PLANESHIFT: EQUESTRIA

D&D HOMEBREW

Everything you need to play the world's greatest roleplaying game in the High Fantasy world of Equestria.

Credits

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Last Updated: November 13, 2018
Latest Version

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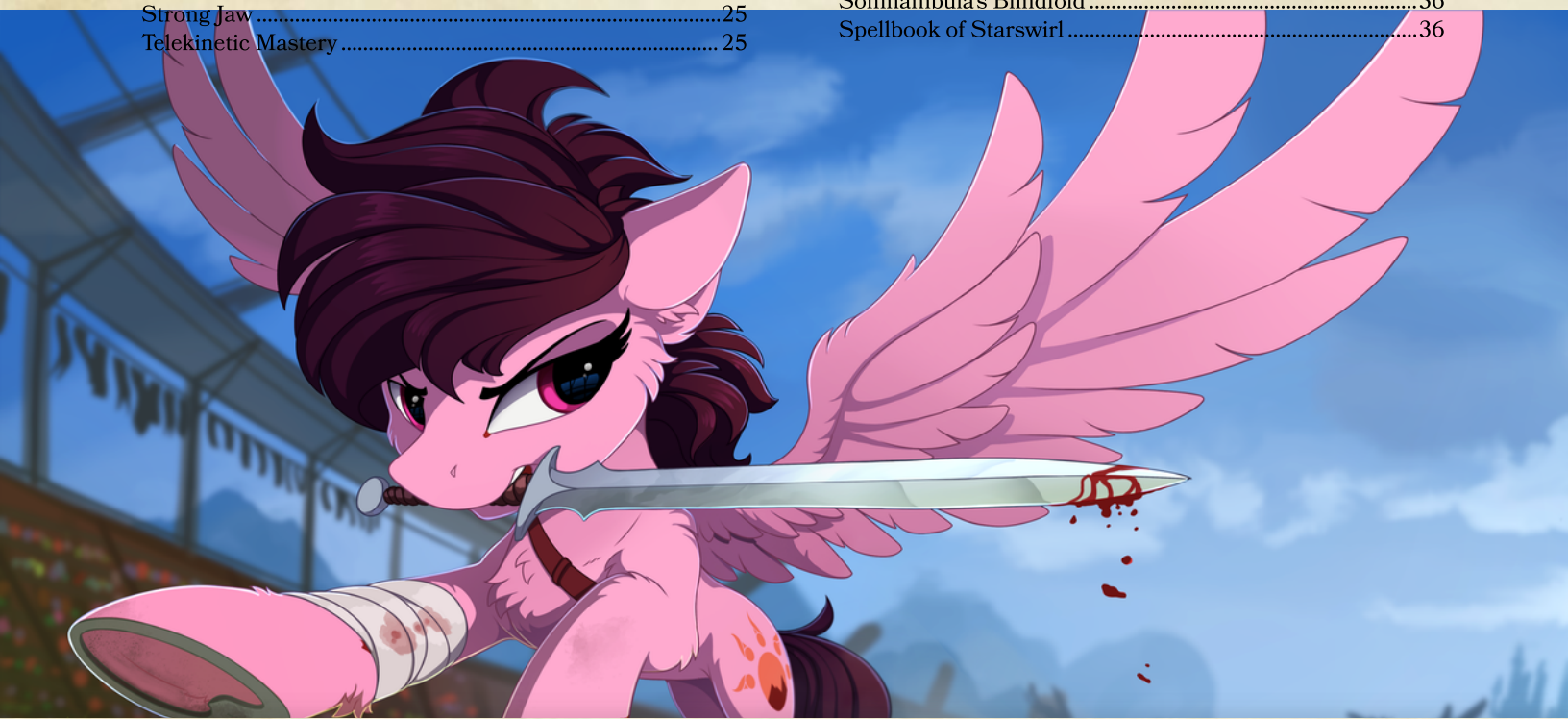


PART 1

World of Equus

Civilization, Nations, and Cities

Equestria is the major pony power on Equus. It was formed by the unification of the unicorn, pegasus, and earth pony tribes, by far the three most numerous types of pony, and thus by sheer population it dominated its rivals economically and militarily. The unicorns have their major settlement at **Canterlot**, at the top of the tallest mountain in Equestria. It's central location and already noble population made it the obvious pick as the capital of the united pony nation. The pegasi have a mobile cloud city as their base. Originally a forward base of the pegasus military, it's now the bustling city of **Cloudsdale.**

Not long after founding, the alicorn sisters **Luna** and **Celestia** took over rule of the nation, to vast success and public adoration. But a few decades ago this diarchy was shattered. The civil war was a long five years of war and hardship, and the conflicts of today were forged in its fires. **Celestia** was victorious, and **Luna** was banished to the very moon she raised each night. This catastrophic event still shapes events decades and even centuries later.

The Crystal Empire was one such rival whose destiny was forever altered by Equestria. Economic stress lead to the overthrow of the alicorn empress and the tyranny of **King Sombra**. War on Equestria soon followed. Losing badly, Sombra destroyed his crumbling empire rather than let the alicorn sisters have their victory. Today, most of Northern Equestria was once Imperial lands, and adventurers scour old Crystal ruins for treasure, but the darkness of Sombra's evil remains.

A shallow ocean separates the continent of the **Griffon Kingdoms** from the ponies, and its capital **Griffonstone**. When the two peoples first met, the griffons tried to swiftly conquer the ponies, but unlike **the elken tribes** that had been unable to stop the imperialist griffons, newly united Equestria leveraged its huge population and economy to fight the Griffons to a standstill. Fleet actions and pegasus strikes were able to cripple the griffons' agricultural economy without serious civilian deaths, earning the ponies begrudging respect from the griffons who agreed to a ceasefire in exchange for Equestrian surplus grain. Ever since, the two nations have remained strong trade partners, and are among the only sources of stability and law on Equus.

The survivors among the elks were vastly displaced and fractured in two. Some live on the fringes of civilized lands as bitter wanderers and others live a nomadic life in the cold northern steppes where the Crystal Empire once ruled.

Goats are another people who live among ponies and others. Ancient records indicate that they once ruled a vast and ambitious nation, but some cataclysm brought them low. Now they live on high mountaintops, including Canterlot.

Dragons hordes roam both Equestria and the neighboring griffon continent, migrating over the centuries as birds do over years. No one but the dragons themselves know why they choose to roost in one place at any one time, but the gold hungry wyrms cause no shortage of trouble for the lands they fly over, leaving eggs that hatch into troublesome **wyverns**, **kobolds** and even true **dragons** along the way. Ponies often abandon areas under a migration for a few years to wait out the chaos, while the griffons, futilely, send armies to oppose the dragons, with huge rewards for those lucky or brave enough to survive. These abandoned lands and forlorn hopes often feature in the lives of heroes.

Currently six **changeling hives** are known to exist in Equestria. Outsiders know very little about the insectoid race, but they have as complex of a society as the ponies do, lurking right under their noses. Each hive has an evil ideology the leader has adopted and they are in constant shifting alliances and wars. Of note are the hives of **Queen Chrysalis** (NE), **Princeps Lepidoptera** (LE), **Countess Sanguina** (NE), and **Chieftain Mandible** (CE).

Religions

Cult of the Alicorns

The main religion of the pony nations of Equus involves their alicorn rulers. These are very powerful beings, but they have the personalities of normal ponies and there is lively debate among scholars as to their actual divine status. Most alicorns will deny that they are divine in any way, but their immense power has many ponies convinced. They worship the alicorns as god-rulers and build temples in their name. The alicorns don't seem to do too much to discourage the worship beyond simple declarations, and many leverage their followers to accomplish goals the alicorn champions, for good or ill. The main day of Celestian celebration is the Summer Sun Celebration.

There are also anticipations of future alicorns, prophesied in lost grimoires or ancient tomes that some clerics devote themselves to, such as the Anticipation of Heart or Friendship. Many worshipers of Celestia consider these heretical cults and are devoted to stamping them out. Celestia herself has never responded to the issue.

A twisted form of this worship extended to Luna's evil alter-ego, Nightmare Moon. Some ponies felt that Nightmare Moon was right to want the night to last forever, and after the war that banished their Princess, many cultists still practice in her name.

Cult of Discord

Before the rule of the diarchy, much of Equestria was under the thumb of the mad-god Discord. While not truly divine, he was a powerful spirit of chaos who demanded the worship of the ponies for his own amusement. Many cults plot for his return.

Cult of Harmony

Harmony is the veneration of the natural world and the ponies place within it as caretakers and guardians. It's a popular religion, and is compatible with the more organized religions of the alicorns, with many lay worshipers devoted to both together. Its primary holiday is Hearth's Warming in the dead of winter.

Cults of Equestria

Deity	Sphere	Alignment	Suggested Domains
Celestia	Sun, Good	CG	Light, Life
Reclamation of Luna	Moon, Law	LN	Moon, Tempest
Anticipation of Twilight	Friendship, Magic	NG	Knowledge, Arcana
Anticipation of Cadance	Love, Compassion	LG	Life
Nightmare Moon	Tyranny, Moon	LE	War, Moon
Discord	Chaos	CN	Trickery
The Tree of Harmony	Harmony	N	Nature

The War

Adventurers of this age are exploring a nation still recovering from the wounds of civil war. Celestia banishing her sister to the moon was simply the end of a much wider conflict with much wider causes and effects than the alienation of one ruler, though this was also a major factor.

Luna

The most obvious cause of the war was Luna's increasing isolation and alienation from politics and her subjects. She was always a more introspective Princess, and only visited most ponies in their dreams. This made her no allies in the Royal Courts, and contributed to her views. Politically she saw the abuses of the nobility as a perfect excuse to take on her personal rivals. She advocated for a stronger central authority, and by the time fighting had started, was calling for the alicorns to take over the nation as absolute monarchs.

Celestia

Celestia is in many ways the inverse of her sister. Gracious and gregarious where Luna was intense and introverted. While privately she agreed with her sister that the system of feudalism the ponies lived under had many problems, she thought they were better served by slow reforms, and couldn't stand by and watch her sister tear down the network of lords and knights that brought order to the wilds of the nation. The nobles rallied around the Princess to make her sole sovereign, but she refused, keeping the title she shared with Luna.

Nightmare

With her peasant armies crushed under knightly hooves, Luna turned to dark magic as a last ditch effort to win the war. At this point, any goals of freeing the downtrodden from the yokes of nobles had vanished from her mind, and she wrought eldritch power to keep Celestia or the unicorn archmages from raising the sun. Celestia was forced to banish her sister to the moon using the Elements of Harmony, artifacts of great power that had served the Princesses well when fighting together against mad-gods and tyrants. Blasted through the astral planes, the Nightmare swore vile oaths to creatures from that alien place to break the binds of the Elements... one day. But in the present she is a prisoner in her own domain of shadow and dreams.

War Wounds

Though it has been decades since the drums of war last beat, they still loom large over everything that happens in the Equestria that adventurers now roam. Bat ponies are remembered as the Nightmare's staunchest supporters, and several cities are still in ruins from the sieges and battles. Items of power were lost in the chaos, and the Cult of Luna was driven almost underground. Some keep dark devotion to their banished Princess, while others seek repentance. Celestia herself may bear the greatest wound of the war, holding herself responsible for tearing the diarchy apart.

PART 2

Races of Equus

Ponies

Ponies are an intelligent equine race of creatures living on the world of Equus. They are strong in character, and boast the most powerful and influential culture on Equus.

Natural Magic

All ponies possess some sort of magic, how exactly it manifests is dependent on the individual and, to a lesser degree, upon their lineage. Ponies feel a strong connection to the magic that flows through Equus, a connection to the destiny of the world.

Harmony As Culture

Ponies are quick to make friends, quick to compromise, slow to anger, and generally pure of intention and heart. They see themselves as guardians of the concept of Harmony, and strive toward that ideal. Even the most greedy and vicious pony is sure to have started down a path paved with nothing but good intentions.

Destiny Bound

Ponies are branded by destiny on their flanks with a symbol of great significance to the individual. This 'Cutie Mark' is one of the hallmarks of the race, and the culture of harmony and destiny is built on the basis of this physical mark and the fate it signifies. It is the main way that magic flows through the pony, and though some struggle with their destiny, many common ponies seem superlatively talented in their chosen fields.

Quadrupedal Nature

Ponies are quadrupedal herbivores, making their anatomy quite different from the typical humanoid adventurer, but they are no less capable. Ponies can use magic, their mouths, or their hooves to interact with the environment with just as much strength or dexterity as a humanoid. For all intents and purposes, as far as adventuring goes, you can consider ponies and equinoids the same as humanoids for spells such as *hold person*, or class features such as the ranger's Favored Enemy.

Pony Traits

You gain the following traits from your pony heritage. You are considered equinoid type, humanoid for all mechanical purposes.

Ability Score Improvement. Ponies are non-threatening and strong in conviction and character. Your Charisma score is increased by 1.

Age. Ponies generally live to about 80 years, and are adults by age 12, or whenever they receive their Cutie Mark.

Alignment. Ponies tend to the good alignments, but this is far from universal. Few ponies would serve evil gleefully, but many fall prey to greed or selfishness.

Size. You are Medium sized. Ponies are four-legged creatures, standing about 3 feet tall at the shoulder.

Speed. Being four-legged has advantages. Your speed is 35 feet.

Destiny Bound. Ponies have a destiny emblazoned as a symbol on their flank. This is known as a Cutie Mark and represents their main calling in life. See the list on this page for what a Cutie Mark can give your character. Some subraces have more options.

Fingerless. Ponies do not possess the dexterous digits most humanoids use for so many tasks, instead they use their mouth for most manipulation. Your mouth is considered one hand for most intents and purposes. You will be at disadvantage to use two-handed weapons or the versatile property of such weapons. You also cannot make object interactions normally involving hands if your mouth is full. Somatic spells, simple pole weapons such as the spear or quarterstaff, and simple ranged weapons may use hooves instead. For martial ranged weapons with the loading property, you use them when prone, or with the weapon braced upon something.

Languages. You speak Ponish and Common. Ponish is a simple language of typical equine noises. Many other races can learn to read and understand it, but few have the vocal cords, or desire, to properly speak it. Especially since ponies usually make the effort to learn the local language.

Herbivores. Ponies eat an almost entirely plant-based diet. Some have come to enjoy meat as a delicacy, but this is culturally frowned upon and it never agrees with their stomach. If you eat a meal with meat as a main component, you must make a Constitution saving throw, DC 15, or gain the poisoned condition for 1d4 hours.

Subraces. There are three common subraces of pony, and four uncommon subraces. Choose from them below.

Pony Unique Traits

Cutie Marks

The show gives us a wide variety of what a cutie mark might be. To best represent this in 5th edition D&D, a separate list is needed for what a pony character can take as their Destiny Bound bonus.

- One of the feats from the Feats for Skills Unearthed Arcana without the +1 ASI.
- One Fighting Style
- Two cantrips from the sorcerer OR cleric lists, cantrips must be from the same list. Use Charisma as your spellcasting ability for these spells.
- Proficiency in one tool set, or Expertise with one you already are proficient with.

Fingerless/Destiny Bound - Variant

The Fingerless trait is controversial. It was included to give ponies a way to feel more unique and to let the Cutie Mark be as powerful and versatile as it is, while giving ponies non-trivial constraints based on their anatomy to make them feel more authentic to play.

However, if you feel like you'd rather not have these constraints, a **Variant Rule** may suit your group more. All pony characters should use the same set of Rules.

- **Fingerless** no longer has any mechanical effects. Fingerless creatures have no restrictions compared to their normal bipedal counterparts.
- **Destiny Bound** is now for flavor only. A pony character should still have a Cutie Mark, but it's assumed that their stats and proficiencies take this into account.

Common Pony Subraces

There are three common pony subraces that founded Equestria long ago: earth ponies, pegasi and unicorns. Equestria is also home to small numbers of other types of ponies, including crystal ponies, bat ponies, and several others. Finally, there are alicorns, with the strengths of all the common subraces and long lives that span centuries, but they are so rare as to number in the single digits. They typically are held as demigod-rulers of pony states, but most alicorns deny their own divinity.

Earth Ponies

Earth ponies may seem like the least magical of all ponies, and are indeed the most common, but they are every bit as attuned to the magic of Equus as any other pony. They are also by far the most adaptable subrace to any profession or climate, and are the founders and general denizens of most pony cities. They are a merry folk, but are firm believers in hard work. You gain the following traits as an earth pony.

Ability Score Improvement. Earth ponies are physically strong and hardy. Your Strength is increased by 2.

Adaptable. Earth ponies are adaptable to most situations, and have widely varied upbringings. Choose one simple or martial weapon, one artisan tool set or musical instrument and one skill to gain proficiency in.

Steady. Earth ponies are rock steady, even on unstable ground. You have advantage on Strength checks and saving throws to avoid being shoved, knocked prone, or grappled.

Toughness. Earth ponies are determined and tough. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Names. Earth ponies have long lasting family names based on professions of their ancestors. Typically, related families have related names, such as the Apple clan and the Pie clan.

Down to Earth

Unicorns: *They're good enough neighbors I suppose. Don't get them talking, or you'll have to hear some inane arcane babble, but the magic they wield is a powerful ally.*

Pegasi: *For once I'd like to meet a pegasus that wasn't in a hurry. I swear they can't sit still. Capable fighters, though it's too often that they've turned on other ponies.*

Griffons: *Tough as nails, those birds, and boy do they know it. Pride is one thing, but griffons are arrogant as a rule.*

Breezies: *Don't call 'em cute. You'll get a right earful. Still, I'd love to be as in tune with Nature as they seem to be.*

Changelings: *Good for nothing bugs, parasites. It's too bad, I wonder what they could accomplish if they built for themselves instead of stealing from ponies.*

Cutie Marks for Earth Ponies

Earth Ponies have additional Destiny Bound options:

- One of the following feats: Strong Jaw, Heavily Armored (without the +1 ASI) or Gourmand (without the +1 ASI).
- +1 Constitution

Unicorn Ponies

Unicorns are the most obviously magical of the common types of pony, and are generally studious and reserved. They highly value education over inborn talent, and are often at the cutting edge of magical, social, and technological progress among the ponies. Canterlot, the capital of Equestria, is a unicorn city, and comes with all the glitz and glamor one could expect. You gain the following traits as a unicorn pony.

Ability Score Improvement. Unicorns are mentally gifted. Your Intelligence is increased by 2.

Education. Unicorns value education. You learn an extra language and choose a skill proficiency from Arcana, History, Nature or Religion.

Explicit Magic. Unicorns have an innate ability with telekinesis and other basic magic. You gain the *horn hand* cantrip and any one cantrip from the wizard class list. At 3rd level, you learn a 1st level wizard spell. You can cast it once per short rest or with any spell slots you have. Choose either Charisma or Intelligence, this will be the spellcasting ability for these spells.

Horn Based Casting. A unicorn's horn is magically imbued. It is an arcane and divine focus and can be used as such by you. It also counts as the material component for *horn hand*

Names. Unicorn names tend to be esoteric and expressive, and are commonly high-level concepts or ideals the parents hold in high regard.

Sorcery and Society

Earth Ponies: *Rustic, salt of the earth. Sometimes I envy them, but you can always count on them. I do wish they'd be more progressive, we could accomplish great things with unicorn brains and earth pony brawn.*

Pegasi: *Pegasi are far too flighty and unreliable for me. They have a hideous disdain for learning anything but the rules to childish games and contests. But, if you need something somewhere else as fast as possible, you've got no other choice.*

Griffons: *They can be real brutes, griffons. I read that they were known for tearing ponies to shreds in the old wars. Some know wonderful things though. A lot to learn from such a unique culture.*

Breezies: *They might look like foals, but breezies are as wizened and magical as they come. What we might gain from studying their vast fey realm, it's too bad they're so protective of it. Listen to their tales of the flow of the winds and tell me that you're not intrigued.*

Changelings: *They have a poor reputation, but I've never met one. I read a novel once where the vulgar masses of drones were really just downtrodden by their viscous queens. I'm not sure if I hope that's true or not. It certainly would be nice to have friend to body-double for you every now and again though.*

Cutie Marks for Unicorns

Unicorns get additional Destiny Bound options

- One of the following feats: Elemental Adept, Magic Initiate or Spell Sniper.
- +1 Wisdom

Pegasus Ponies

Pegasi are athletic and gifted with the freedom of flight. They value freedom, love friendly competition, and can be playful and mischievous. But like all ponies, they're a harmonious group and never want to see a contest turn to a bitter feud. Even today, Equestria's Royal Guard has a disproportionate number of pegasi. This was not always the case; in the distant past pegasi ruled over the other tribes as despots. They possess a natural affinity for weather to the degree that in most civilized areas highly trained pegasi control it. You gain the following traits as a pegasus pony.

Ability Score Improvement. Pegasi are quick in the air and on hoof. Your Dexterity is increased by 1.

Magical Flight. Pegasi can fly with their undersized wings via innate magic. You have a flying speed of 35 feet. You must be in a space wide enough to accommodate your wingspan to fly. Your wingspan is equal to twice your height. You cannot fly if you are wearing heavy armor, armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings.

Wing Magic. You can cast the cantrip *gust* using only somatic components; flapping your wings. Use Charisma as the spell casting ability for this spell.

Cloudwalkers. You treat clouds as if they were solid objects. You can sit or stand on them or push them around the sky. You can also coax rain out of any cloud, as in the spell *create water*

Natural Athletes. Pegasi are naturally good at moving themselves though space. Choose proficiency in Athletics, Acrobatics, or Stealth.

Names. Pegasus names tend to be descriptive and utilitarian. They are usually given after birth, unlike most ponies, often based on skills exhibited in flight school. Pegasi also have a matronymic name from birth, but rarely use it once they are assigned a personal name.

Rules for Flying Creatures

Flying characters with magical flight have their own set of advantages and disadvantages. They generally don't have a minimum flight requirement, but may be more vulnerable to spells or effects on the magic in an area, such as an *anti-magic field* or *dispel magic*.

All flying creatures are still vulnerable to falling. Any flying creature that has its speed reduced to 0, or is knocked prone falls to the ground. In one round, they will fall 300 feet.

Friendly Rivals

Earth Ponies: *You can always count on an earth pony for a good challenge or a fair fight, but they often need a kick in the rear to get moving.*

Unicorns: *Spend far too much time with their snoots in dusty old books. A quick wit is nice and all, but won't help when the rubber meets the road.*

Griffons: *I've never met a griffon without a chip on their shoulder. It's great to fly against a strong competitor, but too many griffons are willing to cheat to save their pride.*

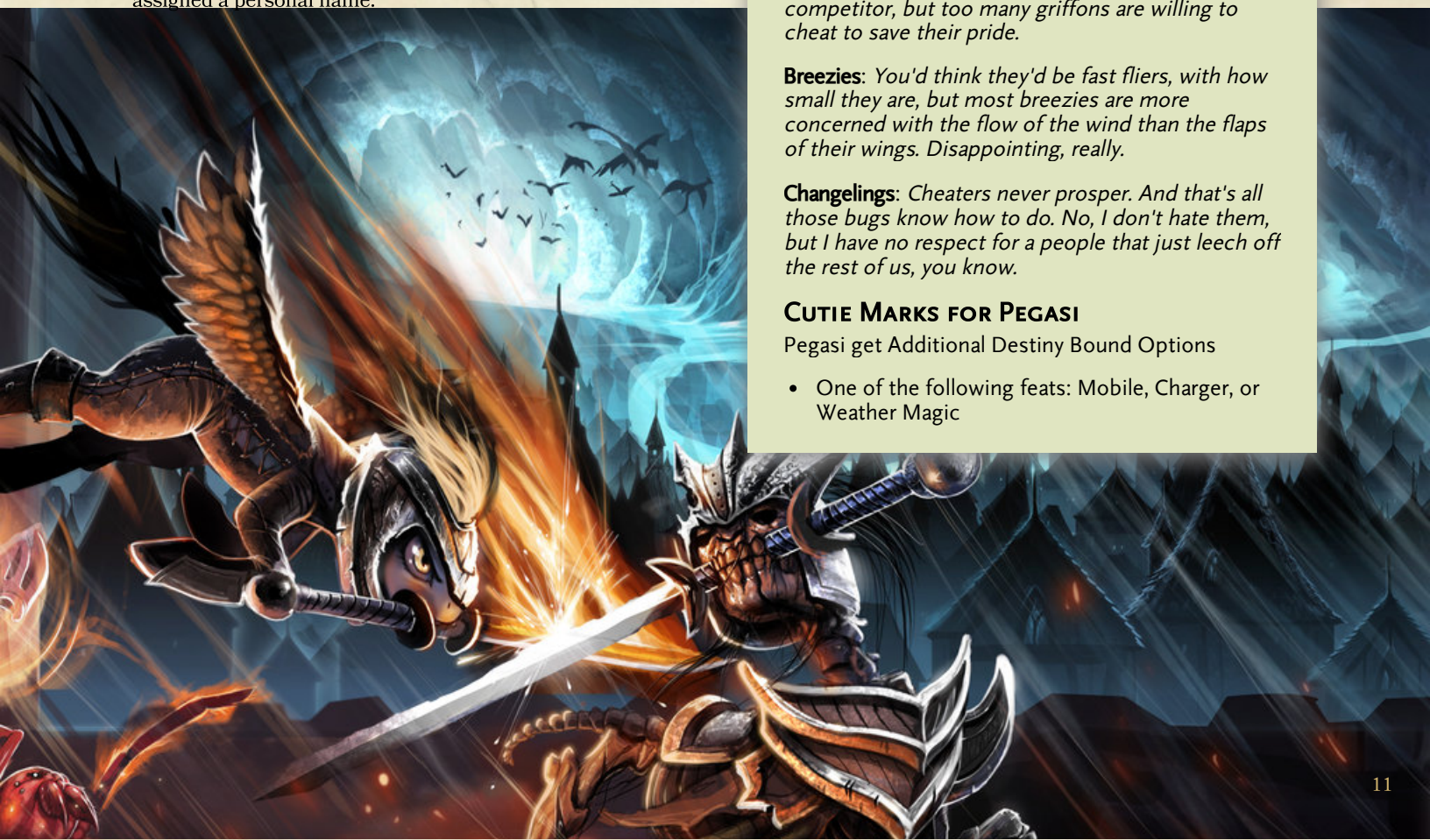
Breezies: *You'd think they'd be fast fliers, with how small they are, but most breezies are more concerned with the flow of the wind than the flaps of their wings. Disappointing, really.*

Changelings: *Cheaters never prosper. And that's all those bugs know how to do. No, I don't hate them, but I have no respect for a people that just leech off the rest of us, you know.*

Cutie Marks for Pegasi

Pegasi get Additional Destiny Bound Options

- One of the following feats: Mobile, Charger, or Weather Magic



Uncommon Pony Subraces

Bat Ponies

Bat ponies are dark looking relatives of pegasi with similar, if lesser flight capabilities and bat-like wings, ears and eyes. They have been recently discriminated against due to their association with Luna's rebellion and the destruction it caused, making them somewhat more serious than a typical pony. You gain the following traits as a bat pony.

Ability Score Improvement. Bat ponies are exotic and sensual. Your Charisma is increased by 1.

Keen Senses. Bat ponies 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. You also have keen hearing have advantage on any Wisdom (Perception) check that relies on hearing.

Flight. You have a magical flying speed of 25 feet. You must be in a space wide enough to accommodate your wingspan to fly. Your wingspan is equal to twice your height. You cannot fly if you are wearing heavy or medium armor, armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings.

Bonus Language. You know Undercommon.

Lesser Cloudwalking. You treat clouds as solid ground.

Crystal Ponies

Crystal ponies are denizens of the far north of Equus. They lived in a splendorous Crystal Empire that vanished long ago. They are earth pony relatives and thus share much with their more common sister subrace, but they differ greatly in appearance. Their coats and manes shine like gemstones and are almost as hard, but under that hard shell they are a broken race. Long kept in slavery, they still bear a mental scar from that ordeal.

Ability Score Improvement. Crystal ponies are hardy folk. Your Constitution is increased by 2.

Proficiencies. Crystal ponies are nearly as adaptable as their common sisters. Choose one skill, one martial or simple weapon, and one artisan tool set or musical instrument to gain proficiency in.

Hardened Coat. Crystal ponies have natural armor, hard as stone. This natural armor lets you calculate your AC as 13 + your Dexterity modifier when you're wearing no armor. You can use a shield with this and gain the benefits of both.

Toughness. Crystal Ponies are just as tough as earth ponies. Your hit point maximum increases by 1, and it increases by 1 each time you gain a level.

Sea Ponies

Sea ponies are a smaller subrace of ponies that have adapted to an amphibious lifestyle, almost like seals or otters, though depending on their exact ancestry they might resemble more aquatic species like sharks. Despite their name, they are most commonly found in rivers and lakes, though some tribes do live in sheltered gulfs or bays of Equus's seas. Their piscivorous diet is a bit of a culture shock to other ponies, and they share their more predatory outlook with the hypercarnivore griffons.

Ability Score Improvement. Sea ponies are lithe and graceful, in water and out. Your Dexterity is increased by 2.

Size. Sea ponies stand only about 2 feet tall at the shoulder. Your size is Small.

Speed. Sea ponies are most at home in the water. You have a land speed of only 30 feet, but a swimming speed of 60 feet.

Amphibious. Sea ponies can breathe underwater by innate magic. You don't possess gills, but water that you breathe becomes air in their lungs, and is expelled again as water.

Swift Swimmers. While in water, you can add your proficiency bonus to Strength (Athletics) and Dexterity (Acrobatics) checks. This stacks if you're already proficient.

Omnivores. Unlike most ponies, sea ponies are adapted to eating and hunting fish. Due to this you do not suffer the typical herbivore penalty for eating fish and you gain a **Bite** natural melee weapon that does **1d8** piercing damage and grapples the target on a successful hit, as long as the target is of Medium size or smaller. You can only grapple one creature at a time with this ability. This counts as an unarmed strike.

Zebras

Hailing from the inner deserts of Equus, the zebra are a mysterious subrace that seems to be related to ponies, though no one is sure. Certainly, they are further removed than the others from the family tree. They are a secretive and somewhat primitive race, and few travel far from their homeland, making them an exotic sight in Equestria. Still, they have some form of Cutie Mark, and thus must be ponies, though their serious demeanor betrays no relation.

Ability Score Improvement. Zebras are world weary and suspicious. Your Wisdom is increased by 2.

Wilderness Hardened. Life in the desert is tough and demands knowledge of poisons and potions for any who live there. You are not affected by hot climates and you gain proficiency in Survival. You speak Zebrican, instead of Ponish. Zebrican is a sing-song language, that while spoken with the same sounds as Ponish, is totally unrelated.

Alchemical Adaptation. While many zebras are masters of crafting potions, nearly all are attuned to their use. Potions you drink last twice as long, and you get advantage on Constitution saving throws against poisons.

Experimental Brews. You gain proficiency with the herbalism kit, and in addition to crafting *potions of healing*, you can also spend 10gp and 8 hours of downtime to craft various brews including the following:

- *Salve of Restoration.* After drinking this potion and getting 1d8 days of rest, the imbiber gains the benefit of the spell *lesser restoration* as if cast at 2nd level.
- *Tincture of Owl Vision.* For 1 hour, the imbiber can see in dim light as if it were bright out to 60 feet, and darkness as if it were dim light. They can't discern color in darkness, only shades of grey. They also have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when they, the target of their attack, or whatever they are trying to perceive is in direct sunlight.
- *Traveler's Tonic.* For 1 day, you count as a size larger for carrying capacity, and the weight you can lift, push or pull. If you stop traveling at any point in the day, you gain a level of exhaustion.

Foreign Races of Equus

Breezies

Possibly the most inherently magical race, breezies are tiny pony shaped creatures with gossamer wings and a mysterious connection to the fey. They live in the civilized pockets of the Feywilds more accessible to the Prime Material. Even they do not fully grasp how they are related to the various natural spirits of things, but know that the Winds are their domains.

Ability Score Improvement. Breezies are nimble and versatile. Increase your Dexterity by 2 and one other ability of your choice by 1.

Age. Breezies are adults at 50 years and live several centuries.

Alignment. As their bodies are too small to hold all their emotions at once, breezies tend to extreme alignments. The vilest and most noble are among them.

Size. Breezies are no taller than 8 inches at the shoulder. Your size is Tiny.

Speed. You move at 10 feet on land, but magically fly at 25 feet. You can't fly in medium or heavy armor.

Darkvision. You can see in dim light within 30 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.

Languages. You speak Sylvan, the language of the fey, and Common.

Trance. You don't need to sleep. Instead, you meditate deeply for 4 hours a day, remaining semiconscious. After resting in this way, you gain the same benefit that a pony does from 8 hours of sleep.

Fey Ancestry. You have advantage on saving throws against being charmed and magic can't put you to sleep.

Windcunning. You may add your proficiency bonus to any Wisdom (Perception) check dealing with winds.

Magic of the Winds. You know the cantrip *gust*. At 3rd level, you learn the spell *thunderwave*. At 5th level, *misty step*. Once you cast these spells you must finish a long rest before you can cast them again. Use Charisma as the spellcasting ability for these spells.

Fingerless. You must use your mouth for most manipulation. Your mouth is considered one hand for most intents and purposes. Somatic spells, simple ranged weapons, and simple melee polearms may use hooves instead. For ranged weapons with the loading property, you can use them when prone, or with the weapon braced upon something.

Herbivores. If a breezie eats a meal with meat as a main component, it must make a Constitution check, DC 15 or gain the poisoned condition for 1d4 hours.

Relevant Tiny Creature Rules

In addition to the rules in the PHB for Small creatures:

- Weapons not made specially for Tiny creatures give disadvantage. (You can assume your starting gear was made for you.) Armor or other gear might not fit at all.
- Make better use of cover – in general, where another PC would gain half cover or three-quarters cover, you gain three-quarters cover and total cover respectively. Incidental objects may offer 1/2 cover.
- Occupy the same space as another Tiny or larger creature.
- The carry and lifting weight for a Tiny creature is half that of a Medium creature with the same Strength.

Flow of the Wind

Ponies: *Good folk, yeah. Maybe a bit too trusting fer their own good. But if'n yer in a tight spot they're always there to lend a helping hoof. I ain't got much bad ta say, really.*

Goats: *Well, they seem alright enough. Somethin' about 'em feels off, can't put me feelers on it though. Maybe I'm just a bit windweary. Don't want to think poor o' some decent folk.*

Griffons: *T'be honest with ya, I can't say I'm fond of 'em. I knoo they're on the ponies' side now, but my Pa was around when they were eating the poor big folk. And I'd barely make a midday snack, meself.*

Diamond Dogs: *Don't plan on goin' underground if'n I can help it, and those dogs are a good reason why. Wind help us if they ever get organized.*

Changelings: *Never seen one meself. Probably for the best. Can't picture anythin' good come from them.*

Goats

Seen as an eccentric but unremarkable race, the goats of the world have ensured their dark past is lost to the sands of time. They are the survivors of an ancient and long hidden pact, formed with otherworldly beings so old that even goats have forgotten their names. Though they have shrouded their history from others, their eyes are forever marked by it, bearing a likeness to those of the unknowable forces they long ago swore union to. In modern times, they often seek day to day hardship, as though to drown out the echos from beyond that persist still in their minds.

Ability Score Increase. Goats have an enduring nature and wary minds. Your Constitution score increases by 2, and your Wisdom score by 1.

Age. Goats reach adulthood at around 14 years and live to around 90.

Alignment. The few goats that take an interest in the greater world rarely find much value in, or indeed even notice, the laws of others, and as such tend towards chaotic alignments.

Size. Goats are short but dense creatures, standing at around 3 to 4 feet tall and averaging about 140 pounds. Your size is Medium.

Speed. As a quadruped, your base walking speed is 35 feet.

Darkvision. Thanks to your otherworldly heritage, you have superior vision in dark and dim conditions. You can see in dim light within 30 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.

Imbued Horns. A goat's horns act as an arcane focus for the purpose of casting and can be used as such by the goat. They also count as the material component for *horn hand*.

Hardened Mind. The madness your kind has endured has left you with thoughts not easily disrupted. You have resistance to psychic damage.

Old Sight. Goats have ancient magics hidden within their eyes that let them perceive the world as it truly is. You may cast the spell *see invisibility* on yourself. Once you do so you must finish a long rest before you can cast it again.

Old Speech. You can speak telepathically to creatures within 30 feet of you. You must share a language with them.

Fingerless. Goats must use their mouth for most manipulation. Their mouth is considered one hand for most intents and purposes. Somatic spells, simple ranged weapons, and simple melee polearms may use hooves instead. For ranged weapons with the loading property, you may use them when prone, or with the weapon braced upon something.

Languages. You know Bovine and Abyssal. Abyssal is a nuanced and ancient language consisting of drawn out bleats that is often considered simplistic and repetitive by those unfamiliar. You can understand Common, but cannot speak it.

Omnivore. Goats can eat almost anything to survive, including spoiled food.

Bearers of Secrets

No Goat could be reached for his opinion, but on an expedition to Tartarus, this note written in Abyssal was found, slightly singed, next to our interviewer, who had been missing for 2 weeks. He didn't seem to know that any time had passed.

Ponies: *Marked. Uncloven. Curious. They are born of a truth older than sin. Fools. But a fool makes all the difference.*

Griffons: *Sharp. In claw. In beak. In eye. In hunger. They see the hidden, but not the truth. Doomed. But perhaps strong enough to bear it.*

Breezies: *Fragile. Enduring. Their passions flow like blood, and the rules are broken on their wings. Outsiders. But their sins are gentle.*

Changelings: *Hidden. Broken. We know how to see, they know how to blind. Their sin is as old as ours. Changed. But then, so are we.*

Diamond Dogs: *Simple. Heartless. They bind strong wills, their own too weak. The rock meets their will, basic as it is. Slow. But fast thoughts would tear them asunder.*

Minotaurs: *Strong. Fierce. Scarred. Our lesser folly, keen in their pursuit. They are not the desired, but their worth is seen. Mistakes. But our sin is not theirs to bear.*

Elk

They were once a nation stretching from polar ice to tropical sea, living in great forest enclaves among elder trees, untouched by the hardships of neighboring kingdoms. This peace was not to last, and would be shattered by a barbarian horde, descending upon them with aggression they were ill equipped to face. With an uncaring enemy devastating their ancient homes and internal disagreement tearing their numbers in half, the elk faced a slow but inevitable defeat, driven back by scorched earth and savage raids. When finally the last of them fled, they left little better than those they fought, having grown bitter and bloodthirsty. Centuries later, they remain a homeless race.

Elk Traits

Ability Score Increase. Your Dexterity score increases by 2.

Age. Elk reach adulthood at around 10 years and live to around 80.

Alignment. Despite the hardships of their past, or perhaps because of them, elk are an empathetic race, and tend towards good alignments. Their dispersal across the world and loss of their own laws has led to a wide range of views on authority, and elk of chaotic or lawful leanings are both common.

Size. Elk are sleek, tall creatures. Your size is Medium.

Speed. As a quadruped, your base walking speed is 35 feet.

Blessed Horns. An elk's horns act as a divine focus for the purpose of casting and can be used as such by the elk. They also count as the material component for *horn hand*.

Nomad. You have proficiency in the Survival skill.

Languages. You can speak, read and write Common and Elken. Elken is a language of lilting tones and mimicked animal calls, best suited to speaking softly. There are few curses in this language, and their use is considered a sign of serious distress.

Fingerless. Elk must use their mouth for most manipulation. Their mouth is considered one hand for most intents and purposes. Somatic spells may use hooves instead and simple ranged weapons do not count as two handed for the application of this trait. For ranged weapons with the loading property, you may use them when prone, or with the weapon braced upon something.

Herbivores. Elk eat an almost entirely plant-based diet. Some have come to enjoy meat as a delicacy, but this is culturally frowned upon and it never agrees with their stomach. If you eat a meal with meat as a main component, you must make a Constitution saving throw, DC 15, or gain the poisoned condition for 1d4 hours.

Subrace. Two main subraces of elk populate the world: The snow elk and wild elk. Choose one of these subraces.

Snow Elk

As a snow elk, you are light pelted and small of horn, built to be at home upon the frostbitten snowy plains that lie far from civilization. Snow elk live in great swaths of untamed wilderness, between the unnamed mountains and icy tundras of the north. Survival in this savage environment is no mean feat, but the snow elk pride themselves on their adaptation to the threats of their home, be they driving blizzards, fearsome predators or ice-hearted fey.

Ability Score Increase. Your Wisdom score increases by 1.

Frost Pelt. You are well adapted to frigid environments. You gain resistance to cold damage, and are not affected by the drawbacks of a cold climate. Additionally, you have advantage on any roll to avoid falling prone on a slippery surface, and do not treat snow or ice as difficult terrain.

Ice Bond. You know the *frostbite* cantrip. When you reach 3rd level, you can cast the *ice knife* spell once per long rest. When you reach 5th level, you can also cast the *misty step* spell once per long rest. Wisdom is your spellcasting ability for these spells.

Bonus Language. You speak Sylvan, the language of the fey, who inhabit parts of the great northern wilds.

Wild Elk

As a wild elk, you are larger, hardier and darker pelted than your snow dwelling kin, sporting impressive horns and a sturdy frame. Wild elk roam the world as nomads, outlanders and mercenaries, living at the edge of other societies.

Ability Score Increase. Your Constitution score increases by 2.

Roamer. Your base walking speed increases to 40 feet.

Great Horns. Wild elk have large, branching horns that can be used to attack. They are natural melee weapons you are proficient with that deal 2d4 piercing damage.

Animal Spies. You have the ability to understand and be understood by beasts that are Small or smaller.

Recovered Teachings. You are proficient with one type of artisan's tool and one type of musical instrument.

Speed. You have a speed of 30 feet on land and in the air.

Flight. An avian's bird half gives them huge wings. Your flight is nonmagical, and you can fly in any armor you're proficient in that is also tailored for your wings. You must be in a space wide enough to accommodate your wingspan to fly. Your wingspan is equal to twice your height.

Can Not Hover. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn.

Eagle Eye. You can see in dim light within 30 feet of them 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. You also gain proficiency in Perception.

Lesser Cloudwalker. You can treat clouds as solid ground.

Languages. Avians speak Griffin and Common. Griffin is a language of bird-like squawks with very colorful swear words that have filtered in to use in most variants of Common used on Equus. The hippogriff dialect is also called Auran, and is intelligible, but more archaic.

Subrace. There are two major subraces of avian, the cunning and powerful raptor-headed griffons, and the noble hippogriffs.

Griffons

Griffons are half big cat, half soaring raptor. Long ago they raised themselves up from tribal savagery to civilization after their ruler looted an artifact that is still a cultural keystone to the griffons; whomsoever controls this idol controls the monarchy. Despite their differences, due to being the main sources of order on Equus, the ponies maintain a fragile peace with the griffons.

Ability Score Increase. Griffons are powerful and cunning. Increase your Strength by 2.

Alignment. Griffons are lawful, and tend to be evil. They trend Lawful Evil.

Size Griffons are large and powerful. Your size is Medium.

Ravenous Claws. Your talons are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Hypercarnivore. Griffons need to eat meat to survive, to the dismay of the herbivorous ponies. Though you might enjoy many vegetarian dishes, if you go without meat for a day you cannot benefit from a long rest.

Hippogriffs

Hippogriffs are lithe and lanky avians with the heads and plumage of birds but an equine body. They rule a noble and isolated kingdom far south of Equestria. Far from any of the mainland's strife, the hippogriffs live hedonistic and materialistic lives. They create great works of art, architecture and arcana, and believe with every feather of their beings that they are the most perfect culture to exist.

Ability Score Increase. Hippogriffs are lean and graceful. Increase your Dexterity by 2.

Alignment. Hippogriffs are empathetic, almost to a fault. They trend Good.

Size Hippogriffs are tall and lanky. Your size is Medium.