

# **Basics**

This is the rules compendium for the MLP 3.5 campaign setting.

## **Rule changes:**

Note: When there is a conflict of rules, use this book and then other books. Ex. If there are two feats of the same name and basically the same effect, use the feat found in this book rather than another book.

- The setting uses the spell point variant found in unearthed arcana.
- Ponies wield weapons in their mouth. They can whip things with their tails to move them, they may also take the Prehensile Tail feat to use it as a limb. They could then wield weapons with it. While ponies can manipulate objects with their hooves, they are not bipedal and cannot fight as if they were.
- There are rules for an epic 6 campaign in here  
[http://www.myth-weavers.com/wiki/index.php/Epic\\_6](http://www.myth-weavers.com/wiki/index.php/Epic_6)
- There is no ride skill and there are no mounts.
- In addition to the normal alignments, All characters must also list the Element of harmony they are most like. Evil characters must list an Element of Discord they are most like.

## **Cutie Marks**

- Cutie marks are usually decided upon character creation, although players may opt to wait to decide what they are (Though they should discuss this with their DM)
- Players may gain one feat or add a skill as a class skill that relates to their cutie mark (with DM disgression)
- Unicorns may chose a spell related to their talent instead of a feat/skill
- Only ponies can have cutie marks, Zebras have something similar, use the rules for cutie marks for their marks.

# **Races**

Note: The pony is the standard race that all other races are measured against. Ponies may not be medium sized in real life, but treat medium as the size of a pony. The base speed is 40 rather than 30. All races are herbivores unless otherwise noted.

## **Base Pony**

All ponies have these as well as their own stuff

- All ponys are medium sized
- Base land speed is 40
- All ponies have a bite and kick attack, bite 1D4 kick 1D6
- All ponys have Scent

## **Earth Pony**

- +2 con

- Base land speed is 50
- Bonus feat: Toughness
- Gain nature sense (+4 on knowledge(nature) and survival)
- Gain Green hoof (all food grown is increased by one size category and can grow food in rough conditions)

## **Unicorns**

- +2 int
- Bonus feat: Magical Fortitude (+3 spell points)
- +4 on spellcraft checks
- Select one first level spell that relates to special talent for a spell like ability that can be used 1/day
- Gore attack 1D6
- Unicorns can use mage hand at will
- Can do pony magic

## **Pegasus**

- +2 dex
- Fly (speed 60 feet, good)
- Gain Cloud touch (can manipulate clouds(move them or make them do weather stuff)
- Gain Imp. Init as a bonus feat
- +4 to weather manipulation skill

## **Non-Ponies**

### **Gryphon**

- +2 str, +2 con, -2 cha
- Base speed 30
- Fly(speed 60, average)
- Claw attack 1D6
- Lions roar: Let out a mighty roar and intimidate in a 30 ft radius. Will save DC 13 negates
- Omnivore

### **Zebra**

- +2 wis
- Medium sized
- Base speed 40
- +4 knowledge(nature) and knowledge(Arcane)
- Bonus feat: Brew potion (can brew potions without using magic) and Scent
- Can do Zebra magic

### **Changeling**

- Medium Sized
- Base speed 40
- Can shape change into another pony
- +10 to disguise checks
- must feed off of love to survive
- Fly (speed 50, average)
- Level adjustment: +1
- Can do pony magic

## Antelope

- Medium sized
- Base speed 60
- -2 con, +2 dex
- Bonus feat: Run and Scent
- +6 to all jump checks
- Males have a 1D6 gore attack

## Buffalo

- Base speed 40
- +4 str, +4 con, -2 cha
- Bonus feat: Imp. Toughness, Endurance and Scent
- Stampede(Ex): Charges towards a target, trampling them and dealing 1D12 (reflex save halves) DC is str based
- Base DR 2/ piercing
- Powerful build - Can wield large weapons, its natural attacks are treated as if they were large sized.
- natural armor +2
- Level adjustment: 2

## Mule

- Medium Sized
- Base speed 40
- +2 con, -2 cha
- Bonus feat: Endurance, Iron will and Scent
- Stubborn: +4 against fear checks and +2 on will saves to avoid any form of persuasion
- Mules have a +2 racial bonus on Dexterity checks to avoid slipping or falling.

## Rhinoceros

- +2 str, +2 con, -2 wis
- Base speed 40
- Feats: Endurance, Imp. Natural attack (Gore)
- +4 natural armor
- Has a Gore attack (2D6)
- Powerful build - Can wield large weapons, its natural attacks are treated as if they were large sized.
- Powerful Charge (Ex): Rhinoceros deals an extra 1D6 when it charges
- LA: 1

## Elephant\*\*

- Huge Sized (+16 str, -4 dex, +4 con, +8 con, +4 nat armor, 2 ac/attack)
- +4 str, +4 wis, -4 dex
- Base speed 40
- +4 natural armor
- Has a Gore attack(2D8)
- Iron Will, Skill focus (Listen) and Endurance
- Trample
- Snout is prehensile
- +8 to move silently
- Begins play with three levels of Elephant. This gives 3D10 Hp, Bab +2, one two feats
- LA: 3

## Camel

- +4 con, -2 cha
- Base speed 40
- Feats: Endurance
- +2 survival checks

## Classes

This section will discuss the changes in classes for this campaign setting. Consult the race/class chart below to see what races can be which classes.

classes with small amounts of spell casting (Ex. The Paladin and ranger) may select the spell-less variant if they want to. Check the racial variant listed in each class to see how the class is different for your race. All class features that are in another class are the same as in their respective classes unless otherwise noted.

### Race/Class chart

Class	Race
Wizard/Sorcerer	Unicorn, Changeling, Alicorn
Druid	Earth Pony, Camel
Cleric	Pegasus, Elephant, Gryphon
Zebra Shaman	Zebra

## Wizard/ Sorcerer

**Unicorn Wizard/Sorcerer:** The unicorn wizard is the exact same as the wizard found within the PhB with the following exceptions: they may have a baby dragon as a familiar. They draw spells from the Unicorn Wizard spell list aswell as the base wizard spell list.

## Zebra Shaman

Zebra shamans use theyre innate zebra magic to create powerfull potions. They also blend the arcane and divine. They lack the familiars that are most common to other spell casters and their magic is less overt.

HD: D4

Level	BaB	Fort	Ref	Will	Special	Rituals mastered
1	0	0	0	2	Nature sense. Wild empathy, Spirit mask	1
2	1	0	0	3	Woodland stride, Diagnosis	1
3	1	1	1	3	Potion Novice	2
4	2	1	1	4	Lore	3
5	2	1	1	4	Spirit form(1/day)	3
6	3	2	2	5	Potion Apprentice, Spirit form(2/day)	4
7	3	2	2	5	Spirit form(3/day)	4
8	4	2	2	6		5
9	4	3	3	6		5
10	5	3	3	7	Spirit form(4/day)	6
11	5	3	3	7		6
12	6/1	4	4	8	Potion Expert	7
13	6/1	4	4	8		8

14	7/2	4	4	9	Spirit form(5/day)	8
15	7/2	5	5	9		9
16	8/3	5	5	10		10
17	8/3	5	5	10	Potion Master	10
18	9/4	6	6	11	Spirit form(6/day)	11
19	9/4	6	6	11		12
20	10/5	6	6	12		15

Spell casting: Zebra magic is more subtle than pony magic and blends arcane and divine together, rather than casting spells normally, they use magically rituals. See rituals in the magic sections.

Spirit mask: Each shaman as a uniuqe mask that serves as their connection to the spirit realm. They serve as the focus for any of the spirit abilities that the shaman has and must be worn when using them. While the mask is worn the zebra appears as another spirit to any spirit looking at it. The mask may only be worn by the Zebra it belongs to. Select who the mask represents during character creation.

Diagnosis: The Shaman can detect poison and disease upon examining the subject for 15 minutes.

Lore: works as bardic knowledge. The spirit dons their mask and consults the spirit, this takes a few minutes of concentration to do. Use Shamans level + cha mod.

Spirit form: The zebra may don their mask and focus for one round. The allows them to channel their spirit giving them the spirits stats, ac bonus, feats, spells, skills, abilities and class levels. This effect lasts for 3+wis mod rounds. (Spirit may also have an ego score and have conflict with the zebra) see below for details on creating a spirit. while in this form the zebras eyes glow a colour chosen when the spirit is created, but otherwise looks the same. If someone can see magic or auras though, they see the outline of the spirit around the zebra.

Potion Novice: A Zebra Shaman can create a potion even if they do not have access to the spells that are prerequisites for them. The Zebra Shaman must make a successful Knowledge(Nature) check (DC 20 + caster level) to emulate each spell normally required to create the item.

Potion Apprentice: When a Zebra Shaman creates a potion, they may create a duplicate of it for half the normal gold cost and no extra time.

Potion Expert: The zebra shaman can brew potions of 4th level spells.

Potion Master:

Abilities: Wisdom is the key abilitie for the shaman, Dex is the second most important.

Class Skills: Concentration, craft, Handle Animal, Heal knowledge (All), profession, Spellcraft, Spot, survival. (4 + int mod)

Spirit creation: To create the spirit that the mask represents create another character of your level. The spirit can only channel as much energy as your body can handle, so it will always be your level when you channel it (though in reality it might be a much higher level) level it up as you do.

## Clerics

Alingment: Rather than serve a god or deity, Clerics may opt to serve the Elements of Harmony or one particular Element, working to spread it throughout the land. As usual, the cleric must be within one step of the elements alingment. Evil clerics may serve the Elements of Discord or one of the elements.

### Elements of Harmony

Magic - neutral  
Laughter - CG  
generosity - NG  
loyalty - LN  
Honesty - LG  
Kindness - NG

### **Elements of Discord**

Magic - Neutral  
Paranoid - CE  
Greed - NE  
Apathy - CN  
Dishonesty - CE  
Cruelty - CE

### **Other**

Nature - Neutral  
Sun - LG  
Moon - LN

## **Magical Item creation**

To create a magical item you need to permanently sacrifice twice the amount of spell points required to cast the enchantments. You can use special ingredients or essences to either boost the power of the enchantment or lower the cost to a wide variety of other effects.

## **Skills**

### **Weather manipulation**

pre req: Pegasus, Gryphon or another winged creature  
You are adept at manipulating the clouds into doing what you want.

## **Feats**

These feats may be taken in an epic six campaign, but if the same feat is listed under Epic Six feats use those ones instead.

### **Prehensile Tail**

pre req: str 12, have a tail  
You can use your tail as an extra "hand." It can grasp melee weapons and use them in combat, although the normal penalties for using an off-hand weapon apply. You can also use your tail as a "hand" to assist in grapple checks and Climb checks. You gain a +2 competence bonus

on all such checks

### **Two-Weapon fighting**

pre req: Prehensile Tail  
Same as PHB

## **Epic six feats**

These feats are only available in an epic six campaign, use the feats and pre reqs above for a normal campaign.

### **Magical Fortitude**

pre req: Spell caster level 1  
Gain 3 spell points, this feat can be taken multiple times.

### **Improved flight speed**

pre req: Have a flight speed, Level 6  
You receive +10 to your flight speed

### **Improved flight maneuverability**

pre req: Have a flight speed, Level 6  
Your maneuverability increases by one step

### **Extra spirit form**

pre reqs: Zebra shaman, level 6  
Gain one extra spirit form per day

### **Longer spirit form**

pre reqs: Zebra shaman, level 6  
You maintain spirit form for an additional 4 rounds.

### **Extra ritual**

pre reqs: ritual caster, level 6  
Master an additional ritual  
can be taken multiple times

## **Magic**

### **Rituals**

Rituals may be cast by anyone who has the ritual caster feat and the ritual in front of them (on a scroll or in a book) or that has mastered the ritual (through a class feature or another way) Rituals cannot be cast in combat. If combat starts after the ritual, as long as the ritual participants don't participate in combat (either by being attacked or attacking), they may continue casting the ritual.

### **Random notes**

Knights of the Silver Column: An order of unicorns focusing on using their mage hand ability to wield weapons in combat. They are dedicated to protecting the Silver Column

and are based in Miners Haven. The order is usually made up of paladins but any class can join the order. Though, any race other than Unicorns are rare, but they may join if they prove themselves worthy.