fathach is not the only town, it is the largest, and the most dear to the antean race.

Though separate from pony society, they were not backwards in development or culture. As silent watchers, they learned much from their smaller kin, and traded with them through sea horse proxies. The sea horses claimed the goods belonged to their own people, and the ponies and others trading partners had no reason to doubt them.

About fifty years after Queen Iliana came to full power, the anteans found their own leader. To speak of her name with outsiders is forbidden. She is simply their queen, and they must say no more. Their ruler and their home are both sacred secrets only shared with their sea horse allies. The queen, with a council, has led the town and its large people well, steering them clear of war while guiding them against what threats that venture over the mountains.

Gallopingdam

Demographics

Population Small City—7,378 (70% ponykind, 10% human, 5% gnome, 15% other)
Government A duumvirate of two mayors
Alignment Neutral

Description

Gallopingdam began as a small trading outpost snuggled beside a hospitable river. The industrious pony founders welcomed trade from all races for quite some distance around, and prospered for it. The town slowly grew into a city, then two, side by side, straddling the river that fed them wealth. It was decided that a dam would be profitable for all involved, and provide a bridge for land travel to pass over the river. It would bind the two cities together, and when it was complete, ponies galloped across in in either direction all day long, giving the now unified city its new name.

The galloping was not entirely for business purposes. To test the strength of the dam, and as something of a publicity stunt, a yearly race was organized to cross the dam and return. Ponies from across the empire would gather to show their endurance and speed. Flying ponies had their wings bound for the competition, galloping only.

Though the maps and paperwork proclaimed a single consolidated city, neither mayor wished to relinquish their position. In the end, neither did, and both claim the title, even as it gets passed on. While both theoretically are mayor of the city entire, in practice each manages the affairs of their half of the city, and confers with the other on matters that affect the whole city. This works well enough most of the time, but political infighting occurs out of public sight as the two vie for power, attempting somehow to become the one true mayor of the double city.

Hoof-lin

Demographics

Population Small Town—952 (90% ponykind [30% sea, 30% earth-bound, 1 zebra, 40% other], 10% other)
Government Mayor
Alignment Neutral Good

Description

Located between the pony empire and the far off lands beyond the Ocean of Tears, Hoof-lin is a valuable island trading city. Though primarily inhabited by ponies, the town claims independence from the empire whence it came. The town imports food through its sea trade routes, while it exports surprising amounts of metal. Surveyors claim a meteor crashed into the island long ago, and is the source of deep veins of iron, adamantine, and other star metals. Though several nations, including the pony empire, covet the town, none have succeeded in taking it, and it outlasts the pony empire to persevere into the post imperial age.

Kadiston

Demographics

Population Large City—12,502 (40% ponykind [27% earth-born, 20% pegasus, 15% unicorn, 38% other], 42% human, 5% griffon, 13% other)
Government Monarchy
Alignment Lawful Neutral

Description

This was once a small trading town, but

its serendipitous positioning between a prosperous human kingdom and the pony empire caused its numbers to swell ever larger as trade brought prosperity to its people. Despite being nominally a part of the empire, a human succeeded in securing power over the city and has bequeathed the title to his heirs ever since, creating one of the only monarchies on imperial land that isn't the queen herself. The king's line has paid taxes and obeyed laws of both neighboring kingdoms, making his self-proclaimed title somewhat hollow, but no one has forced him or his descendants to change it.

The city is the definition of metropolitan, with people of all races mingling at cultural events from around the world. When one isn't busy trading, opera houses, near nightly dances and festivals, plays, pageants, and more beside tantalize the cultural taste buds of residents and visitors alike.

Kailani

Demographics

Population Large City—18,467 (60% ponykind [20% earth-bound, 20% sea pony, 14% pegasus, 10% unicorn, 10% sun pony, 7% clockwork, 16% other], 15% dwarf, 25% other)
Government Mayoral family line
Alignment Neutral

Description

Perched a single day's sailing from Port Mareheart lies the grand Mountain of the Heavens. Said to have been formed when the sky itself came crashing down into the ocean, the island and its mountain are full of immensely valuable sky metals. Hovering over the island are constant rain clouds, disgorging water across the island nine days out of ten.

When a boat destined for Port Mareheart was blown off course and came aground on the curious island, the ponies aboard were surprised to see that despite the constant rain, the island showed no signs of erosion. When scholars arrived, they confirmed that extremely dense minerals such as adamantine and mithril compose much of the island. It was scarcely a week before the first huts were erected, with a town to follow, swelling rapidly into a city proper.

The city never wanted for defenses, with the pony empire establishing a secondary naval base there. Some few ships were constructed entirely of the skymetals, becoming the crown jewels of the navy and nigh unsinkable in conflict. With the materials needed, there was much call for mining the mountain flat, but those that lived there had no desire to work so destructively. Aside of that, the minerals were too tough for common blasting or mining techniques to work so easily. As a compromise, the mountain began to be carved out, formed into housing for the wealthy and influential to live in, with the excavated metals put to work, and the mountain remaining where it has stood for untold years.

Many of the less fortunate live in the lowlands of the island, or even small neighboring islands, where they fish, trade, or help refine and smith the metal coming down from the mountain. Besides exporting fish and metal, the constant rain makes water a heavily traded item, bound for drier cities in return for wood and other supplies.

When the empire collapsed, the city persevered, retaining its place as a hub of trade and a premier place for ores, as well as its wealthy inhabitants' habit for expensive imports from countries across Everglow.

Kollective 23

(BF 100)

Demographics

Population Small Town—1,615 (95% steelheart, 5% other)
Government Anarchy
Alignment Chaotic Neutral

Description

A strange place, Kollective 23 is more of a factory than a city proper. Steelhearts, created by that very factory, call it home. At its iron gates, two large steelhearts greet travelers and explain the rules of the city: cause no harm to others, do not take what is not yours, and have a pleasant visit. Only select priests know how to operate the delicate, life-giving machinery, and access to factory internals is otherwise strictly forbidden. When someone attempts to break these rules, the guards also serve as part of a policing force.

Although run by non-living steelhearts, there are shops to meet the needs of the town's minority living populace, as well as weary travelers. The price of perishable goods is markedly high compared to other cities. The residents do not seem to mind the presence of the living, ponykind or otherwise, and are perfectly willing to trade. All gold is accepted, even if the user is a slowly rotting meat bag.

The city at large lacks a governing body. The steelhearts simply do as they were made to do, and do not usually interfere with one another's tasks. They see no need for a queen or mayor when they so rarely have friction amongst themselves. If they need something, they make it happen. If they cannot so so alone, they bring the matter up with their neighbors until they convince enough to do it as a collective.

When neighbors are at odds and cannot resolve a matter among themselves, they will settle it in the Court of Open Debate. There they petition the public to side with their logic. The side that wins the debate, through sheer logic, or more frequently, showmanship and presentation, wins the argument, and the public considers the matter closed. Naturally, not everyone is willing to let things drop.

Despite the lack of government, some steelhearts, like the gate guards, have accepted the mantle of guardians. They serve both as militia against external threats, and watch for those breaking the rules of the city. Steelhearts lawbreakers are counseled and examined for damage, while living members are chastised. Repeat offenders for serious or violent crimes risk expulsion from the city. Visitors of the city are expulsed on the first offense if it is of a serious nature. Attempts to enter the city after expulsion are refused, with violence if necessary.

Los Paliminos

Demographics

Population Small City—8,519 (90% ponykind [70% unicorn, 10% pegasus, 20% other], 5% griffon, 5% other)
Government Mayor
Alignment Chaotic Neutral

Description

Located on a sun drenched coast in the unicorn dominated portion of the empire, Los Paliminos offers luxury and relaxation to those wealthy nobles, merchants, and adventurers who come seeking a good time. Under the warm gaze of the sun, ponies laze on the beach, drink exotic beverages and receive first class pampering. For those looking for more

active enjoyment, the resort offers all sorts of watersports, from fishing, swimming, to magically assisted underwater tours. Small boutiques line the broad city streets, offering souvenirs and knick-knacks to suit every shopper's taste.

At night, the city is a glowing jewel of entertainment, with shows, gambling, and loud parties set to all the music money can buy. Los Paliminos will satisfy any vice, for enough coin.

Some come in celebration. Wealthy imperials consider the city an excellent honeymoon destination. Several inns specialize in the trade, providing comfort and privacy to newlyweds in the tropical paradise of a city.

Of course, one can't have so much wealth and revelry without a criminal element taking root. The local syndicates are as widespread as they are merciless. Fortunately for visitors, their interests lay more in the businesses of the city instead of random muggings. They create stress on business ponies behind the scenes, and enjoy wealth raised by providing delights to visitors that legitimate business dare not offer.

Loxlar

Demographics

Population Metropolis—32,479 (80% human, 10% ponykind, 10% other)
Government Duke
Alignment Lawful Neutral

Description

Capital city of the kingdom of Three Rivers. The city itself is perched on those three rivers, sprawling over them and onto the countryside beyond in the haphazard way that humans do best. The city was little more than a tiny trading outpost, but the collapse of the pony empire gave it room to expand unchecked. As goods flowed freely, people came. Within a hundred years, a huge new city graced the face of Everglow.

Most of the pony residents of the city are descendants of ponies that fled the empire during the collapse. Though they are self-sufficient in the post-empire times, the fact that they began as refugees is not easily forgotten. The human populace sees them as tolerated freeloaders, despite any amount of usefulness they may provide in the current day.

There are two centers of governance in the city, with two castles to house them. The grand palace seats the king of Three Rivers entire, while a smaller is home to the duke's family, charged with governing and caretaking of the city in the name of that king. The king is free to concern himself with matters of kingdom import, confident that his capital is both close at hand, and ruled properly.

This odd setup came up organically when the new king of the forming Three Rivers decided he wished the capital to be in Loxlar. Before that, the ruling family was unquestioned. While the king did entertain the idea of ejecting the ruling family and installing himself or a trusted chancellor to the position, the people were loyal to the reigning family, and they had proven skilled in the management of the city. Rather than risk troubles in his still young kingdom, the family head was given the title of Duke.

Mae-Mae's Reach

(BF 195)

Demographics

Population Small Town—1,448 (95% ponykind [80% pegasus, 20% other], 5% other)
Government Democracy
Alignment Neutral

Description

The evergreen Lowwater Forest is dangerous for those not trained in the survival arts. Almost lost within its untamed expanses resides this small town. Originally, a simple band of druids, rangers, and a few nature lovers wanted to live in a place far removed from society. They came under the banner of Mae-Mae, a pegasus druid devoted to protecting nature and combating chaos. She was one of the first chaos hunters, destined to clash with such forces with all of her fury.

Mae-Mae's visions proved true. The attack came in the dead of night. Mae-Mae was already awake and alert, and she led her followers to battle against the minions of chaos. As she flew from skirmish to skirmish, her brand blazed across the night sky. Though she would surrender her life in the attempt, the battle would be won. Her final wish was for her followers to remain, defend the forest against further attack, and train those future warriors of law and truth.

The town has since expanded, slowly. The surrounding environs are kept safe, and the town welcomes those willing to listen to nature's lessons. Rangers and druids accept students, while herbalists can learn new healing tricks. The druid's grove there is second in size and attendance only to the one in Prisma.

Mareland Island

Demographics

Population Large Town—3,319 (78% ponykind [70% unicorn, 20% sea pony, 10% other], 22% other)
Government Council
Alignment Lawful Neutral

Description

In the tumultuous times before the empire, this town was part of the mainland. Chafing under the oppressive taxation, lack of protection, and aggressive drafting of its people by the closest city, they resorted to desperate measures. Unable to directly combat the well prepared army that would have been dispatched to restore order, they used powerful magic to cast themselves adrift. The town, now on an island, settled into the middle of the sea where it has remained. The town consists of seven magic academies (one for each school of magic) and is dedicated to Princess Luminace, with each academy adhering to a different aspect of the goddess. All of the academies are competitors, so much so that some have feuds with each other. Once a year, the academies hold a competition where the best students show their skills. Though is no actual prize, the winning students' school is entitled to lord the victory over the town for whole year. The townspeople are known for their snobbery but respected for their strong magic. Hedge wizards and sorcerers are second class citizens. If a magic user wants to become a respected member of this society, they have little choice but to be part of one of the academies. There are of course movements against this, but they have not succeeded so far.

Murrage

Demographics

Population Metropolis—31,247 (60% purrsian, 35% ponykind [90% sun pony, 10% other], 5% other)
Government Monarchy
Alignment Lawful Neutral

Description

Long ago, the purrsians had many more cities, but in their endless quest for treasure, they brought about their own downfall. Several purrsians conjured a demon they believed they could force to surrender its infernal treasures. In its wrath, Apep, a terrible vision of serpentine coils, rewarded them only suffering. Breaking free of the felines' meager control, it began destroying settlements as a child might knock over sand castles. Four purrsian heroes created powerful columns to hide their last city, Murrage, with expert illusion magics. With the city masked to appear as the same sun-baked dunes surrounding it, they went to do battle with Apep. Though lost in the attempt, their sacrifice delayed the serpent demon until the spell holding its baleful presence to Everglow finally faded.

The demon has not been seen for millennia, but the columns remain, watching and guarding, each now carved to resemble their makers.. The once small town grew outwards into a vast metropolis, filled with sun ponies and purrsians, trading and haggling side by side. The ponies came to the city after it emerged from the illusion-bourne retreat. The hardy sun tribe eagerly found kinship with the wily traders and became easy neighbors in the rapidly swelling city.

Despite the harshness of the desert, the city itself is home to several oases that provide the needed water. The sands are home to jewels, for those with the fortitude and patience to retrieve them. The purrsians claim this wealth was once theirs, artifacts of their old cities that survived Apep's wrath, but none can verify the claim. Besides jewels, the city is well known for its intricate weapons. Many are hesitant to use them in battle as they appear more as works of art than works of war, but their quality is exquisite, edges sharp, and metal firm.

With the apparent threat removed, the purrsians have established smaller towns, creating a new trade network through through the desert and beyond. When the pony empire rose to its height, the purrsian kingdom became an allied force while remaining independent. The proud cats would not bow their head to any Queen of the ponies, even if the equines treated her as a living god.

Port Mareheart

Demographics

Population Small Town—920(80% ponykind [50% earth-bound, 30% sea horse, 20% other], 20% other)
Government None
Alignment Neutral

Description

A sleepy town by the sea, Port Mareheart is most known for its distillery. Many taverns dot its main road, regularly hosting more people than actually live in the town. It's said adventures start here, and many young ponies come seeking their future. More tempered souls say that is just a rumor started by one of the tavernkeeps. Whether the rumor came before or after the fact, it has successfully proven to draw in adventurer coin. Ultimately, the town has become a fine place for aspiring world travelers to start their journey, or at least get a fine drink.

Prisma

(IC 290)

Demographics

Population Small City - 8,208 (90% ponykind (75% flutter), 10% other)
Government Elected mayor
Alignment Neutral

Description

Snuggled deep in the Forest of Dreams, Prisma is the gleaming jewel of the temperate rainforest. It would have been a proud imperial adornment, had the Queen not died shortly after its establishment. Instead, as the empire dwindled in the increasing chaos of the succession struggle, Prisma rose to prominence on its own. In the post-empire era, it remains, an out of the way city whose gleam in the night invites travelers.

Alynna, a flutterpony, founded Prisma when she brought a small collective of the newborn species to a level portion of the forest and began creating a home. Unlike the smaller, swarming, flutter monsters, this town welcomed strangers and began trading almost immediately. When Alynna succumbed to wanderlust and went off to adventure, a new mayor was elected. Once elected, mayors have life tenure unless they retire. Though any citizen of the city is able to run for mayorship, descendants of the founder win more elections than not.

The forest is filled with hazardous flora and fauna, and only the natives know how to navigate them safely to harvest its bounty of herbs and fruits. Of particular note are the apples. They appear normal, but when pressed and treated in the city's traditional method, faerie cider is created. A powerful drink with delightful flavor, merchants willing to brave the forest to reach the city will find welcome markets the world over.

Druids have been a part of the city since its forming, and their influence kept a large portion of its center untouched. Wild and untamed, it is the largest druid glade known to ponykind. Pony druids gather there to discuss issues affecting the whole of nature and to organize themselves. It is also a place of respite and healing for those in need. New druids find mentors and counsel, while old druids may retire in peace when their work is done.

Qutangle

Demographics

Population Small Town - 1,026 (10% ponykind, 7% human, 3% elf, 4% gnome, 70% slimes, 6% other)
Government Council
Alignment Neutral

Description

Qutangle is a town of wizards and their servants. The servants are green slimes, sentient and mobile, wearing stone armor. Though the armor protects what they handle from harm, it weighs several hundred pounds, making them quite impractical for most others. The town is ruled by a council of their most talented, be it through shown merit or social maneuvering. The townspeople delve deep into the arts of conjuration, abjuration, and enchantment. They strive to forward the knowledge and craft of those three schools of magic. Though the mages put up a united front, they constantly argue amongst themselves and undermine one another's efforts. Although there is always a market in this town for new artifacts for study and use, negotiations with the magically inclined of the town always carry a risk, from the wizard one is dealing with, to their easily agitated peers. Working with the town may offer great rewards, but Qutangle

may offer great rewards, but it does not have large amounts of currency—and stealing from the town's collection of arcane artifacts may be the very last thing any thief does.

St. Moon's Reach

Demographics

Population Small City—6,257 (90% ponykind [70% earth-bound, 10% pegasus, 4% antean, 16% other], 10% other)
Government Militia Commander
Alignment Neutral

Description

A city whose purpose has changed little since founding, St. Moon's Reach is a fortress designed to protect vital pony trade lines. Its defenses have stood the test of time in many fierce sieges and conflicts over the millennia. Its strong military presence and central location to trade caravans have attracted non-combatants to call the place home, and have spurred the fortress to expand slowly to fit its growing populace.

Looking at its thick and imposing walls, one would think they were designed for enemies far larger and stronger than the average pony, and one would be right. The walls have stood against angry dragon attacks from the nearby mountain of Dragon's Peak, though these incursions have slackened since the founding of Dragon's Rest.

Located so close to the conflict, it was only natural that the St. Moon School of Martial Arts developed over time. Those that swear to spend five years defending the city have entrance and tuition fees waived. This draws the destitute but physically able from all over for the chance to make a new life for themselves. The especially capable receive invitations to the school's advanced programs. Training and endorsement from these invariably boosts one's military career, even into upper echelons of the Imperial military.

The Scar of the Sun

(BF 250)

Demographics

Population Hamlet—7-20 (Varies)
Government None
Alignment Neutral

Description

When the spell holding the Serpent King demon Apep finally faded from the world, he had left behind a smoldering scar upon the deserts that time refuses to heal. This place was once a purrsian city, some say the biggest, but now it is little more than a tiny outpost with a handful of residents. Those who choose to live here say they were called to the task, to protect the site from intruders, both from within and without.

The blighted circle of blackened and razor sharp glass occasionally ejects other denizens of the lower planes, as if remembering the moment of Apep's arrival, and it is the people who dwell here who take arms against them.

Visitors are strongly discouraged from approaching, lest they agitate the wound. Those who prove insistent are treated with much the same violence as the demons that try to emerge. None can say what force calls these defenders to stand their positions. Each Soldier of the Scar claims their own story of visions and dreams, unique to them.

Silverdream

Demographics

Population Small Town—1,327(70% ponykind [80% unicorn, 20% other], 15% cloven, 15% other)
Government Dictator
Alignment Neutral Good

Description

Silverdream is a walled town situated around the base of the acropolis, Silverdream Citadel. The citadel was the former home to a varied cast of villains and their minions, the majority of which were evil spellcasters. During the both storied and frustratingly vague centuries of its existence, every one of the occupants of the citadel was either slain or otherwise evicted by adventurers, or the next aspiring occupant. This ended when the renowned arcane researcher, Dreamsorrow marched her minimal, yet elite, forces into the Citadel and took up permanent residence there after hours of pitched battle.

The citadel had become a vast repository of dark knowledge over its many years of service to its dark masters, so Dreamsorrow settled within to study it all, turning the citadel into a military research outpost for the betterment of ponykind, as well as giving the place a new coat of silver paint. As the needs of Dreamsorrow and her personnel grew, the town of Silverdream sprung into existence at the base of the citadel. As more personnel were brought in the town expanded accordingly to suit their needs. Less military Ponies were eventually invited inside to provide services to the others already living there, or to do their own private research and experimentation, free of the distractions of normal city life. Unfortunately, during Silverdream's early years, the lure of the knowledge contained therein became too great, and a significant number of skirmishes were fought for possession of the citadel.

Dreamsorrow's forces managed to rout or outright destroy every one of those early invading forces, but more protection for the budding town was necessary. The town erected a protective wall and a great variety of other defenses to discourage would-be tyrants and the more powerful dark arts practitioners. Today, Silverdream is military run, heavily defended by both its specialized standing army and all manner of arcane devices developed by Dreamsorrow and the magical researchers in her employ.

The town is overwhelmingly Unicorns, and its primary exports are the arcane inventions of its residents. Silverdream's military forces consists primarily of spellcasting classes clad in one of Silverdream's most notable creations, magical suits that provide varying physical, as well as magical protection without compromising spellcasting ability, the most potent of which being the Golem Carapace.

Used exclusively by Silverdream's elite military melee forces, the Golem Carapace is magically powered armor that significantly protects from both physical and magical attacks. Despite its specialized design construction, it is impossible to cast spells while wearing the Golem Carapace.

Solarin

Demographics

Population Small Town—1,460 (98% ponykind [45% earth-bound, 45% unicorn, 10% other], 2% other)
Government Duumvirate of house leaders
Alignment Neutral

Description

The Flare family of unicorns and the Synthesis family of earth-bound were once bitter rivals. Even as they tried to make a meager living side by side, they butted heads again and again over every matter imaginable. When the destruction-loving druid, Transcendent Blossom, passed through the area, all of that changed in a blink. Though she did not turn her own eye on the village, her mad horde would try to raze anything in it's path. To combat the menace and protect their homes, the families were forced to band together. By the time safety was assured, they had not only settled their differences, but seen new merits in each other. They declared the day they beat back the horde a holiday, Victory Day, where both families rejoice in their unity. In the first celebration the new crest of the town was unveiled: a horseshoe and horn crossed over a sun.

Stone Bruise

Demographics

Population Small Town—1,164 (90% ponykind [30% earth-bound, 25% pegasus, 10% clockwork, 35% other], 5% griffon, 2% cloven, 3% other)
Government Mayor
Alignment Neutral

Description

Stone Bruise is a small town in the foothills. The sleepy town subsists primarily on farming, but is well enough to have a small temple to the pony gods. The townsfolk also pride themselves that their mayor is a spellcaster. They always pick the most talented spellcaster of the town to lead them when a replacement is required. The town once had an apparently rich vein of valuable gems and adamantine ore, but the mine played out as quickly as it was found. The locals speak of a great battle that took place at their doorsteps between the imperial army and a band of ransacking gnolls. Despite that no records to corroborate the battle can be found, they insist, and erected a monument to this unknown battle just outside town.

Sun's Tears

(IC 121)

Demographics

Population Small Town—680(100% unicorn)
Government Mayor
Alignment Neutral Good

Description

During the height of the empire, a squad of the Queen's elite agents met with ambassadors from an orc kingdom. It was supposed to be talks of peace and cooperation, but this was not destined to end well. The result of their mistake was discovered mounted on pikes. The strangest thing was that the area surrounding the grisly sight had become a pond, with the pikes resting on a small island in the middle of it. The locals called it Sun's Tears, deciding that the Sun Queen had wept over the sad fate of such good ponies.

A small town blossomed along the shore of this new pond. Its waters, while mildly salty despite being inland, proved to be healthy and even restorative.

Alchemists found they could make better potions if they incorporated a little of the divinely touched water, but kept this knowledge largely to themselves. The town is populated entirely by unicorns, located wholly within their portion of the empire. This may yet change, should the town grow, but for now, the unicorns are content with their fellow horned for company.

Tempus

Demographics

Population Large Town—3,916 (100% ponykind)
Government None
Alignment Neutral

Description

A town that has inspired a thousand scholarly papers, Tempus is where time itself has rebelled. The natives seem to do things forwards and backwards at the same time. Some ponies will be walking backwards, others speaking backwards. A pony may sit down at an empty plate and leave behind an exquisite feast, looking satisfied for the experience. In the center of the town, a great clock tower rises up. Despite all the temporal strangeness, the clock is quite accurate and shows no signs of disturbance.

The most disturbing part, for visitors, is that time on the inside of the town does not mesh with time elsewhere. Most visitors find they exit into the same time from which they entered. Sometimes, at a whimsy none understand, the town hurls someone forward or backwards along the rivers of time, causing them to emerge in a dramatically changed world. This can be as little as a few hours, or as long as centuries. One such pony subjected to this was a simple imperial soldier. He delayed leaving with the rest of his squad and was sent one thousand years after the fall of his beloved empire. Repeated attempts to enter and leave Tempus never returned him to his original time, until he surrendered to his fate and settled in the town.

Tramplevania

(BF 199)

Demographics

Population Small City—7,621(70% pegasus, 20% griffon, 10% other)
Government Mayor
Alignment Chaotic Good

Description

Tramplevania was one of the first of the mountain tribe's settlements and has since become one of its longest lasting. Though other ponykind are present in small number, pegasi and their griffon allies abound. The city's people are proud of the fact that they prefer a more separatist lifestyle, and resist the idea of one nation to rule all ponies. Loud proponents of unification tend to vanish quietly, with everyone pretending they never heard of the pony, or that they went away on a trip without explanation.

Its remoteness allowed it to be ignored by the empire, and those loyal to the Queen learned that it was just easier to find another place to live than to risk life and hoof arguing the point with the heathens of the mountain, as they came to be called. Those that remained kept their beliefs to themselves and were left alone as long as they didn't try to share.

This isolation makes Tramplevania appear to be vulnerable to invasion, but that mistake has cost aggressors dearly. Every attempt to march an army on

the city has met with mountain trained pegasi harassing from all angles, using the terrain they knew so well to wear down invading armies before they could reach the city gates. The frequent violence has given rise to restless spirits of those same invaders lurking in the trails leading to the city, seeking revenge on the living. This undead presence keeps most proper ponies from considering an idle journey to Tramplevania. Few desire to go to such a haunted city, with its ghosts and spectres rising as the sun falls.

Adventurers, especially clerics, paladins, and others interested in the matter of undead are drawn to the place, attempting to exploit or exterminate the undead. Despite many attempts, the undead seem to return, no matter the number put back to rest. Necromancers find it a delightful mystery, but those who draw too many undead away from the city find their new horde turning on them before they finish descending the mountain.

The locals live on despite all this, farming and building as if none of it existed. They have accepted their lot and have developed into a boisterous people, embracing their history. Tourists and fillies find the shops offering wooden effigies of the undead that haunt the city.

Trotting Water

Demographics

Population Small Town—1,145 [87% ponykind (70% earth-bound, 25% sea, 5% other], 13% other)
Government Mayor
Alignment Neutral

Description

Situated upriver from Gallopingdam, Trotting Water owes its success to the same river that feeds the larger city. Easy trade along the river keeps the town connected, but it is not what it's most famous for. The artisans of the town love reeds. River reeds and kelp that grow densely under the tender care of the people of Trotting Water become the crafting material of choice for baskets, clothing, and all manner of baubles sold both within the town and at the bustling markets of Gallopingdam.

Turves

Demographics

Population Village—208 (180 earth-bound ponies, 12 pegasi, 11 sea horses, 5 unicorns)
Government Sheriff
Alignment Neutral

Description

The sleepy town of Turves is surrounded by wetlands. Sparse forests and fens provide ample area for the industrious ponies of the town to make a living with lowland farming. They raise wheat, cabbages, flowers, and sugar beets to send to market in larger settlements. Reed and peat cutting supplement the trade, along with a modest export of bricks from a local brickyard.

The small town enjoys an annual festival that swells its numbers for a few days as the outlying farmers join in the party. The annual winter Star Bear festival has ponies dressing up in straw costumes of varying creativity and intricacy. Young ponies are escorted around town where they receive small gifts of homemade toys, candies, and baked goods. A procession of those dressed marches through the town at sundown with much singing and music playing, to say nothing of the dancing in celebration of another year.

A small tavern exists to handle the occasional traveler or merchant called the Three Horses. It is right on the main thoroughfare of Burnthouse Road, which connects to the town's most opulent possession, a rail connection to Viljatown. The rail was constructed in the early days of the empire by dwarves trying to prove the worthiness of the invention. They thought Turves would expand into a city with such a direct line to such a large metropolis, but this never came to be.

Viljatown

(IC 2)

Demographics

Population Metropolis—34,720 (80% ponykind, 8% human, 5% gnome, 4% elf, ~1% griffon, ~3% other)
Government Mayor elected by local nobility for life terms
Alignment Neutral

Description

A bustling metropolis that served, as capital of the empire. The Queen resided within its thriving walls for a little over a hundred years, allowing residents and pilgrims easy access to make their cases known. Her departure took the title of capital with her, but some of the divine glory of her passing still lingers as a pride in the heart of its residents.

One of the city's crowning achievements is the great Mythril Map. Constructed of silvery mithril, it depicts the world entire, spread out over an acre. None are entirely certain who built it originally, but the city erected a building around it to protect it and prevent unauthorized use. If users stand on their destination and perform a simple ritual, the Map is capable of acts of instant teleportation. After being transported by the map, any user may teleport back to the entrance of the map's building as if it were intimately known, using other teleportation magic, within a week's time.

While the ritual is easy enough to learn in minutes, it does require specific gem spell components, conveniently close by for sale. Securing permission to travel to another pony city's gate is simple, almost automatic, but to go elsewhere requires petition and filled forms. If the empire's enemies thought they were using the map offensively, the diplomatic backlash could be severe, so travel is strictly monitored.

The city serves as a magnet for scholars. Its Academie d'Grace specializes in conjuration, a side effect of generations spent trying to unlock the mysteries of the city's prized artifact. The school provides training to any willing to pay the tuition, even to advanced theories on planar travel. Though not as famous, the other schools of magic are present and on offer.

There is a thriving underground in the city, profiting primarily from smuggling. Researchers who dabble in things the constables find unseemly pay a premium both to get their goods and be rid of unsightly waste. Sufficient funds allow discrete access to the map. Cartels blackmail, extort, and traffic in anything that will turn a coin. When an upstanding citizen suddenly is found with contraband, it is rarely coincidence.

Wind's Rest

(IC 125)

Demographics

Population Large Town—3,167 (70% ponykind [35% pegasus, 36% unicorn, 29% other], 20% griffon, 10% other)
Government Unstable Military Dictator
Alignment Neutral

Description

Once a fortress of the empire, Wind's Rest has become a mountain city in its own right. Constructed within the old fort, the town offers secure accommodations for its ponykind population. There are a lot of griffons, as it was griffon land originally. Negotiations permitted construction of the fortress, provided griffons were free to live there at their choice. Many did chose, and their descendants still live and work there. With the lack of stability provided by the empire, the fortress has been conquered and passed on from hoof to hoof as warlords with great ambitions seize it for its tactical position.

Fortunately, most would-be warlords don't interfere heavily with the day to day operations of the common citizens. The populace has grown jaded, and much smaller than it once was, under the frequent regime changes, quietly wishing for better, but expecting more of the same. At least the walls keep the predators without authority at bay.

Yīshēng

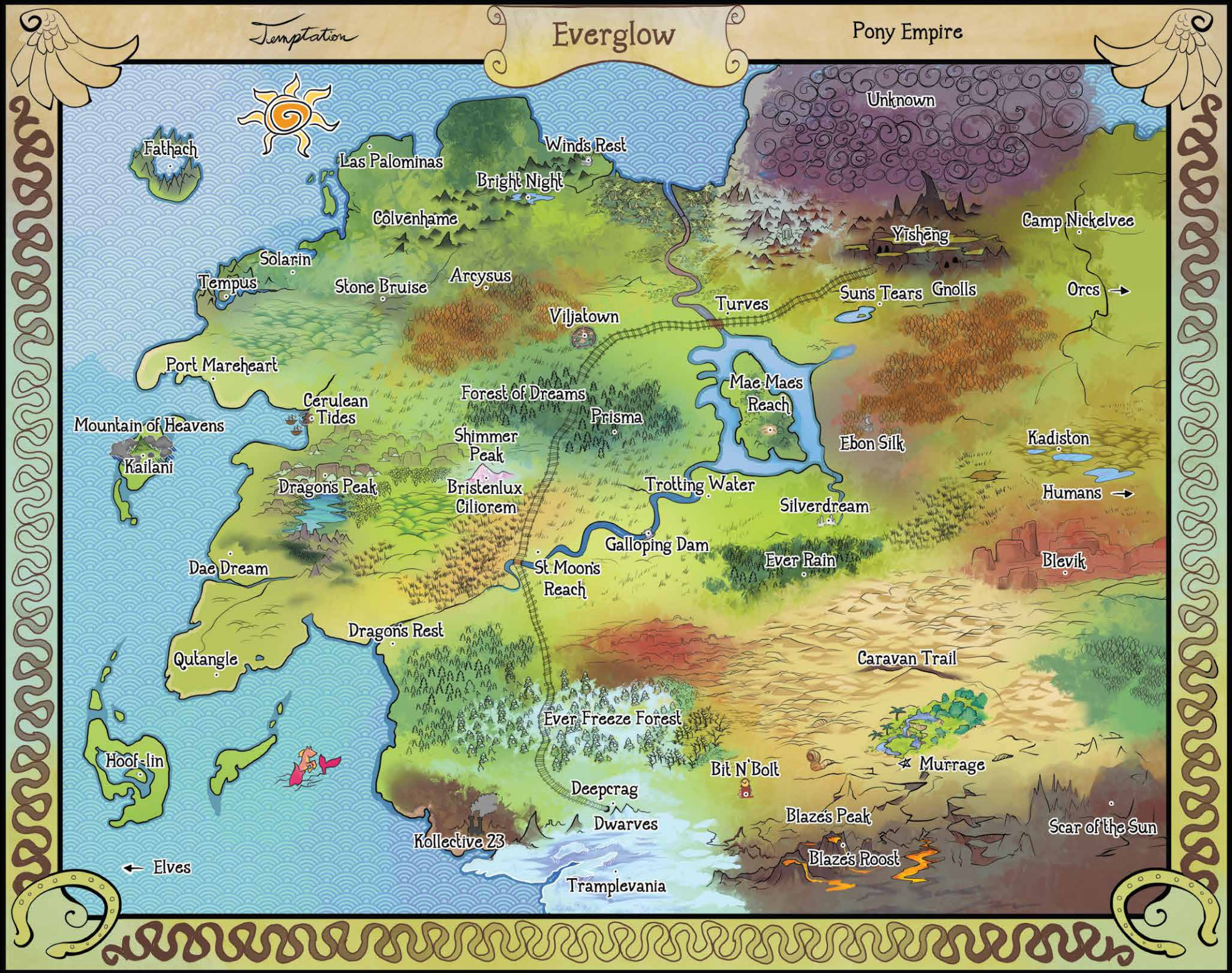
Demographics

Population Large Town—5,103 (70% ponykind [80% unicorn, 20% other], 10% human, 20% other)
Government Mayor
Alignment Neutral Good

Description

Long ago, a pony was said to have uncovered the secret elixir to cure death. True or not, this fabled pony established a school where she instructed others in the alchemical arts, focused on curatives and remedies. The presence of this college has turned the town into a premier source of potions, tinctures, and alchemic devices of all sorts.

The town lies on the east side of the empire, pressed against the border of a region of gnolls that have proven quite inhospitable. As a result, there is a militia of paid residents. The easy access to alchemical supplies results in often explosive defense against would-be intruders and raiders. The leader of the militia and the town proper is chosen by general acclaim amongst the citizenry. If the majority of the people are not certain who is in charge, the potential mayors will host a contest to settle the matter, with the victor being immune to challenges for six months time. This challenge, traditionally, is chosen by the one doing the challenging. Frequently, those about to contest will negotiate in private.


Temptation
Everglow
Pony Empire
Unknown
Fathach
Las Palominas
Winds Rest
Bright Night
Colvenhame
Camp Nickelvee
Yishēng
Solarin
Tempus
Stone Bruise
Arcysus
Suns Tears
Gnolls
Orcs
Turves
Viljatown
Port Marcheart
Mae Mae's Reach
Forest of Dreams
Cerulean Tides
Prisma
Mountain of Heavens
Shimmer Peak
Ebon Silk
Kadiston
Kailani
Dragon's Peak
Bristenlux Ciliorem
Trotting Water
Humans
Silverdream
Galloping Dam
Dae Dream
St. Moon's Reach
Ever Rain
Blevik
Dragon's Rest
Qutangle
Caravan Trail
Ever Freeze Forest
Hoof-lin
Bit N'Bolt
Murrage
Deepcrag
Blaze's Peak
Dwarves
Scar of the Sun
Kollective 23
Blaze's Roost
Elves
Tramplevania

Notable Persons

Ahneria

Ahneria appears very young; even as an adult, her appearance is that of a foal. Raised as a unicorn in a highborn family, Ahneria was expected to be proficient in all magics, but try as she might, she failed to even master the most basic light spell. However she found that she loved to tinker with things, pulling them apart and putting them back together again. In time she found she had an even greater gift: being able to infuse items with magic.

It wasn't long before she became a well respected artificer, largely being credited with creating some of the most powerful artifacts known today. It was even rumoured that she unlocked the secrets of granting artificial life and sentience to her creations. Sadly, one day, she and her great workshop simply vanished, leaving the rumours and stories of hulking iron golems, giant walking steel furnaces and platinum plated sentinels, and nothing more than that, just rumors and stories.. It is said that she, or at least her grand workshop, are still out there, waiting to be discovered.

GM Note: Even long departed, her name is murmured softly among some, especially those who understand what an artificial life is. To the Steelhearts, she is a potential progenitor of their ilk, but it is not said with suspicion and mild scorn, not with reverence. Her devices and laboratory are still present, if somewhat out of the way and locked behind frightening defenses. What mysteries did this pony leave to be discovered?

Ardent Heart

Ardent Heart is a young adventurer who tries to do what he thinks is right at that moment, regardless of whatever consequences that may bring. He is a brave and confident warrior that strives to protect others, even if those others don't always deserve protection. Ardent Heart was not born a knight, but he fights in the same way as one, having been taught by a real knight.

He fights honourably and up close, seeing stealth and ranged fighting as a tad cowardly. Ardent Heart tries to see the best in everyone and loves nothing more than an enemy becoming a friend. He fights ferociously when the fight is ongoing but once it's clear the enemy is beaten he doesn't go further. The one thing Ardent despises above all else is cruelty, regardless of the source. At his best, Ardent Heart is a compassionate and courageous soul, at his worst he is naive and foolish, the virtues that he holds in highest regard (mercy, justice, honour) serve to both guide him in life and get him into trouble.

GM Note: Eager to prove his worth and become the knight he's sure he's meant to be Ardent will gladly sign up with parties that seem to have their heart on the side of goodness. Once given a proper chance, his loyalty is firm. Given someone to act as a knight to, a lord for his position, he will be unflinching and possibly even zealous, provided his lord retains a good heart worthy of an equally good, if foolish, knight.

Boogie

This prairie pony was born with a fondness for rhythms and tales. Cyan of body and blonde in the tail and mane, this stallion earned a reputation for their eager dancing at every festival. When they learned how, they took part in grander performances, even those planned for shows and festivals. They grew into the world of music and became skilled at the magic of music, becoming a full bard in time. With a so-called mastery of the dance of 2998 steps, they felt they were ready to set out into the world.

They wouldn't find all the music at home, after all.

GM Note: Good natured and skilled at what he does, Boogie can easily be won over by any party involved in matters curious enough to draw his attention. He is very unlikely to join a group longer than one mission, however, as the call of music is whimsical, and he has to go where it leads him.

Clairvoyance

Clairvoyance was a blind unicorn of grey coat and white mane who wore a white mask that concealed his eyes. A healer by trade, he mostly stayed in civilized areas and gave aid to those in need, but could be persuaded to adventure with promise of protection from his allies. Curiously, he often walked around with a strange but finely cut crystal and even had the habit of looking through it despite being blind. He said it gave him sight, but to others, it was just a stone, and not even a magical one at that.

GM Note: Compassionate and caring, he can be moved easily when he sees suffering or injury. Faced with someone suffering from obvious wounds of disease, he will apply his healing talents without asking for compensation first, which sometimes gets him into trouble. To finance his ventures, he may join with a party long enough to earn some coins and return to healing. Once he's joined a group, he is quite loyal and will only considered leaving when the party is safe and a town is reached.

Commodore Stargazer

Commodore Stargazer was a blue hued earth pony, with mint-green mane and tail. He had always had his eyes fixed on the horizon. When he was younger it was for adventure. But he grew out of his risk-seeking days and settled down to the task of protecting his fellow ponykind, the Commodore now commands part of the Royal Navy that guards the western coast of Everglow. He watches the sea certain that trouble would eventually come from the West. He would be proven right eventually.

GM Note: A life spent in service to the Queen, tinted as his younger years were by the excitement that being a warrior can bring, has left this stallion capable in any battle, be it a small group, or large naval engagement. Brave and competent, he could be encountered at any time in his life, from his younger years dreaming of treasure and fame, right up to the hard naval officer aboard his flagship Woodland Star.

Dusk Rain

A pegasus mercenary from a different time, Dusk nonetheless seeks to protect her fellow ponies against the curses that continue to affect her. Sporting a rainbow in her mane and tail, spanning sunset colors on the backdrop of her lavender coat, she has a brand of destiny depicting a setting sun behind rainclouds. Following the Moon Princess, her tastes for adventure lean toward arcane magic and alchemy, although she doesn't lack some skill with a blade. Born a colt and raised in St. Moon's Reach, she had run-ins with cursed artifacts. The first left her gender permanently changed to mare, something she has grown used to, if not managed to accept. The second is a repeating polymorph curse that sees her turned into a small red fox.

A run-in with the town of Tempus has left her displaced one hundred and fifty years out of her birth-time, to the modern day. It is an exciting time, however, and she has chosen not to tempt fate by trying to return.

GM Note: Always willing to work for some coin, Dusk will take particular interest in a potential employer if they happen to mention artifacts, particularly cursed ones. Although a native of St. Moon's Reach, being a mercenary and having a bent for weather magics means she is likely to be out and about in the world of Everglow.

Elha'Shara

There once was a mage by the name of Elha'Shara. She was quite the adventurer during her time but, as what happens with many adventures, she was slain. She was saving the rest of her party from certain doom, turning her and her enemies to ash with a mighty spell. This was to be her end but fate had other plans for her and gave her a new life, though it wasn't what most would have in mind.

When she was reborn she found herself in the elemental realm of fire, a fragment of who she once was. Though the details are lost to time she was able to escape back into the realm of the living but didn't know what she was meant to do with her new life. She picked of where she left off and began adventuring. What happened to her during that time is a mystery left for Bards to tell tales in taverns or during debates in a guild hall but one thing most historians can agree is that she always seems to come back though most speculate that it has something to do with the magical gem in her chest and her connection to the plane of fire. Though there have been rumors of this very same gem making its way through Everglow but no one knows why.

GM Note: As much an adventure in herself as any assistance in one, Elha is a sorceress of tremendous fiery talent that doesn't know her purpose. As a result, if treated well, she may sign on with a group on a more permanent basis, hoping to find her way alongside them. Once her loyalty is won, it's durable and she will not turn against those who have shown her a hoof in friendship.

Erevan Greengrass

At first glance, Erevan would easily be mistaken for a brute of an earth pony, but talking with the druid would reveal the stallion is no brute, but a true brother to the forest. Residing in the Ever Rain, Erevan is a fine friend to have, but should his ire be raised he can and will show a more terrible side. Shedding his pony form of golden-brown fur and red mane, Erevan will remake himself as a mighty owlbear to defend himself—and his family, the forest. Bearing a brand of an oak tree, mighty and strong, he shares a bond with a particular owl, Minerva.

GM Note: It is not hard to keep on the good side of a druid, simply leaving as small a footprint—physically and metaphorically—on the forest is the best step. Adventurers would be sure to find Erevan Greengrass if they spent much time in the Ever Rain, although whether coming under the hazel eyes of this protector is a good or bad thing is certainly up to the party. Any showing obvious city-bred tendencies will find little to talk about with Everan, but simply respecting him and his forest will earn his friendship.

Flying Fancy

Flying Fancy, called the Merchant Queen, is a famous pony in the post-empire era. A pegasus, scion of a noble lineage, she was considered a wild card for a mix of blunt forthright attitude and a vicious degree of cunning. Hoping to see her 'find her place', she was sent off to see the world... and things did not go as planned. With a friend of the family to keep her under control, she began to gather others to her.

A pegasus stallion of noble birth joined them, who soon began to share her tent, and then her cousin, a rather disturbed leather wing who was even a bit much for Flying Fancy at times, eventually joined up. Fortune favoured them, and with the spoils of numerous adventures, Flying Fancy sought out a new kind of challenge. Finding the most ruthless, cutthroat trading port among the human lands, she found her place in the world; as one of the most ruthless and cutthroat among them. The humanoid merchants and pirates were rather surprised when a pony-led group began to rise in prominence.

Trickery, violence and sheer trading prowess were all employed to expand her trading domain from her first ship—bought with loot from adventuring—into a merchant empire. It has been five years since, and Flying Fancy is called the Merchant Queen by those who know of her. A grey-blue coated pegasus with a mane of black, grey and yellow, Flying Fancy presents an affable, laid-back attitude. For the most part this is true, and she's a friendly mare unless she's crossed. Adventuring parties who pass through the port she occupies are frequent guests to share their stories, and more than once she has bankrolled particularly promising adventures, if they entertain or amuse her enough. A good laugh is worth a lot, after all.

Her cousin is fond of people crossing them, since her an excuse to make use of her wide range of knives, whereas Flying Fancy prefers to simply kill those who offend her. Competition isn't enough to offend her. Mock her friends, mock her accomplishments, or act as though you're above her... and Flying Fancy will put her enchanted Great Hammer to good use. Flying Fancy on her own is a high level fighter with impressive charisma who makes uses of a two-handed, oversized warhammer enchanted to deal additional lightning and thunder damage.

Her 'major-domo' is the prim and proper Arcane Blast, a bard with considerable negotiating skills, a cream-coated, green maned unicorm mare. Her orange and yellow pegasus lover, Sky Wind, is an archer based fighter, and her violet leather wing cousin Melody is a rogue.

GM Note: The head of an underhanded (hoofed) organization, Flying Fancy is terribly unlikely to be met alone, but could be a powerful source of information and employment.

Things need to get done, and there aren't enough hours in the day to get them all done, leading her to employing others, including the PCs, to accomplish her shady deals. She has a soft spot for the shrinking pony population of the world and will try to cut fellow equines a break... until it threatens her livelihood or position. She reacts most positively to people with guts, even when that flies in the face of her position, provided it's backed with substance.

Golden Dawn

A tall, strong young stallion with a build of one who knows hard work. With a long brown mane, golden yellow coat, and bronze eyes, the pegasus' brand of destiny is a sun half risen over the horizon and banishing spectors. Golden is a cheerful and idealistic pony, is also very serious at times. The pegasus is quick to defend others and protect those in need. He strikes down evil doers, yet is willing to forgive. He shows mercy when he feels there is chance that another is willing or able to change and atone for their actions. Finally the stallion is honest, courageous in the face of fear, honorable, and loyal. He is willing to stand by his companions through the greatest dangers or horrors, even to give his own life if so required.

In his youth Golden Dawn always loved the chance to go outside and play during the day, to see what he could find. His parents let their son have his little adventures, putting aside any worries of him getting hurt in the quaint mining town within a small forest where they lived. Now his father Red Blaze happened to be member of the guard in the capital city only a few hours from the town, serving under Queen Iliana. As such he had to leave his home and family from time to time.

Some suggested that he moved his family to the capital so he had more time to spend with his wife and son. Yet, in his calm manner the stallion always explained that he and his wife had grown up in the town and it wouldn't feel right leaving. That and he didn't want his son to grow up in a city where others cared more about how they appeared and not how they treated others or in hard work.

As a young stallion, since it was expected by them, Golden did his time working in the mines learning the importance of hard work and gaining an endurance that would see him through life on whatever path he chooses. Yet what he planned was to follow in his father's footsteps as a city guard and soldier. Except it would seem destiny, or perhaps the Sun Queen, had other plans for him as at only the age of sixteen Golden found himself in a situation where he needed to head into the forest surrounding his small town in search of a friend and his sister. Both had gone into the forest but neither had come out, and though he was afraid Golden went forth to save them with one of his father's spare swords and some leather armour.

It took him some time, but following the yells of those the pegasus searched for and the howling of wolves Golden discovered their situation. Bravely, he fought off the wolves and though becoming badly wounded himself, the stallion first made sure to give aid to those he protected using what healing he knew.

The astonishing thing though was that a light appeared around his fore hooves healing them completely. With this sign, Golden sought out the Order of the Crown, paladins who served under the queen as a squire. When asked which deity he would serve. Golden choose the Sun Queen whom he most felt a connection to. Thus the pegasus began his journey of, serving Illiana, whom he respected.

GM Note: A pony for whom destiny has been written heavily and strongly. His fate has been carved in towering rocks and he has obeyed the whims of The Author with his head held high. Coming into contact with PCs will depend largely on if they are on the 'right' or 'wrong' side of the line he's following, which could make him a terrific foe or staunch ally just as easily, possibly for life.

Grim Menace

A leather wing cleric of Night Mare. He believes safety lies in dominating the things that lie in the dark and wishes to lead other leather wings and ponykind to his way of thinking. His default status is intimidating but he can be diplomatic when he wishes. He believes worship of the Night Mare is the best thing for all of ponykind and will tolerate people who behave in ways he finds distasteful if it advances his cause. In many cities, where the entirety of the pony pantheon is worshipped, he firmly pushes forward his preferred goddess. His most loyal follower is an insane wizard by the name of Mayim. A little known fact is that he has a Gem Pony daughter he keeps secreted away by the name of Rose Quartz whose parents he slew in the name of Night Mare. He wields a scythe.

GM Note: Though easily seen as an antagonist, Grim ultimately does wish well for his fellow ponykind. Every monster tamed, every fiend chained, and every bit of darkness turned on itself is one more scale on the shield of ponykind, to protect them from far worse threats. If convinced that a party ventures either towards something properly interesting or in good enough faith for the people, he will accompany for a time. Faced with a fell beast he is sure he can tame, he will part ways to properly bring it to its belly and teach it to roll over.

Haldur Feygarden

Haldur Feygarden is a pegasus stallion with a cream colored pelt. He has a dark grey dorsal stripe, equally striped hooves, striking emerald eyes, and a golden mane and tail. As a member of the druidic order that watches over Ever Freeze Forest, Haldur lives in the deep forest on the western edge, although his travels have covered the entire southwest of Everglow. He is almost always accompanied by his companion,

a silver fox named Arune. Haldur is only truly at rest when relaxing amongst the fey of his forest in his sacred grove. He loves the wilderness and its inhabitants and, although calm and gentle, will protect them fiercely using the forces of nature at his command.

GM Note: Haldur is most often motivated when the delicate balances of the natural order are threatened. He feels responsibility above and beyond his own patch of forest, and will travel great distances to see one of those disturbances quelled to return peace to the natural world, or at least as peaceful as nature wishes to be. He will often be encountered in the process of trying to win back that sacred balance, and is unlikely to hire or be hired for the sake of adventuring. Should the players' goals align with his, he will be willing to join their team.

Herbal Remedy

Herbal Remedy was a notorious Zebra witch with an abstract leaf brand of destiny that could be picked out amidst the fractal patterns even by non-zebras. She turned from a promising future as an herbal healer at a young age. When she was a wee filly, her family was left homeless by their town's avaricious mayor. Her distrust of authority only grew as she aged, as did a hatred for large wealthy cities, which she saw as a breeding pit for greed and vice. As cunning as she was mad, she made it her duty to cause the collapse of as many newly founded frontier towns as possible. Each time, she would move in under the guise of a simple pioneer looking for a new start, helping as many ponies as possible with her herbal remedies, until the community saw her as a shining beacon of support. After this point, she would strike, subtly but profoundly, every time causing the town to crumble into chaos.

Curses, hexes, poisons, diseases, all were used. She knew no limits in her efforts to drive ponies apart and dissolve their society. She was finally caught by a group of adventurers during her most grandiose plot to dissolve a fledgeling nation and give the land a reputation for being haunted or protected by a vindictive evil god. After working her way onto the ruling council, she proposed a plan for the government to subsidize the sale of her newly invented artificial milk to new mothers. Everypony loved the plan and the average health of the nation soared as malnutrition plummeted. After several months, she enacted the second step of her plan: lacing the formula with mutagens to turn the children of this nation into horrible monsters. But in her excitement to dissolve her largest target yet, she let herself get sloppy.

She started cursing townsponies she saw as the most corrupt, to sow even more discord and strife before the masterstroke. Underestimating the townsponies was her downfall, however a dedicated group of friends investigated the cursings more diligently and competently than she expected, leading them right to her secret basement where she brewed the mutagens. Herbal Remedy prefers to avoid combat at all costs, instead working from the shadows to meet her foul ends by cursing and bewitching ponies toward their destruction. When forced to violence, the mask drops and she attacks without hesitation or remorse, attempting to end the fight quickly with debilitating and deadly magics.

GM Note: Turned to villainy and misdeeds, Herbal Remedy is likely to be encountered as an antagonist, but she may appear less maliciously. Often acting as a healer and sage, she may give the party vital help and assistance before they realize,whom they are dealing with—if they ever do.

Iron Heart

Iron Heart is a pony of cunning, decisive action and truth-seeking with a sense of justice equaled only by his determination. Cautious to the point of paranoia in his preparations and actions, Iron Heart is something of a playful smart aleck in person. Confident in knowing his strengths, he often drops hints as to what he knows in his conversations. He wants to know who is clever enough to keep up.

Despite this, he's actually less confident than he lets on and will shut down quickly and backtrack or fully retreat if he sees that he's out of his element or disadvantaged in a way he didn't expect. Iron Heart was born into a formerly noble family in Viljatown, defamed a few generations ago after they were revealed as Night Mare worshipers but more importantly traitors to the Queen planning rebellion.

They were mercifully banished, but this did little to appease Iron Heart who feels that he was deprived of his birthright of a comfortable life. Years later, Iron Heart returned to the city and began working as a vigilante, anonymously providing evidence that had been hidden away to assist in official investigations and causing the disappearance of key individuals who are later revealed to be the cause of suffering in the populace. His motives are a point of some debate, as while it may seem on the surface that his actions are beneficial to the common pony and that he is motivated to redeem his family's name.

It is said that he has other motives such as anarchy, mercenary or that he may be waging a one pony rebellion as his targets often include high profile individuals and nobles with political and social power with connections and alliances. In truth, many of these have elements of truth.

He originally set out to discover if his family was alone in their actions and if not, to bring who else was involved to their knees as a form of misguided revenge but he soon found that he rather enjoyed being a quasi-protector of the people and eventually abandoned his hopes of vengeance and replaced them with a strong desire to weed out corruption and hidden dangers to the common people.

That said, he does still secretly wish to find corruption all the way to the top of government and bring down the whole system, putting in its place a more regimented and ruthless governance to put them on a pull pony kind from a path that, in his beliefs, will eventually lead to the prolonged death of his people and nation (he was raised in a family of Night Mare worshippers).

Although a rogue trained with the dueling sword, which he uses in a two-hoofed style for finer control, he prefers indirect methods to achieve his goals such as proxy adventurer groups, public exposure and blackmail. If pressed into doing his own work, he will utilize varieties of magical devices, which he is expertly proficient in due to his training as an Artifact Tender, to disrupt plans preferring unconventional use of illusion, or conjuration over the raw power of evocation or other more directly affecting spells.

Outside of combat he is skilled at stealth and subtlety both in the physical and social realms, as stellar investigative and deductive skills. Regardless of his motives, whether it is smoothing back his mane and donning finery to listen into key conversations at a social party, or drawing stripes of camouflage with mud to ambush and interrogate suspects in dark corners of the cities, he will let nothing stand in his way of uncovering the inconvenient truths that threaten the common folk and bringing those that perpetrate such conspiracies to justice... or at least HIS idea of justice.

GM Note: Iron Heart would likely hold a more ambiguous place in most campaigns and will likely be a best fit for urban or politics based campaigns. He can easily serve as an antagonist by focusing more on the rebel and Night Mare worshipper aspects, or as an informant or ally by focusing on the more vigilante aspects. Ultimately, like many Night Mare worshippers, he does desire the greater good through dark means that can turn many other people away from him.

Kay Nova

Kay Nova Is a unicorn spell caster. Since she was small she was pestered by other unicorns because of her lack of being able to focus on magic. Only when she got into a fight did her magic power awaken. It happened in a dizzying explosion of uncontrolled motes of destructive magical energy, devastating the area around her and it injured a few of her friends.

Her powers are more tied to innate capability than by learned spells, and with time she practiced and learned to channel those motes (*magic missile* like force constructs) to reproduce many of the effects of the other, more traditional, spells. Her signature (and infamous) magic is still her *Nova*, a dangerous effect that places her at the center of the area of mass destruction.

As she caused a lot of damage with her initial explosion, she developed a bad reputation, being regarded as an evil sorceress, and so became a recluse, always moving around when she is eventually recognized. The symbol of fate that adorns her flank is an explosion of swirling light motes, and sometimes it seems that the motes move around when no one is looking, changing places.

GM Note: As dangerous to the party as any enemy they may face, Kay is still eager to do good and can be convinced to join for a cause, possibly even long-term, should the party protect her from the past that never stops chasing her. She is a skilled sorcerer, if one discounts her general lack of ability to place spells in such a way that they don't catch allies in their tremendous blasts.

Lamplighter Luxus Vigilus

Once a footsoldier in a long forgotten war, the aging Praetor Vigilus wandered the countryside after his retirement and found his calling in giving himself to labors of the people. The tawny steed carried a lantern he used to light the way for weary travelers. Luxus listened to their tales of hardship and woe, helping them as he could. Although Luxus restored many bridges, helped innumerable farmers plough, sow, and harvest, and restored countless shrines, his true glory was defending whose who traveled with him: a soldier never forgets his training, after all.

GM Note: A myth and fable at most times, some even say that his lantern, wielded throughout his life, has become a mighty vessel of that invincible spirit. If it were found, fueled, and lit with a call for help against evil, it is said that Lamplighter Luxus Vigiulus would even defy death—for a time—to fight for the sake of those who cannot.

Litatria

This pegasus librarian is a welcome sight to those who visit libraries, but less so for those who operate them. She has difficulty relating even to those who also follow the ways of Princess Luminace, but she persists on seeking knowledge despite it, and cares religiously for what is already gained. A bright purple with pink mane, some say she is in some ways blessed by the knowledge goddess. When not looking after books, she takes pleasure in seeing to the local wildlife, both domesticated and not. She says they seem to understand her better.

GM Note: Intelligent almost to a fault, Litatria is easy to call for the need of, or in the pursuit of knowledge. Given a question she already knows, she doesn't hesitate to begin outlining the answer, but with an unknown query, there is little she wouldn't do to find the answer. Once that answer is found, however, she tends to move on, making her a poor choice for a permanent companion.

Overdraw Longflyte

Overdraw Longflyte, "The Black Arrow" is an adventurer and archer without peer. Overdraw is known for his sharp wit and deadly aim. Credited in song for increasingly outlandish and legendary deeds of heroism, Overdraw has supposedly rescued royalty from a cult bent on resurrecting an ancient enemy as well as slowing an opposing army to a crawl with well-placed traps and arrows as it struggled to cross a forest under his protection. Though the bards may embellish, his recorded deeds in the halls of history speak for themselves. Those who meet him in the flesh are left without a doubt that he is who he claims to be and the legends—every last one—are true.

GM Note: Some say that hippogriffs have a lot to prove The children of two great species that both look down on them to a degree, they often strive to prove the legends wrong with deeds of their own. This is such a case. Overdraw has risen in defiance of expectations and become something to eclipse them. He is unlikely to join a group, but may appear when he is most needed, or serve as an antagonist, should the party's actions go against the nature he has sworn to help defend. He gets along best with fellow nature lovers, such as druids and many rangers.

Professor Equus

Professor Equus, an archaeologist, was a broken-horned unicorn that has dedicated her life to the studies of past civilizations and their connection to magic. She was always fascinated with the study of ancient magic, but an accident early in her career destroyed her horn, preventing her from studying magic in a direct manner, at least as unicorns deem proper. Instead she moved into archaeology and began studying magical civilizations and their ancient ways of utilizing magic. Her drive bordered on the manic, mostly because she truly loved what she did, but deep down she hoped that her next discovery will be able to fix her horn. Regardless of her motivations, her contributions to the archaeological world have made her name known in the historical community.

GM Note: It's possible to run into Equus' work either in the present or the past. A museum may have a piece she found, or she may be there herself, eagerly planning out an expedition to get forgotten artifacts and hopefully revealing relics. As an ally, she is not the most skilled with combat, but is quite intelligent and knowledgeable. Kept safe, she will gladly help a group get to the bottom of a find, if she can take some back to a museum (where it belongs).

Ruby Seeker

A unicorn of about sixty years, Ruby Seeker has served faithfully as the headmistress of the divinations academy in Mareland Island and as a proud member of the council of the town. Her victory as a student in the annual magical competition won her attention and special schooling, propelling her towards leadership. She once led a violent conflict with the school of conjuration when one of its members had succumbed to the forces of evil through foul pacts and summoning rites with infernal beings. With the help of a few close allies, she banished the devils from the school and freed its students and faculties from their insidious grasp.

GM Note: Ruby Seeker is a driven pony when it comes to protecting her people and fostering the growth of magical knowledge. She is not very eager to leave her island, but can be of great assistance to PCs who need information. Her divination magic and contacts blend together to bring out answers where there were only questions. She never works without a price, however, for anyone not native to Mareland Island.

Saxon Violins

As a foal, Saxon was playing the violin at an inn. A drunken sailor insulted Saxon's playing. In response, Saxon decked him so hard that the sailor's glass eye fell into his grog. Saxon once got into a knife fight with a bear, during which his left rear hoof was cut off at the ankle. Unfortunately, bears don't have hooves; so to replace it, Saxon deliberately got into another knife fight with a notorious goat, cut off the goat's foot, and sewed it onto his still-bleeding stump. Against all odds, this worked out for him, and he doesn't seem to mind the blue fur of the new attachment. Unlike most pegasi, he has no mane or any sign of a tail. He seems to make up for that lack by being stout and unflinching in his job to keep people out of places they don't belong.

GM Note: A bard by class, Saxon is very unlikely to offer his services. He collects tales, and interesting brawling matches, at the inn he plays bouncer for. That doesn't mean he's immune to the call of adventure. Should his place be threatened, he will act to defend it, but he is unlikely to leave it for any longer than it takes to chase away the threat and get back to his post.

Scarlet O'Mare

This larcenous unicorn is a striking sight. With white fur, silver-blue mane, and bright red eyes to go along with her cape, she is as despised by the wealthy as quietly loved by the common folk. A force for good, though entirely unrestricted by the law, she gladly stole, swindled, and harassed the richest members of any given community when she was in town.

Thankfully, she's often outside of it, looking for the next great challenge and the greater prizes that would lurk in dusty and dangerous places.

GM Note: This rogue enjoys looking good, getting money, and spreading it around to those that don't have it. Treated fairly and given her share of the proceeds, she will gladly follow a successful party around, provided they don't mind her giving away much of her portion to those in need when they passed through a town. She is quite skilled at traps and agile fighting, but leave the heavy lifting to others.

Scarlet Sun

Scarlet Sun is a dark-red unicorn with a bright red mane and tail with yellow streaks. Her light blue eyes cannot see more than a few feet from her face without her spectacles. Her brand is her namesake, a crimson sunrise. She was the only daughter of Splendid Sun, the Countess of Dream Valley. As a filly, Scarlet saw a vision of herself leading the armies of the empire to bloody victory. She responded by running away from the family estate to become a cleric of Blaze, the goddess of war. She collected a small group of followers and created her very own cult at a secret base in the Forest of Dreams, dedicated to the ideal of ponies conquering all other creatures through force of arms. After several unsuccessful schemes to incite a war between the empire and its neighbors, Scarlet decided that the best way to further Blaze's agenda was to become queen herself. She returned to Viljatown and threw herself into politics, ingratiating herself to ponies of power and entrenching her secret cult.

When her mother died a few years later, Scarlet used her new title of Countess to great effect. Scarlet's powerful personality has won her many friends, few of whom realize how dangerous she is. She has much to offer, but anyone she chooses to befriend will eventually find themselves helping Scarlet's plans.

GM Note: In the late imperial era, Scarlet will spend most of her effort trying to be named the queen's successor. In the post-imperial era, Scarlet will lead one of the larger factions vying for control of the empire.

Scarlet is completely goal-driven, and will happily ally with the players if doing so will advance her goals, even if they have previously been enemies. She has no moral inhibitions whatsoever, and will do anything to succeed, including killing her allies. Conscious of her public image, she will never do evil in public, counting on her cult's extensive network of agents to deal with her enemies while she keeps her own hooves clean. Blaze's favor makes Scarlet formidable in battle, but she is not too proud to teleport away to her secret base if the battle appears lost. She can be both a powerful ally and a dangerous foe, sometimes simultaneously.

Sharp Wit

Sharp Wit was spawned as a quasit, but was one of the first demons to be twisted by the magics of Everglow into a more fitting form, a mahr. A bard, he laments the loss of hands for playing a guitar, but has learned to compensate for this with a tiny pony-equivalent stringed guitar. With a vibrant purple coat and a red mane and tail, the tiny creature stands out in any crowd, but could easily be ignored as some kind of flutter. Joining up with adventuring parties, or just following them anyway, he yearns to flood the dreams of new and interesting ponies with his own brand of mischief, all while plaiting their tails into the most horrible of knots.

GM Note: Though mistakable for a flutter, Sharp Wit is an outsider. If he's unchallenged on that front, he can become an ally of an adventuring group, offering song and encouragement. Should things become too perilous, he's not above slipping away invisibly, but he will stick around to be sure of the fate of his new friends. Should things turn out well, he returns with a smile and congratulations ready. Provided he is treated well, he could become a long member of any party that can put up with him.

Silver Lining

Silver Lining is a male pegasus, a talented mechanic, and all-around tinkerer. He has a cobalt blue coat, wavy but unkempt mane a bit long for a stallion which has darkish purple with streaks of grey (like tarnished silver with some clean streaks or highlights), dusky rose eyes, dapple of purple across the top of the muzzle, grey feather tips. He has a tool belt/yoke over and around the shoulders (easier to reach with mouth). His wings have a sort of support structure along outer edge, along bones, strapped in place around torso, built of leather, brass and copper fittings with steel supports along wings.

Silver Lining was born to a family of mining ponies living in a tight-knit mining community of ponykind (prairie ponies) in the mountains. Although his parents and nearly all of the town were earth-bound, he was born a pegasus, possibly due to great-ancestors. When this happened, as it had happened before in the community, it was seen as a blessing; pegasi and unicorns could help with work and do jobs that earth-bound couldn't.

A pegasus filly (Spring Breeze) and a unicorn colt (Rusty Heart) were also born within a few years of Silver, all three kept apart from the other foals. The three were one another's only friends, Rusty and Silver becoming inseparable. But as Silver grew every attempt to fly ended in failure and broken bones. A visiting doctor, familiar with treating pegasi, said that the bones in his wings were too brittle to support his weight, that it was a sad run of bad luck. But he suggested that splints and supports might let the wings develop. The

village had an old tinker, who visited the community for a few weeks of the year, to build the basic form of what he wears today. Years passed, with little improvement, and the village decided that they would not trust chance anymore: they were going to arrange for Silver and Spring Breeze to be married and, hopefully, have pegasus foals soon after. Rusty was to be put to work as soon as possible.

This angered the unicorn as he couldn't spend time with his friends and was called on to do dangerous work (as he could do such things from a "safer" distance). And then the old tinker arrived with a new apprentice, a unicorn mare called Rivetsinger, and Silver was smitten. The two fell in love, and had planned to run away, but Rusty had learned about them and told the village elders, Rivetsinger was never to return and Silver was put under lock and key for months. Although the elders forced Rusty to marry Spring Breeze, the mare felt sorry for him and engineered an opportunity for him to escape. Fortunately, the elders had underestimated Rusty's wings. In the dark of the night, Rusty used them to glide down the mountain.

Since then he's been selling his skills as a tinker, using what he'd picked up learning how to maintain and improve his braces. He searches for Rivetsinger, hoping she will remember him. But since he lived in a very remote part of the land, he's encountered a great deal of wildnerness, and has lived briefly in many small communities to rest and to replace supplies..

GM Note: Slightly bitter about how things turned out, Silver Lining is sensitive about ponies treating other ponies differently due to their race. This extends beyond ponykind. His services are available to anyone of any species that comes with peace in their heart and doesn't deal with him honestly. He is not prone to joining in adventure, but could become a valuable crafter and information source for anyone who shares an interest in the mechanical.

Sleep Dep

This doppelganger criminal has been an underworld broker since she simply walked onto the scene a few decades ago and took a neighborhood for herself. If someone wants something, she most likely knows who has it or who could get it. If someone is needed, she might well be able to arrange' a meeting of sorts, whether in a fancy restaurant or on the street corner. Should matters engage her curiosity, she may just take enough of an interest to spend some of her valuable time pursuing it, at cost, of course.

She likes to present an untouchable, busy, almost disinterested personality—all the better to assure things fall in her favor when others underestimate her. As such, she employs a number of other ponies (exclusively doppelgangers) who often act behind the scenes to make her elaborate schemes seem to go off as if the Author herself intended them. Rarely seen without her personal attendant, Deep Thought, a charcoal gray stallion with a flare of slick black mane, Sleep Dep offers an avenue to goods, services, and access rarely found outside of Blevik. Like many such appearances, almost all of it is an absolute show. Almost.

Sleep Dep is the seventh generation of a unicorn born doppelganger named, appropriately, Sleep Dep. Fully versed in magic and showcraft, she excels in misdirection and planning, pandering to her audience and sinking tiny little hooks into their minds for the simple pleasure of exerting her dominance over them. If something could be done simply, she'll mention it out loud, in front of her prospective client(s), before dismissing it outright. She might even make up a reason or complication just to muddy the waters and confuse those around her. She often abuses methods of silent communication to instruct her minions (although they hate to be called that) in aspects of her plans, though she trusts them enough to improvise and reach the same outcomes, making her foes truly want to tear their manes out in frustration. As such, she rarely reveals much of the particulars of her plans to others.

A theft might break down to "I'll make sure someone will pick it up when it's ready" while silently her crew will be running the numbers and planning recon. To Sleep Dep, it's all about the show—and that show will never star her if she can set someone else up to take the fall instead. She fancies herself a villain, if for no other reason than it maintains her image. Outwardly shortsighted, impatient and tactless, Sleep Dep offsets these social handicaps with a devious mind and the tactical planning worthy of a secret information gathering society—which isn't all that far from the truth.

While her toughs might appear as little more than the filth of the criminal underworld, they are all part of a collection of families, each with long histories with her own. Each and every one of them are sorcerers or sorceresses, and each plays the role of the same family members that have existed since the first Sleep Dep. That they all share sorcerous blood is something that they all accept and revel in... even though they never put it on show unless pressed. Taking advantage of their shifting nature, Sleep Dep and her cronies have nurtured the rumor that the group is actually immortal, and in keeping with the image, any time one of them has fallen, another from their respective family has taken their place within one month... time enough to recover and retrain.

Sleep Dep is a public supporter of Kara, though in private she follows her family's tradition of thinking of her as the Hive Queen, something that she sees similar to her own life in always changing to fit the situation. When she lets her mane down, she relaxes as a light gray doppelganger with a brown flecked white mane and pale blue eyes. A pair of mostly useless wings (granted by her unification bloodline) mars her otherwise perfect figure, something that she is none too happy about. When relaxing as such, she refers to herself as Queen Mint Jewelip, a name she decided based upon the only vibrant color on her natural body: her emerald green lower lip. And like everything about her, she tends to use the misunderstanding of her name to encourage hostile visitors to sample her stock of alcohol, all of which is doctored with alchemical sleeping drugs. Her public face as Sleep Dep is a smallish lime green unicorn with amber eyes and topped with a white mane which she often teases into ridiculous shapes as part of the act between her and Deep Thought, who pretends annoyance at it. This allows them to maintain a subtle communication regarding their current schemes. Her brand of destiny, when she allows one to be, always has a wisp of faded white... often used as steam over a cup or smoke over a fire.

She especially enjoys making the surrounding image more prominent and misleading, even going so far as to use the wisp as a veil for a dancer or paint for an artist.

GM Note: Sleep Dep/Queen Mint Jewelip is best utilized as a hook for other stories or a potential hub for an overarching path. She is blunt when saying what she wants or needs, with little tact due to the act she maintains. Her impatience should be grating on the characters, but if push comes to shove, those in her employ receive the benefit of what amounts to a small criminal network. The extensive use of nonverbal, potentially magic, communication gives Sleep Dep and her crew an almost instant method of updating one another and adapting to pull off the appearance of omniscience.

However, as part of that same show, Sleep Dep will almost never directly involve herself in anything short of speaking roles, relying upon her thugs to sling spells or play the brute. If pressed, she should make a few venomous comments, promise dark curses and the like, all while giving her followers time to ensure her safe extraction. If she is forced to defend herself, she will do so with extreme prejudice, employing any and all dirty tricks she can think of from kissing an unexpected assailant to telling her cronies to forget the rules and burn it down. As much as she likes to play the villain, she is more bark than bite whenever possible although Sleep Dep cannot put on a show without an audience.

Deep Thought is Sleep Dep's opposite in most all things. He plays the butler, the tough, and the part of nice guy when she's gone too far and, in private, her lover. He is ever present unless she's tricked him into leaving her alone, something that will most likely send him off to to try to out-think him. She is a very poor flyer. She's only recently acquired her wings and, unless she is actively planning on attempting to use then, won't remember to. Deep Thought has had to catch her with levitation before, simply because she was knocked off a ledge and forgot to use them.

Shale Turned Ghostly Albedo Whyte

Shale Turned Ghostly Albedo Whyte is a gothic Unicorn and a member of the Mythos brood, considered the White Robe. He yearns fondly for a well-known pegasus, whom he wishes to meet. He also enjoys art, reading, and writing. Whyte is remarkably close to animals, enjoying their company more than that of other ponies, although he does favor ponies who are likewise close to animals.

Whyte's duties keep him occupied, especially as he concerns himself with the wellfare of creatures great and small. What he wishes most is some free time and perhaps speak to the object of his affection. To this end, he seeks an apprentice to help him find the time (and courage) to follow his heart.

GM Note: Whyte is a paranoid fellow due to an unremembered trauma from his past. In fact, this also occasionally leaks out in moments of anger as his dark side of a sadistic and manipulative beast called Shadowshape, the Black Robe.

Silverhoof

Silverhoof is a pale silver colored earth-bound pony with a slightly unkempt and dull bronze colored mane. He wears a commonly wears a satchel that is often filled with books, notebooks and writing materials to write down findings on his adventuring. His brand of destiny is of a simple gray diamond shaped shield atop a brass square toothed gear. Always analyzing and researching things that peck his interest.

He is also determined and persistent in his work to the point of forgetting his own needs when trying to making something that would benefit others. Not much of a fighter, he would rather talk, and avoid any fight. Naive to others as not much of a liar as he finds it difficult to do so he doesn't bother to lie most the time. One of his biggest fears is to be alone but that's not really a problem as on his side is his stoic grey fox familiar that he often talks to.

A worshiper of Luminace, he loves the idea of sharing his research with others and engaging with their reaction to his ideas. He loves sharing what he has learned through his research to others so he may reflect on what they think of his ideas and studies. Though he loves sharing knowledge and always thinks of himself as a good pony, Silverhoof will break the law to do the right thing.

As a wizard, he prefers supportive over combative magics. He specializes not in spell-slinging but in making enchanted equipment needed for the adventuring party he is with and magical items to those in need. He prefers to help others with his skills of the craft but is always willing to make the tools to bring down the evil that will harm the good peoples of the world and to those that will harm his good friends. In his adventures, he has found and recorded the history and the once-forgotten details of dungeons and ancient ruins, and has, at least attempted to write and publish his findings. Iron Heart has written books on his craft, his adventures, his theories of magic, lost history, and even guides to the places he has explored, sharing his knowledge and warnings about the dangers of such places.

GM Note: Silverhoof would likely hold a more ambiguous place in most campaigns and will likely be a best fit for urban or politics based campaigns. He can easily serve as an antagonist by focusing more on the rebel and Night Mare worshiper aspects, or as an informant or ally by focusing on the more vigilante aspects. Ultimately, like many Night Mare worshippers, he does desire the greater good through dark means that can turn many other people away from him.

Solon Hammerhooves

A unicorn of strong moral fiber, Solon holds his head high in the light of his patron, the Sun Queen. Despite his seemingly low-key colors, consisting of a brown mane and tail over a cream coat, Solon's personality is anything but. Questing, seeking knowledge and purpose, or just helping those with less, he is a paladin who can not stay still for too long before seeking out a new challenge, a new wrong to right. Solving the puzzles of life is the stallion's ultimate goal, but his headstrong and sometimes slightly scatterbrained approach leads to him making the puzzle more complicated at times. But then, life is not a simple problem, and he has time to work on it.

GM Note: With his moral compass firmly set by the Sun Queen, Solon would be easy enough to find anywhere there is injustice, or where disagreement could lead to bloodshed. He would prove a great advisor or ally, or both.

Star Opal

The sword-and-shield brand on the gem pony Star Opal marked her as a potential holy warrior, and she quickly rose into the ranks of paladins of Princess Luminace. Wandering, finding the good she can do in the name of her goddess, Star ran afoul of a dangerous cult seeking to create monsters of good ponies. Saved by her friends, the ritual left Star Opal transformed into a hippogriff, sporting the forebody of a powerful falcon. Her sapphire blue eyes gaze from the opalescent mare's face, burning with the desire to bring good to Everglow. Her mane and tail, too, are sapphire blue, making her one of the most striking ponies in any city, town, or dungeon.

In addition to her time devoted to her goddess' will, Star Opal is also well known for exploring ruins and ancient sites, but not just for the artifacts and trinkets, but also to properly document and discover details of the past. Her archeological work in ruins has left her with the ability to read many languages.

GM Note: Like all good paladins, Star Opal is easy to sway if given a cause she can believe in. Found at rest in one of the churches to Luminace, in the field with her party or alone, or even in the depths of a dungeon or ancient site, she would be a powerful ally in a fight or even just to give good advice to a party.

Steel Prism

Known by some as the Right Hoof of the Queen, Steel Prism is as valiant as he is loyal. Even without his heavy armor, any member of the military would recognize the scars of his many battles, his lost eye, and his distinctive dark red coat graced with golden mane and tail. When his enemies see him, he is clad in a most distinctive suit of full plate, his presence akin to a dreadnaught marching across a

battlefield. But the stallion suffers not from the evils of war, his unwavering devotion to Queen Ilianna combines with a divinely blessed moral code that provides the perfect foil against impure deeds. Raised by common parents, he fought his way up through the ranks of squires, eventually becoming the great paladin of the Sun Queen that he is today. To have Steel Prism fight at your side is to know you walk the right path, to stand against him is to walk a short one.

GM Note: Unshakeably loyal to the Queen, Steel could be encountered either protecting her as her bodyguard, out among the world carrying out her will, or, in his final days, guarding her crypt from looters with the last of his life. It should be noted, after fighting some fierce battles, alone, against crypt raiders, Steel Prism moved Iliana's body to a new location, a hidden one, where he saw out his own days guarding her from further desecration. None know his fate after that. Did the Sun Queen raise him as a celestial? Did she grant him the dubious gift of undeath so he could eternally guard Iliana? Did the hero just lay down beside his Queen, to join her in the Sun Queen's pastures?

Straight Shot

Straight Shot is a pegasus mare with a dark pink coat and a purple mane streaked with blue. At a young age she had her brand of destiny removed feeling that what she wanted from life and what her destiny wanted from her were too vastly different. Apprenticing to an archmage for a time, she has learned how to use magic, but with her attention constantly wavering, she couldn't focus well enough for the higher spells. She eventually left her master to join a mercenary group. There she became a master of the cloud bow, able to use it with deadly efficiency. She has even learned to infuse her spells into arrows she fires, allowing her to use both her magical skills and martial talent at the same time.

GM Note: As unbound hooves go, Straight Shot is pretty cheerful about things in general. She has a powerful optimism about life, just not her particular destiny that the gods had chosen for her. Let them scheme and plot, she was going to do what she liked to do. Archery is her speciality, and magic is a distant second. Fortunately, she makes the two work together nicely. Given a friendly group to pal around with, she'll gladly bring some light for the darkest times and an arrow for every beast.

Summer Windfall

Like an avenging angel, Summer dominates a battlefield with her skill, the soldiers under her command, and her compassion. Beneath her reddish-tan fur beats the heart of a soldier, born from a line of soldiers. Under her dirty-blonde braids lies the sharp mind of a field commander in the army. Following her father's wingbeats she has followed her lifelong dedication, and Summer Windfall takes that seriously. Rising through the ranks of the army, she swings her hammer, forged from mithril and carved from the wood of her homelands, she quickly became a captain, and continues in that capacity. As a young mare, bandits raided her parents farm, taking everything from her and leaving her right

cheek scarred. Determined to prevent further tragedies, she hunted the miscreants down, and not one survived.

GM Note: With a body and mind honed for war, Summer could be found in the field, in charge of an army detachment or in a city garrison performing the decidedly less glamorous duties of a soldier, awaiting the order to fight. If given the chance, Summer would rush to aid any she would perceive as weak or downtrodden. Though a mere captain in the army, Summer dreams of the life of a knight, or paladin, not that she would admit that to anyone.

Sweet Harps

"I am a candle that casts a ray of hope to to guide those adrift on the seas of chaos". She is a aquamarine and golden yellow unicorn with amber eyes who is devoted to the protection and wellbeing of ponykind, by serving the royal house. After exploring distant kingdoms and several trips across the planes (Sweet Harp has a deserved reputation for exceeding the letter of her orders) ponies hid when she returned with an army fearing she was invading A loyal vassal and a champion of the common pony, she instead used the resources and allies she acquired during her journey and set about founding and developing a colony. Sunnydale is a new home where ponies can grow strong and happy.

GM Note: The small city of Sunnydale became a beacon of hope and spirit in the dark times of the post empire ages. While the rest of Everglow seemed to turn against ponykind, at least there, in that city, they were safe and protected. For some, it seemed a reminder of the grand times they once had under Queen Iliana, but such mistakes came harder. Sweet would leave them, just as Iliana did. Their haven could not persist forever.

Taradiddle

This bard is native to Blevik. She is a doppelganger with a beige furred, pink maned earth bound disguise. Being the youngest of two daughters, she was generally allowed to do what she pleased whereas her sister Reflexion was pushed to fulfill a role in the church of Kara's devoted.

Tara spent much of her childhood listening to rowdy tales of wanton adventure in seedy bars. Instead of her mother's assigned readings she would sneakily read of the exploits of adventurers such as Solitary Performance. As an adult she makes a living as an actor by pulling upon her mastery of her form. She longs for the day her own adventure will come but until then, pretending to be on one will be enough.

GM Note: Eager to adventure, but not the bravest, Tara will volunteer for what sounds exciting, but always keeps half an eye for an exit and will try to escape if things start to

look dire. Unless a group earns her trust, she will try to keep her doppelganger nature to herself. Fellow doppelgangers, on the other hoof, are greeted warmly and she tries to swap notes with them about the current events of her people and their mistress, Kara.

Toony S. Rashfar

Born a proud appaloosan earth-bound, Toony was a determined little soul even when she was just a filly. She was enrolled in a magical academy, where she learned how to weave spells and took an interest in alchemical arts. Despite her classical education, she enjoyed sparring with her friends and became quite passable with her sharp blade, which had the benefit of simplicity and always being available compared to arcane power.

In order to pay for a proper sword, she became indebted to a blacksmith and learned the art from him while paying off that debt. At the end, she could wield a smith's hammer as well as a proper blade, and forged swords worthy of being proud of.

Much how she joined the academy in the first place, she enjoyed pitting her arcane might against others. Her small town hosted a proper tourney once a year, and she was always glad to be a part of it. If she could make at least one thing explode brilliantly, it wasn't an entirely bad year. Of course, taking home the gold was even better.

GM Note: Energetic and explosive, Toony is a skilled evoker and swordsmare. Seeking adventure and the ability to right wrongs, she can be easily recruited for a share of things and will hang around until she gets bored, or it becomes time for the next tourney. Should the party accompany her, she may stay on with them after the tourney is done.

Vanilla Star

Vanilla Star is a professor in Viljatown. This female unicorn fulfills every unicorn stereotype in her gleeful and extended sermons about her subjects that often diverges out onto other subjects. Vanilla Star is the prodigal daughter of her father Professor Almond, a royal alchemist. She loves surrounding herself with people and fame, and most of her achievements were achieved under shady circumstances. Her shortcuts through life has made her popular with other shady individuals.

GM Note: Though not destined to shake the world apart, Vanilla can be a key player in the players' lives, with vital

information or contacts to move them along. She is unlikely to come along on adventures and she doesn't work for free. Getting what one wants from her is often an adventure in its own that may send them raiding some other pony's possessions for her. Tit for tat, as they say.

Wil Shacklespire

Born to humble folk, Wil disappeared in foalhood and returned seven years later changed by his time in the wilds, exposed to the wild forces that had forged his original fluttering species. He now travels the dusty roads searching for new stories and spinning his own epic tales to all who will listen.

His main body is new-leaf green which is patterned with subtle spiral knotwork on his legs, body and face. Smaller in size to many other ponies, he has delicate butterfly wings that are splashed with greens and purples in a complex filigree. When in the passion of telling his stories his markings will glow a soft purple.

GM Note: A bard who is eager to hear new stories and tales, and to spread them to others. Despite being a flutterpony, he is quite insistent on being a true and complete pony, and insisting otherwise is a good way to get on his bad side. An explorer and teller of tales, he will join an adventuring group, but rarely for longer than a single mission to gather new stories to share.

Xodious

Xodious appears to be but a unicorn with dull orange coat, blue mane, and sharp green eyes. Lurking under beneath that exterior, however, is a thin doppelganger. He conceals that nature as a matter of habit and precaution. He hides his body behind a set of leather armor and a sheathed blade. Not having to reach it with his mouth, it lays a bit further back than many other ponykind.

He makes his way forward with a combination of cleverness, martial training, and spellcrafting. While he may not be the best at any one of those activities, he believes that the combination makes for a more flexible and less brittle combatant that can face varying challenges without breaking. He travels across Everglow and even beyond, possessed with a fierce wanderlust. He enjoys sharing stories, ideas, and a little gossip as he goes from race to race, finding them all to be fascinating to be mingle with. When it comes down to a battle, he considers one not fought to be one truly won.

GM Note: A generally good soul, Xodious does not plot against others by nature and isn't difficult to befriend. Keeping him in any given group for long is a challenge, as he likes to wander, and will often take his leave after the first task is complete. Keeping him in any one place can prove to be a challenge, however, as his ambitions to learn of the other civilizations that inhabit the world compel him to travel far and wide. Indeed, for Xodious, the thirst for adventure can never truly be sated!

Notable Groups

Agents of Purity

A group of adventuring ponies also known as the Redeemers of the Wastes, they risked it all and came out on top. They recovered the artifact that soothes and slowly heals the Scar of the Sun, keeping it from expanding.

An airy, bubbly, pink unicorn paladin is quite a sight indeed, but that hasn't done a single thing to hinder Cherry Blossom's ambition. Her mark is a heart of flame. With her youth and blissful naivety comes the determination, dedication and rock solid morality of paladins. Though she has yet to fully mature, wisdom beyond her years hides behind her cheery, even silly, disposition. Her compassion for others has gotten her in over her head many times, but her drive is such that fixing her own accidents has led to some of her greatest accomplishments.

The zebra mare Shine, a psychopath and self-declared genius, spends too much time polishing and maintaining her extension gun collection. The favorite of which is her first, Cuddles, a blunderbuss no one may touch on pain of pain. She comes off as mysterious, both because her accent is very thick and she answers all questions with lies. She quests not for money or the greater, merely for fun, and fun means shooting things. The last things any enemies witness are her crazed smile, mad laughter, and the flash of gunfire. Abrasive as she is, she tends not to get along with many ponies. She'll always put up with her good friend Cherry Blossom, the one pony that keeps Shine in check, even if Cherry is a filthy magic user. Her mark is a red triangle with a flame in the middle.

Picante Picado is a pegusas bard whose mark is a gold coin picking the strings of an unseen instrument. His driving force is to entertain and aid others, regardless of work required, sense, danger. Only an average singer, he learned to play guitar with his wings, allowing rapid, complex rhythms that spoke of a spicy fire in the soul. In the bars where he performed to fund his bard schooling, he developed an exceptional skill for mimicry and ventriloquism. Cherry Blossom recognized the use of these beyond music, and recruited Picante with the promise of enough wealth to enter a hundred colleges. Someone who seeksonly to aid others to connect emotionally, he has qualms about the harm they must occasionally do, and reluctantly turns a blind eye as necessary.

Sapphire Night is the most visibly recognizable of the group, blessed with both wings and horn. She is a tall, solidly built unified pony with vividly blue heavy-lidded eyes, a pale pink coat, and a pale two-toned teal mane and tail. Her brand of destiny is a blue-green flame surrounded by a black jeweled circlet. She appears unkempt. Her long, stringy mane—usually full of twigs and leaves—covers the right side of her face. She's strangely quiet and un-emotive, looking half-asleep and talking in a light, dreamy tone. Around her neck is a necklace she never removes, made of a thick cloth band from which hangs an oversized blue sapphire. Though Sapphire appears dreamy and wistful, this comes from a constant state of alert against the supernatural. Rather than relying on her eyes, she spends her energy on keeping her other senses sharply focused, most especially for nearby auras. She is also usually very quiet and shy around other ponies, preferring to quietly observe and think rather than speak. When she does open her mouth, she usually is very direct thanks to a decided lack of social graces. When alone she sketches, sings off-key, or talks to herself, though someone else appearing won't always stop her.

The Five Port Mares

The Five Port Mares, named in part for the town where they met, Port Marehart, galloped into history when they embarked on a campaign of thrill seeking and exploration. It started with bandits lurking near the town road and culminated with the dispatching of Flamescar, an ancient red dragon that had ruled Dragon's Peak undisputed. His destruction spurred the creation of the town of Dragon's Rest, whose inhabitants were far less inclined to hunt dragons.

The group had no official leader, but to outsiders, Crystal seemed to fit the role. The midnight blue unicorn called herself a free knight, and served as a paladin of the Sun Queen. Ever ready to battle against the forces of evil and chaos, she stood proudly in gleaming armor between her friends and danger.

Leaf served as the group's seer. A brown earth-bound druid that strode with a wolf that was larger than herself, she spoke softly, but always with importance. Her wisdom and healing talents were invaluable to the team.

Firefly was as fast with her wings as she was with her tongue. This sky blue pegasus was eager to get into the mix of things, sometimes causing up more trouble than she solved. She was a skilled shot, however, and her knowledge of nature was rivaled only by Leaf, and Firefly's ability to consume cider.

Quiet but skilled, Naomi was a small yellow unicorn with a gentle personality. When battle broke out, she became a whirlwind of skill. She strikes at the weakest points of the enemy, leaving them clutching at wounds they barely realized they had received. She called herself a simple traveler, but her friends and enemies agree that her talents mark her as a pony of extraordinary ninja training.

Scarlet was a red unicorn that hid behind the others. Strangers made her uneasy, and crowds could incite panic. She had great magical talent, but did not use it to harm their enemies. Her skills were put to work bolstering the others and hindering their foes. A talented wizard, she always had the right spell for the situation and got the group out of tight binds.

GM Note: Players can run into this adventuring team during the height of the empire. While eager to win glory and set right to wrong, they are not above assisting other adventuring groups if the cause (or pay), is right. Although famed for their effectiveness, trouble does follow at their heels, and they could seek help from the PCs to rescue one of their own if things had gone poorly. Additionally, the players may encounter Crystal on her own.

Unincorporated Pony Group

As their quest for the Elements of Destiny took them through St. Moon's Reach, they aided Ranger in his defense from the last great army of drakehooves from the nearby Dragon's Peak, the Battle of Hoof and Fire. They were all declared heroes, Ranger included, even as he spirited away the group's dear friend Levi. Now, in addition to leads on the Elements, they seek clues to Levi's whereabouts and evidence confirming their suspicion Ranger orchestrated the Drakehooves attack.

Tempest is a lavender-eyed pegasus monk whose wings, tail, mane, and muzzle are all tipped in black. Under an altered himation she wears steel blades on her wings, a silver circlet, and a silver spork in her braided tail. From Dragon's Rest, she is loud and callous and loyal to her comrades, even those she dislikes. As is traditional for her tribe, she roars as both as a greeting and opening to battle.

Lysnoi Pozhar is an eccentric unicorn fire sorcerer known for burning down both part of his hometown's sacred forest and his uncle's tower. He has a penchant for spoons that's led him to enchant several of the fancier ones he's found with his own fiery brand of magic missile and suchlike. He is deathly afraid of coasters since one caused the accident that haunts him when it fell and broke his concentration. His comrades use this to their advantage, as he now wildly overreacts with explosive force to destroy any coaster he sees.

Viridian Night is a spring green pegasus ranger with gold eyes who keeps his dark green mane and tail short. He wields a curved longsword with a gold hilt and gladius with a clockwork hilt. A beastmater, he travels with a black furred wolf companion called Gaelle. Called Bloodstorm for his slashing combat tactics, he is determined to a fault when hunting his favored enemy, often to the detriment of his party in battle.

Formerly the bodyguard of a high-ranking earth-bound pony widely regarded as insane, Rushing Resolve is now an earth-bound pony cavalier of the Order of the Dragon. He wears O-Yoroi armor colored white fading to jet black at the bottom to match his coat. His trusty lance bears his family crest as his banner: a green half-leaf and golden half-shield on a red background. His steed, an antean pony named Llena, has glowing green eyes and stands roughly two feet taller than he.

From the war stories on which she was raised, the unicorn magus Dusky Lights has come to believe firmly that the more diversely skilled a group, the more capable it is. From this she has become the diplomat of the group, though her natural place is weaving in and out of battle wielding her hammer tuned to unicorn magic. The destructive forces she wields are starting to scare her as she realizes how easily she could tear her comrades apart should she be used against them. Now the lives she must take begin to haunt her dreams, and she's spiralling into depression.

The Fall

(IC 296)

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

~Misty Times, Royal Historian

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

Her Passing

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

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

Too soon, her students discovered the trickery. Enraged, they called court to order, and began to make their demands. Believing the empire an unbreakable thing—and how could they not, it having existed for as long as they were alive?—her students gave it little concern. When she passed, they were first in line, each claiming the right to become the new Queen or King. Swollen with hubris, her students claimed that their last, great, test had arrived. The Queen had not selected a successor, so they would do it in her stead by displaying their natural abilities to lead. One of their numbers dissented, urging their peers to work together, rather than competing. Her words fell on deaf ears, and she chose to leave, taking a few sympathetic to her cause. Her name was struck from the records by the students that remained, claiming she had forfeited her right to the throne.

The Battle of Hoof and Fire

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

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

The Great Loneliness

A dark age befell ponykind. Many tribes faded away, while others dwindled to aprecious few as pony towns became islands in the darkness, fending for themselves. They were ill equipped for self-sufficiency in an empire that had protected their trade lanes and fostered commerce across all of Everglow. Towns that imported foods faced swift starvation while others watched their weapons and houses decay as building materials went scarce. Those brave enough to try venturing out despite the lawlessness were likely rarely to be seen again. Desperate people, driven from their homes, fell to banditry for survival.

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

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

In this time of upheaval and uncertainty, many ponies felt adrift. There were an uncomfortable number of ponies unable even to start working towards their

destinies. It was as if the force that wrote out their lives was entirely unaware of the great change that had befallen them. Although some ponies were given tasks of great importance for the time, so many more were left unfulfilled and despondent. What use was an overwhelming urge to hammer metal when one is born in grassy fields, with no way to reach where metal is worked? What was once an obscure act done by dissatisfied erudites became commonplace as desperate ponies scratched away their marks with force and magic, crying out to their gods and praying for relief that never truly came. As time passed, and society began to recover, this habit began to wane in popularity. The black mark on pony history, however, would never be forgotten.

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

Major Factions

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

Seekers of the One Herd

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

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

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

"Very interesting," she said, keeping her expression neutral. "And you didn't bring this to the guard, because?"

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

She flushed red in her ears. Were ponykind so difficult to tell apart? "Mare. I don't need to ask too many. You don't fit the type for a merchant." She raised a hoof to gesture at the blade at his hip, "Heavy longswords are not in style. If you want my help, come clean. We know how to be discrete, and we never divulge about our customers. We are much more useful with our eyes open."

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

With the collapse of the empire, the Seekers have taken up their old title. They seek ways to restore the lost ponykind to its place of unity and power, while integrating with the world as it is. Seekers have no reservation in setting up shop in foreign lands, with offices in Harfoni, and Three Rivers. The elven nation of Melwasúl

has politely rebuffed advances of the guild, forcing them to operate more subtly and without the comfort of a place to call home in those strange lands.

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

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

Advantages

Safe Haven

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

Freedom to Roam

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

Liabilities

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

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

Timeline of Everglow

bf ???	creation of Everglow
bf 400	Sun cats/Purrsians enter Everglow
bf 350	Griffons appear in numbers, dominate mountains
bf 300	Cloven enter Everglow
	Sun cats/Purrsians dominant species
bf 275	Ponies appear in Everglow
bf 250	Scar of the sun event, massive sun cat/purrsian recession
bf 200	Ponies form first serious villages, begin transformations into subspecies
bf 199	Tramplevania founded
bf 195	Mae-mae's reach founded
bf 192	Bristenlux Ciliorem founded in shade of Shimmerpeak
bf 150	Phoenix wolf/clockwork events
bf 100	Steelhearts appear, establish Kollective 23
bf 047	Bristenlux Ciliorem disappears
bf 019	Birth of Illiana
bf 006	Imperials begin march
bf 003	Ebonsilk founded
ic 001	Founding of Empire Viljatown made capital
ic 006	Attack on Queen, Viljatown abandoned as capital, remains thriving.
ic 012	Dae Dream founded
ic 018	Ebonsilk abandoned
ic 025	Battle of Broken Bones
ic 030	Doppelgangers cement control over Blevik
ic 045	Fathach founded by Anteans
ic 050	Discovering the underhalls
ic 075	Elven first contact
ic 090	Humans enter Everglow, become and remain dependent on elves
ic 100	Dreamsorrow marches on Silverdream Citadel
ic 115	Height of Empire
ic 121	Sun's Tears Founded.
ic 125	Wind's Rest Founded
ic 261	War of the East begins
ic 262	Camp Nickelvee founded, War of the East ends
ic 268	Flutterponies form from flutter swarms
ic 273	Drakehooves become prominent in Dae Dream
ic 290	Flutterponies found Prisma
ic 295	Illiana's death
ic 296	Battle of Hoof and Fire, official fall of the empire
ic 300	Great loneliness, empire's influence wanes
ic 302/ ae 002	Transcendent Blossom begins assault on civilization, Solarin unites
ic 305/ ae005	Pegasus ponies lose control over weather
ae 025	Loxlar becomes center of human empire
ae 032	Bristenlux Ciliorem returns

Years given in bf (before founding), ic (imperial calendar), and ae (after empire)

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

Plot Hooks

This section is primarily for game masters looking for inspiration on conflict and stories to weave for their pony players. Tabletop roleplaying has been around for some time, and most violent scenarios have been explained and re-explained countless times, so we will be focusing on a sampling of more peaceful situations

in which our four-legged heroes can find themselves entangled.

Before Empire

The time before the empire had great need for brave souls. Whether one was on the side of the imperialists, or out for their own benefit, it was a dangerous time.

- The party is asked to travel to a relatively nearby town as diplomats. The other town is comprised of another tribe or race, and begins as unfriendly towards them. By presenting a good face and possibly doing some favors, perhaps they can make inroads with them to establish trade with the player's home town. Learning the local customs and what they value in a person is key to victory, as well as demonstrating that their character and beliefs are worth tolerating in kind.
- A colt has vanished overnight. Its parents are frantic and beseech the players to recover their child as quickly as possible, fearing the worst. The child, who has fled the town entirely, must be tracked through the wilderness. Eventually they can be found in the company of an older pony. Confronted, the younger admits that they left willingly, to pursue greater things in the world beyond with the Seekers of the One Herd. If the players are hesitant about leaving right away, they are invited to help explore the ruins they found, to see the merit of the colt's chosen path in life.
- While the players are passing through a larger town, an invitation is sent to them. Their reputation as adventurers of prowess has preceded them, and they are to be guests of honor at a feast held in two days time. During the feast, the players are challenged to be charming guests without breaking too many upper class rules. While they are there, they are solicited for their time by several competing factions seeking the adventurer's public support on various matters. Siding with one faction makes others unhappy, so the players must select carefully, all while watching their words and manners. Turning them all down will give them a reputation for being difficult, making future employment all the harder.
- At lower levels, the players hear about an enraged dragon causing terrible destruction. Investigation, and possibly speaking with the dragon itself, reveals that its most prized possession was stolen by a pony in a nearby town and they plan to get it back, even if they have to raze the town doing it. The problem is that the thief is a highly respected member of the community, and does not wish to relinquish the item. The players must figure a way to convince the thief of their error or otherwise get the item back to the dragon before time runs out.

Height of the Empire

A civilized time, with ponies ruling over much of the world in prosperity. But this was not a time without its challenges. Terrible beasts lurk in dark places, dissidents dream of a world without the Queen, and other nations stare enviously at the pony empire's holdings.

- The party is recruited by an explorer to sail across the oceans of the world and be part of the first full trip around the entirety of Everglow! Promises of glory and everlasting fame are used to convince them, but surviving the journey will not be easy. Besides weather, navigation, and possible sea monsters, there are foreign ports and races, some of which the players may never even have heard of. Navigating them to resupply, explore, and finish the trek will make for a story worth singing.

- The Unnamed (see the Gods section) has been spotted, in the distorted flesh. His power is such that physical violence results in little but frustration for those attempting it, and amusement for the foul being. Can the players find a way to distract him away from the innocents of the town before being driven mad, or perhaps find something that could placate his unending need to spread utter chaos wherever he goes, even if for a small time?
- The Queen's agents have unearthed an artifact of great importance, and possible danger. They have enlisted the players to see it safely to her castle directly. Despite going under blessing of the Queen, there are those, both within and without the empire, that covet the artifact, possibly envisioning themselves seated upon her throne instead. Securing allies while keeping their progress discrete is the players' challenge. Being overt will draw the wrong sort of attention, as there are agents willing to bring great numbers against them.

After the Empire

Ponykind's influence wanes as other races rise to new heights. Our adventurers deal with a, while not always hostile, certainly stranger and more foreign world. Humanoids tend to look down on those with the wrong number of legs, but our heroes have the drive to make their mark, without help of their Queen.

- Shortly after arriving in a large city, the party is stopped and informed that they are accused of a terrible crime. Underestimating their wiles, they do not arrest the PCs immediately, instead simply warning them not to try leaving the walled city, and that their trial will take place in a few days. Can the players gather the evidence to clear their name, or will they slip out of the city and leave other quadrupeds to bear the anger left behind?
- The humans have invented a new sport, a sport of sports. Running, jumping, swimming, throwing, if there's a physical activity, it seems to have been folded in. The local ponies want to be represented, but the local lord has proclaimed that only representatives of nations can play, and ponies have no nation to call their own anymore. It falls on the PCs to earn an exception, then to perform well enough to reflect positively on their people. Of course, some of their competition may not be so noble minded…
- With the unraveling of the empire, the Seekers have begun seeking their one true herd once more. They beseech the players to help gain access to some ruins that are, unfortunately, located beneath a great dwarven hall. The dwarves are hesitant at best at the idea of anyone, four-legged or otherwise, down into the closed off tunnels. The players will have to win their way in, then navigate the traps of the ruins, ranging from tunnels ready to collapse from time, to devious devices created by ancient dwarves and ponykind to protect the secrets sequestered deep below.

Everglow Bestiary

Below is a sampling of some of the unique creatures of Everglow. These are not the only creatures to lurk in the nightmares of ponykind. As GM, you are encouraged to make full use of the Bestiary(and 2 and 3) to populate your adventures with adversaries worthy of your four-legged heroes.

Inevitable, Vanguard

This hulking creature seems comprised largely of thick sheeted plate armor, with two suspicious orbs that judge your worth staring from its small helmeted head.

VANGUARD

Large Outsider, Lawful Neutral
Armor Class 19 (Full Plate)
Hit Points 161 (14d10+6)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
25	16	23	10	17	16

Saving Throws Con +10, Wis +7, Cha +7
Damage Resistances Piercing, Slashing, or Bludgeoning from non-magical sources; Acid, Cold, Fire, Lightning, Poison
Senses darkvision 60 ft., passive Perception 17
Skills Insight +7, Investigation +4, Perception +7
Languages all
Challenge 11 (7,200 XP)

Multiattack. A vanguard makes 3 bastard sword attacks.
Bastard Sword. *Melee Weapon Attack +11 to hit, reach 5 feet., one target. Hit: 2d6+7 slashing damage.*
Innate Spellcasting. The vanguard's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
At Will: *Fear, Hold Person, Invisibility (self only), Suggestion, Vampiric Touch*
3/Day: *Hold Monster*
1/Week: *Geas*
Regeneration. The Vanguard regains 10 hit points at the start of its turn. If the vanguard takes necrotic damage, this trait does not function at the start of its next turn. The vanguard only dies if it starts its

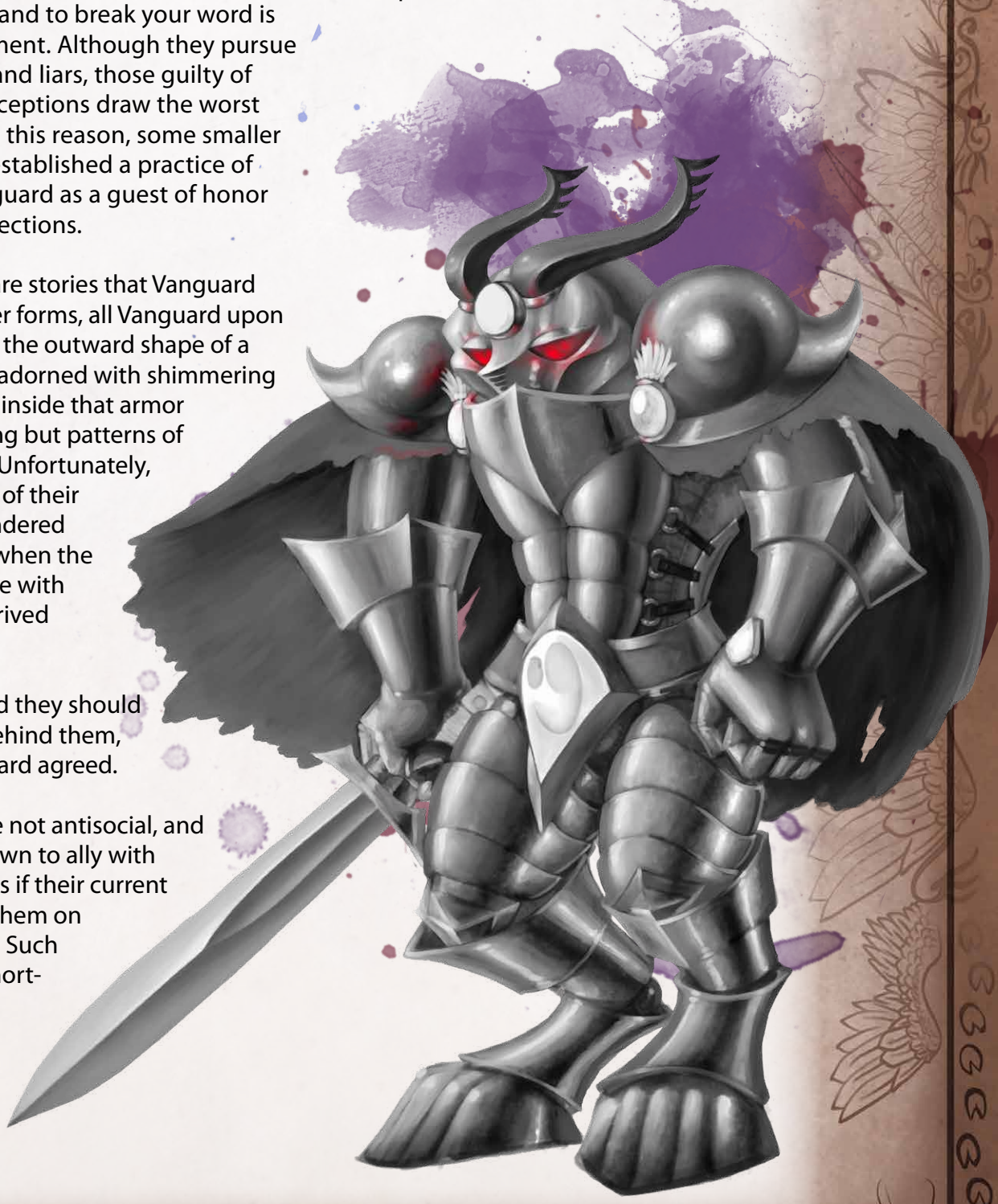
turn at 0 hit points and doesn't regenerate.

Vanguard are refugees to Everglow from a subplane of law. They seek to bring justice by merit of enforcing agreements. Word is bond, and to break your word is to suffer judgment. Although they pursue oathbreakers and liars, those guilty of the greater deceptions draw the worst of their ire. For this reason, some smaller villages have established a practice of inviting a Vanguard as a guest of honor during their elections.

While there are stories that Vanguard once held other forms, all Vanguard upon Everglow have the outward shape of a mighty gorilla adorned with shimmering armor, though inside that armor appears nothing but patterns of lawful energy. Unfortunately, all finer details of their origins was rendered unobtainable when the first pony spoke with the recently arrived Vanguard.

The pony said they should put the past behind them, and the Vanguard agreed.

Vanguard are not antisocial, and have been known to ally with Everglow forces if their current mission leads them on the same path. Such alliances are short-lived, however, as the work of a Vanguard is never done. For ponykind, this is a mixed blessing. Some admire their dedication to their destiny. It is a fine trait, even if it ensures that Vanguard will always move on in pursuit of liars.



Deeptide Horse

An equine head stares balefully from the waves. As the water dips at the low point of a wave, its fish lower half is visible for a moment, scales glinting like metal in the light.

DEEPTIDE HORSE

Medium Fey, Lawful Evil
Armor Class 15 (natural armor)
Hit Points 84 (13d8+2)
Speed 5 feet., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16	13	14	14	13	9

Saving Throws Dex +3, Con +4
Senses darkvision 60 ft., passive Perception 11
Languages Aquan
Challenge 3 (700 XP)

Multiattack. A Deeptide Horse makes a bite and a tail slap attack.

Bite. *Melee Weapon Attack +5 to hit, reach 5 feet., one target. Hit: 1d6+3 piercing damage.*

Tail Slap. *Melee Weapon Attack +5 to hit, reach 5 feet., one target. Hit: 1d4+3 bludgeoning damage. Any target struck with the tail slap must make a Strength or dexterity saving throw, victim's choice, against DC 14 or become grappled. If the Deeptide is already subjecting someone to grappled, this does not occur. Should a creature attempt to escape the grapple, use the tail slap's bonus (+5) to resist.*

Razor Fins. If the Deeptide Horse begins a turn grappling, they may, as a bonus action, make two melee attacks at +5, dealing 1d4+3 slashing damage each.

Water Spout. As an action, the deeptide horse can exhale a mighty jet of water up to 60 feet away. The victim must make a Strength saving throw against DC 14 or be pushed back up to 10 feet and be knocked prone.

Flutter

A tiny four legged creature that resembles a cross between a horse and a butterfly colored with the brightest hues.

Flutter

Tiny Fey, neutral
Armor Class 15 (natural armor)
Hit Points 11
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13	16	15	8	12	6

Saving Throws Dex +5, Cha +0
Senses passive Perception 11
Languages —
Challenge ¼ (50 XP)

Bite. Melee Weapon Attack +3 to hit, reach 5 feet., one target. Hit: 1d4+1 piercing damage.

While flutterponies usually migrate in great, dangerous, swarms, occasionally a single flutter will be found on its own. They make passable familiars if captured without harm.

Flutter Swarm

Your field of view is suddenly filled with countless forms, each a clashing jangle of colors. Picking out an individual from the mass, it appears to be a very small pony with pixie-like wings. The sound of their many fluttering wings grows louder as they approach, screeching and taunting in some pidgin of a language.

Flutter, Swarm

Large swarm of Tiny Fey, neutral
Armor Class 15 (natural armor)
Hit Points 56
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13	16	15	8	12	6

Saving Throws Dex +5, Cha +0
Senses passive Perception 11
Languages —
Challenge 2 (450 XP)

Bite. Melee Weapon Attack +5 to hit, reach 5 feet., one target in the swarm's space. Hit: 4d4 piercing damage. If the swarm is at half hit points or less, reduce damage to 2d4.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny insect. The swarm can't regain hit points or gain temporary hit points.

Magic Theft. Any creature damaged by the flutter swarm finds all magic harder to do, requiring a Constitution save against DC 15 to maintain concentration, even if the spell or magic ability normally doesn't require concentration. Failure causes the ability to be expended and the action wasted. This persists for ten rounds (1 minute).

Interfering Explosion. As a reaction, a flutter swarm can end magic theft's duration on a target creature, causing them 2d6 psychic damage.

Gem Gnoll

Hunched and feral, this furred, hyena-headed humanoid stands slightly taller than the average human. Dangling from its dirty coat are glittering bits of gems and baubles.

Gem Gnoll

Medium Humanoid (gnoll), chaotic evil
Armor Class 15 (chain shirt)
Hit Points 54
Speed 30 ft., Burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16	10	13	8	11	8

Saving Throws Con +3
Senses passive Perception 10
Skills Geology +1, Appraising Gems and Minerals +1
Languages —
Challenge 3 (700 XP)

Bite. Melee Weapon Attack +5 to hit, reach 5 feet., one target. Hit: 1d4+3 piercing damage.

Spear. Melee Weapon Attack +5 to hit, reach 5 feet. or range 20/60 ft., one target. Hit: 1d6+3 piercing damage, or 1d8+3 piercing damage if used with two hands to make a melee attack.

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Gem gnolls are a specific sub type of gnolls that have long been enemies of the Purrsians. Both covet the same gems and treasures of the earth. To the purrsian's disadvantage, gem gnolls are good at burrowing directly to the prize. This has caused Purrsian mines to suddenly intersect with gem gnoll tunnels and to the discovery that the beast men have already taken the prize right from under the felines' noses.

Unfulfilled

The vague form of a pony approaches, chains dangling where it should have a mane. Its brand of destiny seems almost solid, unlike the rest of its wispy visage. Its black eyes gaze towards you with an unaging hunger.

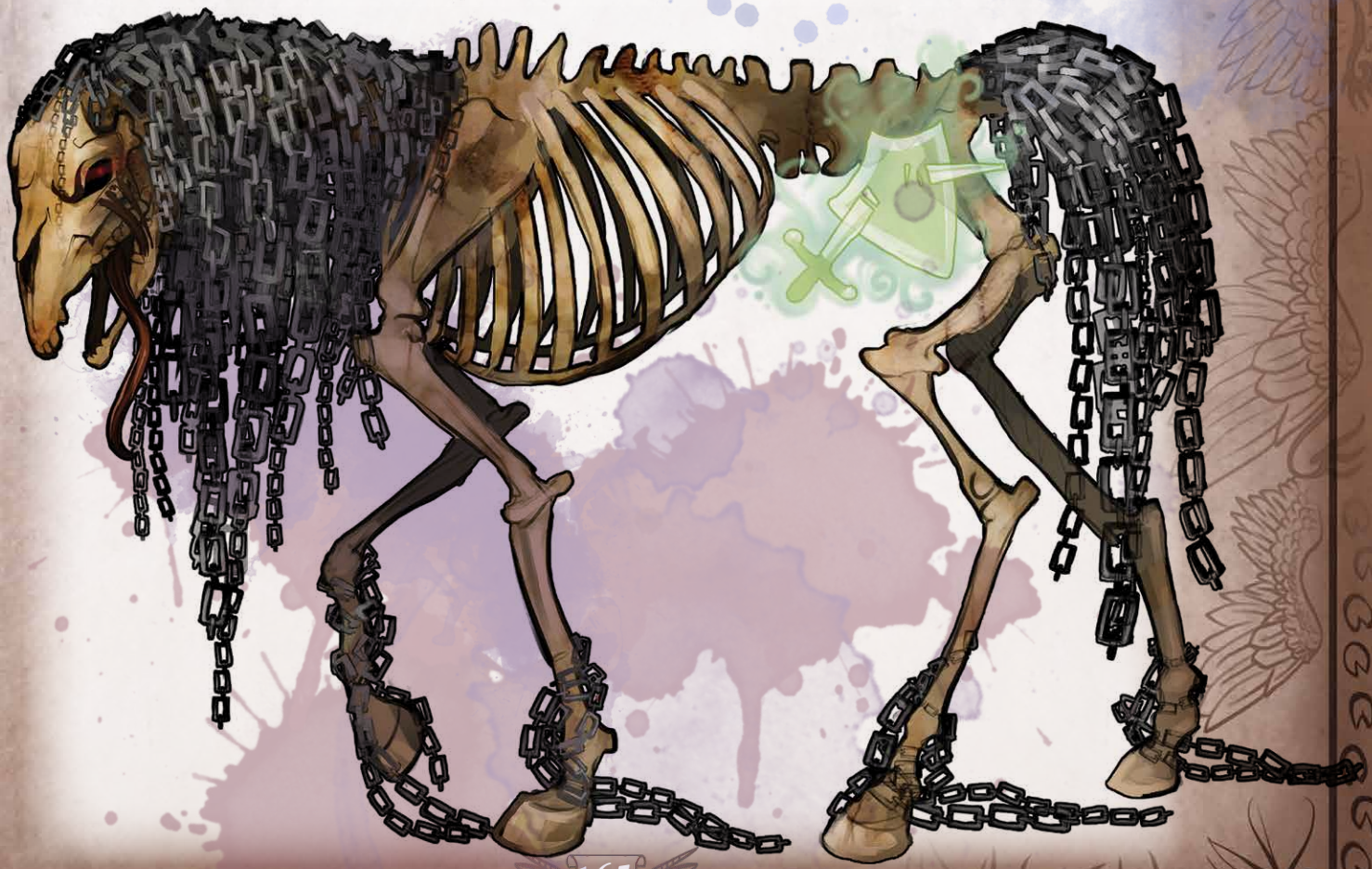
Unfulfilled

As per ghost with the following exceptions.

Unfulfilled are ponies that have died in the middle of a task they consider to be vital to their life's destiny, usually in an very sudden and/or traumatic fashion. Occasionally, an unfulfilled can be created when a pony dies thinking their destiny never had a chance. In death, they seek out others to finish the task and lash out angrily at all others. They all possess the *possession* ghost ability and use it eagerly on any ponykind that appears capable of making their destiny complete. This ability only functions on ponykind.

While a pony is possessed by an unfulfilled, their brand of destiny becomes that of the unfulfilled. If their flank is uncovered, this may be the only clue their friends have as to their sudden strange behavior.

When an unfulfilled has accomplished their task, they immediately depart the material plane to peaceful rest, to trouble the living no longer. If their host was willing and cooperative, they may whisper a secret as they go, but there are no assurances when dealing with the undead, save for their innate malevolence and obsession.



Optional Rules

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

Type Advantage Neutralization

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

- Give Everglow races humanoid as a type, making them susceptible to such effects.
- Advantage to saves against such effects.

Realistic Deficiencies

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

- Remove the ability to wield weapons or shields in mouth for fingerless characters.
- Give fingerless a hoof or claw natural attack as appropriate.

Relaxed Physics

Going the other way, perhaps you'd rather your ponies have more freedom in manipulating their environment. They are creatures of magic, perhaps it is of more help than allowed in the base rules.

Grabbing things with their hooves as if a constant *sticky hoof* spell were in effect and manipulating objects with all the skill of a human may not be too much of a stretch. This can also be used if you prefer the species of Everglow to simply be bipedal.

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

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Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and mystery, where the fey are in control and the humanoid races are secondary. Foremost of the fey are the Ponykind, who rallied behind their Quenn to form the greatest empire Everglow had ever seen.

We've brought ponies, griffons, felines, and other strange creatures to life in a world all of their own, where they are the primary PCs. Don't want to run a game all about ponies? That's alright! Use our post-empire suggestions to add ponies to any other existing world. Many spells, class specializations, and backgrounds are also usable by non ponies or other settings.