

MLP:45E

Roleplaying in Equestria for the

DUNGEONS & DRAGONS

5th edition RPG



MLP45E: iNTRoDUCtIoN

WELCOME!

MLP45E (My Little Pony: For 5th Edition [D&D]) is a rules supplement intended to be used in conjunction with the upcoming 5th edition of the Dungeons & Dragons roleplaying game to create a roleplaying campaign set in the world of My Little Pony and its nation of Equestria. It is not a standalone set of roleplaying rules. The author is not affiliated with Hasbro or its subsidiary Wizards of the Coast, and claims no ownership of any names or screen-captures owned by Hasbro, Hasbro Studios, Studio B Productions, DHX, or Top Draw Animation. All MLP fan art is used with permission of the artists.

If you wish to role-play using these rules, you can get started with the official “D&D Next” playtest (beta) rules, on which MLP45E was built. Although you can find the D&D Next playtest files on the internet, it’s not legal to distribute them to anyone unless you were a D&D Next beta playtester and even then you were only allowed to distribute them to your roleplaying group. I encourage you to go to DNDClassics.com and purchase one of their 5th edition adventure PDFs, which includes the playtest rules you can share with your group. I recommend starting with the “Ghosts of Dragonspear Castle” adventure. I intend to adapt these adventures to the Equestria setting eventually and release these conversion notes as a follow-up on my DeviantArt page.

Because MLP45E is built on the D&D 5th Edition playtest rules, MLP45E itself is also in playtest mode. The D&D rules will change slightly by the time Wizards of the Coast releases the official products, starting with the D&D 5th Edition starter set in July of 2014. The Player’s Handbook, Monster Manual, and Dungeon Master’s Guide will follow beginning in August. Once the official books are released, MLP45E’s playtest phase will be concluded and a final release version will be posted that takes any changes into account. Any feedback you provide would be most appreciated!

CURRENT STATUS: PLAYTESTING

As you can see below, a number of the sections are incomplete or missing artwork. I’m still in the process of adding more content to this document, so over time those holes will be filled in. For the time being, between the D&D playtest rules and this document, you’ll have plenty of material to use. If you’d like to discuss any potential problems or ask questions, you can do so via my DeviantArt page or email (links at the end of this file).

As I went through the show episode by episode to mine for material, this document is currently drawing only from seasons 1 and 2 (and has some of the more memorable ideas from seasons 3 and 4). As I go through seasons 3 and 4 with a fine-tooth comb, undoubtedly this document will grow in size. If you find something in the early seasons you think I missed, let me know!

CHAPTER 1: QUESTIONS & ANSWERS

ROLEPLAYING Q&A

Q: I'm new to Dungeons and Dragons. How does this work?

A: Dungeons and Dragons is a fantasy roleplaying game. In it, one person takes on the role of the Dungeon Master, abbreviated as DM. In this rule set I use the term GM (Game Master), as it's more generic. The DM/GM creates the setting, tells the story, and uses the rules and their own decision-making to decide what results from the actions of the players.

The players typically number from 1 to 6, although most people would probably consider 4 or 5 players to be the best number. Each player creates their own unique character by choosing a race and class, customizing it to their liking, and writing a background for him or her. Ideally, each character in the party should be good at different things, so that together with teamwork, they become greater than the sum of their parts. The GM works together with the players in creating a fun, exciting, personalized narrative for the characters to participate in.

Q: So what does MLP45E bring to the table?

A: MLP45E is intended provide the races, feats, magic, backgrounds, skills, and equipment that are unique to Equestria as a setting. The intention is to use all 5e rules, classes, and abilities as-is with as few changes as possible to make it easier to learn for everyone. MLP45E does add two major, all-new optional modules: Cartoon Physics and Zingers.

The Cartoon Physics module (see Chapter 8: Cartoon Physics) adds a system of non-magical cartoon trope abilities which have absolutely no place in a super-serious game. If you've ever wanted to have your character forget to fall after running off a cliff, break through a wall, or pull a giant hammer out from behind their back, these are for you.

The Zingers module (see Chapter 9: Zingers) presents some of the smart-alecky one-liners our sassy ponies like to use, along with other memorable quotes, scenes, and gimmicks from the show that just can't be implemented with standard class powers, spells, or feats. It adds a CCG-like element of random fun to the game, since Zingers come in card form and are drawn after resting and discarded when used.

Because both systems are complete optional add-ons which bring their own new rules, rather than modifying existing portions of the game, the GM can choose whether or not to use each of these two modules in their own campaigns.

Q: Is D&D appropriate for kids?

A: Dungeons and Dragons is usually aimed at teenagers and adults, because it includes real violence as the default assumption, and many character powers and abilities are centered on combat capabilities. If it had a MPAA rating, it would be PG or PG-13. At the very least, the GM has a lot of responsibilities, and should be mature enough to run a fair,

interesting, and challenging campaign, while players can usually be younger. Many adult GMs run regular D&D games for their kids, often as young as 7 or 8 years old.

That said, it's easy for the GM to turn it into a kid-friendly game by downplaying the combat aspects, or encouraging the players to think their way through problems rather than resorting to violence, or only using it as a last resort (just like in the cartoon). You can also assume that rather than killing their opponents, players beat them up, and the villains learn their lesson or are brought to justice. Like Discord's redemption, it can be a lot of fun to have a former villain come back later to help out the players.

Q: So what are the GM's responsibilities?

A: Before the game, the GM prepares an adventure in which the player characters will participate. Adventures can range from simple problem-solving (find out who's stealing pies from Granny Smith's window) to political intrigue, to exploring a complete, detailed castle ruin filled with dangerous monsters and valuable treasures. You can find pre-written adventures all over the internet, some free and some for sale. There are entire websites dedicated to adventure ideas, even random tables that generate adventure ideas. All are easy to find on the internet if you're feeling creatively stumped or in a rush for time. rpg.drivethrustuff.com and DNDClassics.com are excellent sources of PDF adventures. One of the best sources of adventures is Dungeon Magazine. If you subscribe to Wizards of the Coast's D&D Insider service (about \$10/month, less for recurring subscriptions) you can download every PDF issue of Dungeon Magazine for free, and have dozens of professional-quality adventures ready to use on your computer (although you will have to convert them from 4th edition to 5th edition, which isn't too hard).

During the game, you describe the scene, the situation, and any other information the players need to determine what to do. You also role-play the NPCs (non-player characters) who may be friends or enemies of the PCs (player characters). If the adventure breaks out into combat, you may want to lay out miniatures or tokens representing the player characters and NPCs on a map of some kind so everyone can get an idea of where things are positioned (though this is optional). Some groups use expensive, elaborate gaming terrain and miniatures (MLP blind bag figures work well), while others have just as much fun with simple 1" graph paper and coins, buttons, beads, or poker chips for tokens. Do a Google image search for "D&D game play" and you'll see plenty of examples.

Above all, it's your job to make sure everyone is having fun. Watch that each player is getting to share in the adventure and nobody is dominating the others or being left out. As you get to know the players and their characters better you can easily add portions of the adventure that shine a spotlight on their unique abilities.

Q: What about player responsibilities?

A: The players are each responsible for creating a unique character and customizing it to their liking. You should write an interesting background for your PC (player

character) and try to fit them into the world. You might even choose an existing canon character from the show as your character, but be sure to ask the GM's permission first because that may intrude on their plans for the campaign. Since D&D and FiM are both primarily about cooperation and teamwork, you should create a character that can get along with others and at least attempt to make friends. Some groups play evil characters, but unless all the players and the GM are in agreement with their expectations, such a campaign can quickly become un-fun.

With that in mind, you should cooperate with the other players when making your characters. The most effective parties usually have a good blend of character races and classes, each with abilities that complement their allies. The classic D&D group consists of a fighter, cleric, wizard, and rogue. If the group is small, the GM can also choose to create an NPC helper or two to join your group and fill out any missing roles.

Finally, make sure that everyone is having fun. Make sure you're not hogging the spotlight from the other players, but also make sure that you're contributing to the game and everyone's enjoyment. The GM has a difficult task, so try to be understanding if you think they are in the wrong, or forgetting something, and talk to them in private rather than calling them out.

Q: I'm already familiar with D&D, but not with 5th edition. What is it like?

A: "DND Next" or 5th edition is a "unification" edition which takes some of the best elements of 3rd and 4th edition while trying to avoid the pitfalls of those versions and getting back to a simpler D&D. The primary feature is "bounded accuracy" which puts tight controls on the die roll bonuses so common (and difficult to track) in past editions. There is also a hard cap of 20 on ability scores for player characters. Fortitude, Reflex, and Will are gone, and saving throws are keyed off each ability score. Feats are harder to get but much more powerful in scope, being more like expanded class features than 3e or 4e feats. 5e also features character backgrounds (similar to 4e themes), ritual magic, and hit dice (somewhat similar to 4e's healing surges). Finally, there are robust multiclassing rules which allow you to create interesting character concepts which aren't covered by the core classes.

Q: What classes are covered in the 5e playtest rules?

A: The playtest includes the barbarian, bard, cleric, druid, fighter, mage, monk, paladin, ranger, and rogue. The official Player's Handbook (releasing in August) will add the sorcerer and warlock. Each class includes multiple "build" options that you can choose to customize your character's style and tactics. Because 5e is built with multiclassing in mind rather than including it as an afterthought, it's easy to use multiclassing to recreate character classes from previous editions that aren't yet implemented. For example, an avenger could be created as a paladin/rogue or cleric/rogue. A swordmage or bladesinger could be created as a fighter/mage, rogue/mage, fighter/bard, or rogue/bard.

Q: I have a suggestion, a question, or want to talk about the game!

A: For the time being, comments, questions, and suggestions can be left on my DeviantArt page under the gallery entry for each MLP45E document. If it gets to be too crowded I will look into a host forum. Follow me on DA and you'll be notified of any updates.

Q: Wait, isn't this all fanon/headcanon from this point forward?

A: Indeed! In order to flesh out Equestria as a complete setting, many assumptions have to be made. In all cases I tried to cleave as close to the show's canon as possible. In many cases, however, we only have brief glimpses of some of the show's species, spells, and equipment, so many gaps have to be filled in. Especially for the character races, I have provided some suggestions but left the majority of it open to the GM's interpretation. Like any roleplaying game, the GM is always free to change things as he or she sees fit.

Q: How can there be clerics or paladins when Equestria doesn't have gods! And how can non-unicorns use magic?

A: In show-canon Equestria, only unicorns are depicted as having the ability to use magic. If you were to limit magic to only unicorns, then that would lock non-unicorns out of more than half of D&D's classes. In order to support the most classes while still making a nod to unicorn-unique magic, MLP45E makes these assumptions:

Arcane magic: Used by bards, mages, and sorcerers, arcane magic is available only to unicorns and certain other races. This magic comes from within the user, is powered by their own life force, and is channeled through their horn(s). Warlocks are a unique case. While they do use arcane magic, warlocks are granted the ability to use this magic through a pact made with a powerful eldritch being. Warlocks are not yet available to play in the D&D 5th edition playtest, but the assumption is that any race can become a warlock and use this "borrowed" pact magic even if they can't create it themselves. They will appear in the upcoming D&D Player's Handbook, to be released in August 2014.

Divine magic: Used by clerics and paladins, divine magic is available to all races. Whether it is provided directly by gods or simply powered by the positive energy produced by all sentient creatures is up to the GM to determine for their version of Equestria. MLP45E makes the assumption that gods exist, but they are hidden, unknowable beings. Instead, they make their intentions known through their proxies: powerful, immortal beings that live in Equestria and serve their will. Some known proxies (or avatars) are the sisters Celestia and Luna, Discord the Prince of Chaos, Queen Chrysalis, King Sombra, and Lord Tirek. Creative Brony fan fiction authors have produced a number of other similar powerful beings that could serve as additional avatars. Even though it's complete fanon, I find the idea of a sun cleric blasting away undead in the name of Celestia, or a vengeful night paladin cleansing the world of evil in Luna's name quite engaging.

Druidic magic: Used by druids and rangers, druidic magic is also available to all races. Druidic magic draws on the energy of the world itself, and the life force of all living creatures. One revelation made in the recently-released Journal of the Two Sisters is that the zebras Luna befriended were able to cast their own spells, though it doesn't go into detail what kind, other than that they are defensive in nature. To me, this makes a plausible case for druidic magic existing in canon Equestria.

Q: What are the rules for quadrupeds gripping weapons?

A: It's been demonstrated in the show that quadruped characters can get along just fine without opposable thumbs. Whether that's through using their incredibly dexterous mouths or fetlock "wrist" grip, they seem to have no trouble changing diapers, chopping down trees, writing, and performing surgery without hands or magic. Therefore, no special rules are needed. Like most things in Equestria, it's best if you don't think too hard about it. If you want to be a stickler, use these assumptions:

Two-handed weapons: These are gripped either by the mouth (preferred) or with two hooves. The problem with the two-hoof grip is it prevents quadruped characters from moving around effectively unless the weapon is stowed, since (except for the occasional dance routine) they walk on all fours.

One-handed weapons: A single one-handed weapon can be gripped by the mouth. Dual-wielding of light weapons is typically done by strapping them to the forelegs.

Shields: Bucklers and shields can be strapped to a foreleg. A leg with a shield cannot be used to wield a weapon.

Spellcaster implements: Holy symbols and the like can all be worn on clothing and don't need to be gripped. Rods, staves, wands, are gripped in the mouth or fetlock when needed, and are tucked in a pocket, sheath, or under a belt when not.

Levitating Weapons: Unicorns (and other magic-using races) have an option available to use their magic to control weapons. See the race descriptions in Chapter 2 and 3 for details.

Q: How does Equestrian currency translate to D&D?

A: We've only been shown a single type of coin for currency - the Equestrian Bit, a gold coin. To make things easy, MLP45e rules opt instead to just adopt the D&D coinage system for simplicity's sake, and uses copper bits (cb), silver bits (sb), gold bits (gb), and platinum bits (pb) in place of D&D's copper, silver, gold, and platinum coins. Throughout these documents, most items will be priced in gb or sb. There's 10 copper bits to one silver bit, ten silver to one gold, and ten gold to one platinum.

Gemstones are also frequently used in currency, usually for values much greater than bits. Each gemstone will have its value listed in bits, so it can be traded directly for goods and services. Arcanium, a magical crystal (and its powdered form, magic dust are also frequently used as currency. See Chapter 6: Equipment for information on Arcanium.

Q: Where does leather come from? :P

A: This doesn't get discussed in the show because *why are you over-analyzing a kids' show!?* Just like in the real world, leather comes from non-sentient animals. After all, there's got to be a reason Sweet Apple Acres keeps livestock...

CHAPTER 2: CANON CHARACTER RACES

For the pony races I have attempted to stay as close to canon as possible, however there are a few abilities appearing in fanon and headcanon that have been added to round them out. Few of the other races really have much in the way of official material. For those races, usually all we have to go by are individual examples (Spike, Gilda, Zecora), so a great deal of abilities have to be made up whole-cloth. In most cases I have taken existing D&D racial abilities and added them where I felt the flavor would be appropriate. Although I haven't read much in the way of fan fiction, but some of the abilities have been adapted from those sources.

If you're already familiar with the 5th-edition D&D races, you'll probably notice that these races are a bit more powerful than normal. The reason is that pegasus flight abilities have to be baked-in to their racial abilities. Normally at-will flight is not available to standard D&D races. Therefore, the power level of all races needed to be boosted to match that of pegasi to provide a level playing field. I would caution against using standard D&D races together in the same campaign with those of MLP45E, since the Equestrian races will certainly be more powerful. If you do want to have some sort of portal/crossover game where humans and other humanoid species are present in Equestria, you'll want to give characters who are members of standard D&D races a bonus feat to keep them balanced with Equestrian races.

A NOTE ON "RACE"

I use the term race throughout these documents because, though technically incorrect, that has always been the standard term used in D&D to denote the differing character species available.



The Shady Trough by Equestria-Prevails

EARTH PONY

Earth ponies are the most numerous of the equine races. They reside in groups ranging in size from small, nomadic herds to massive cities. Their natural magic is subtle and often manifests as superior strength, stamina, personal magnetism, or close ties with the plants and creatures of the earth. Earth ponies are responsible for nearly all food production in Equestria. Although they are incapable of flight like pegasi, or direct control of their magic like unicorns, they can still excel in any profession. Perhaps it's that perceived need which drives many earth ponies to become the nation's foremost experts in their fields of interest.

EARTH PONY TRAITS

Ability Score Adjustment: Your Constitution score increases by 1.

Size: Medium

Speed: 30 feet.

Vision: Normal

Languages: Equestrian and one additional

Natural Weapons: You are proficient with your hoof and bite attacks, which deal 1d6 bludgeoning damage.

Cutie Mark: All ponies receive a cutie mark by adulthood. You determine what your cutie mark looks like and the ideal it represents (see "Ideals, Flaws, and Bonds" on page 14 of the How to Play document). Once per day, you can reroll a die roll associated with an action that is directly relevant to your cutie mark's ideal. Alternately, you can select something from the Alternate Cutie Mark Talents list in Chapter 4: Character Options.

Close to the Earth: Choose one skill from this list: Animal Handling, Athletics, Medicine, or Nature). You have advantage on checks of that skill.

Resilient: Whenever you roll Hit Dice to heal, re-roll dice that come up as 1 or 2.

Stand Firm: Whenever an effect would force you to move or knock you prone, you can roll a DC 15 Strength saving throw to ignore the movement or prone.

Subrace: Choose a subrace. Five are described here: Andalusian, Appaloosa, Arabian, Clydesdale, and Mustang.

Andalusian (Subrace)

While not as large as Clydesdales or swift as Mustangs, Andalusians are often more social and outgoing than their kin.

Ability Score Adjustment: Your Intelligence or Charisma score increases by 1.

People-Pony: Choose one skill from this list: Deception, Gossip, Intimidation, Performance, or Persuasion. You gain proficiency in that skill.

Personable: Choose one skill from this list: Deception, Gossip, Intimidation, Performance, or Persuasion. You gain advantage on checks of that skill.



Commission 1

By Atonewiththepants

Appaloosa (Subrace)

The Appaloosan ponies account for the majority of Earth ponies throughout Equestria. Most live in small farming and fishing communities. Appaloosas are distinct in that they often have spotted coats. They are the founders of both Appleloosa and Ponyville, among many other towns.

Ability Score Adjustment: Your Wisdom or Charisma score increases by 1.

Country Wisdom: Choose one skill from this list: Animal Handling, Insight, Nature, or Survival. You have advantage on checks of that skill.

Crafty: You gain proficiency in a Tool of your choice.

Pilgrim Trader: Choose Bovine, Canine, Cervine, French, or Griff. You speak enough of the chosen language to hold a conversation.

Arabian (Subrace)

The ponies of distant Saddle Arabia are taller and slimmer than the average earth pony. One could assume that their culture is significantly different from that of Equestrian ponies. That is left for the GM to flesh out.

Ability Score Adjustment: Your Intelligence, Wisdom, or Charisma score increases by 1.

Languages: Add Arabic as a bonus language.

Fleet of Hoof: Your speed increases by 5 feet.

Social Caste: Choose one of the following:

- **Artificer:** You have advantage on Intelligence checks related to alchemy, magic items, and items of artifice.
- **Desert Dweller:** When you take fire damage, reduce the damage taken by 2. In addition, you have advantage on Constitution saves to avoid exhaustion from hot weather.
- **Regal Bearing:** Re-roll any Charisma ability or skill check die that is 4 or less before your bonuses are added.

Clydesdale (Subrace)

Clydesdales are larger than other ponies, and stronger. They tend to have longer, shaggier hair, especially around their fetlocks.

Ability Score Adjustment: Your Strength or Charisma score increases by 1.

Strong Back: Your speed is not reduced by wearing heavy armor with which you have proficiency or for being encumbered.

Toughness: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. Additionally, whenever you roll Hit Dice during a rest, you regain 1 extra hit point for each Hit Die you roll.

DESIGN NOTES: EARTH PONY

In order to make sure earth ponies don't fall behind pegasi and unicorns, their legendary toughness and strength needed to be represented favorably in the mechanics.

They are one of the most flexible races, with the five subraces covering a wide range of character concepts. Don't take the horse breeds too literally though—they're still all ponies and even within the same family, siblings might represent different subraces.

Mustang (Subrace)

Mustangs roam Equestria's open plains and are known for their agility and swiftness.

Ability Score Adjustment: Your Dexterity or Charisma score increases by 1.

Fleet of Hoof: Your speed increases by 5 feet.

Born to Run: You have advantage on any saving throws against effects that restrain you or slow your movement. In addition, you can treat the first 5 feet of difficult terrain each turn as normal terrain.

PEGASUS PONY

The pegasi are the second most numerous of the equine races. Most live in floating cloud cities such as Cloudsdale, but they are still common elsewhere, making up roughly 25% of the populations of other pony cities. Pegasi are responsible for managing the weather throughout all of Equestria's populated lands, dissipating dangerous storms while still providing sufficient rainfall for abundant agricultural production. Pegasi are also natural warriors, and make up the majority of the Canterlot Royal Guard corps, including the elite Wonderbolts team.

PEGASUS PONY TRAITS

Ability Score Adjustment: Your

Dexterity score and either Constitution or Charisma increases by 1.

Size: Medium

Speed: 30 feet.

Vision: Normal

Languages: Equestrian and one additional

Natural Weapons: You are proficient with your hoof and bite attacks, which deal 1d6 bludgeoning damage.

Cutie Mark: All ponies receive a cutie mark by adulthood. You determine what your cutie mark looks like and the ideal it represents (see "Ideals, Flaws, and Bonds" on page 14 of the *How to Play* document).

Once per day, you can reroll a die roll associated with an action that is directly relevant to your cutie mark's ideal. Alternately, you can select something from the Alternative Cutie Mark Talents list at the end of this document.

Flight: You have a fly speed of 50 feet. If you are at half your maximum HP or less, your fly speed is halved and you must make a DC 15 Constitution check to gain altitude. If you are at one-quarter your maximum HP or less, you cannot fly. You can only slow fall to the ground (see below).

Cloud Walking: You can touch and interact with clouds as if they were solid (albeit soft) ground. This means you can sit or lie on clouds, move them around, gather them together, or buck them apart with your hooves. You can also stomp on thick clouds and force them to rain, or possibly even coax out a small lightning bolt if it's a thick enough cloud.



Thunderlane, Celestial Avenger
by Cheezedoodle96

Sky Hauler: You gain Sky Hauler as a bonus Cartoon Physics ability.

Slow Fall: When you fall 30 feet or more, you can use your reaction to spread your wings and slow your fall, preventing you from taking any falling damage. For every 10 feet you slow fall, you can move 5 feet horizontally.

Keen Senses: You have advantage on Wisdom (Perception) skill checks.

Subrace: Choose a subrace. Two are described here: Pennate and Nocturnus

Pennate (Subrace)

Pennate pegasi have light, lithe bodies built for speed. Their powerful, feathered wings lift them into the air with ease. Most hail from the aerial cities of Cloudsdale and Las Pegasus. They are the pegasi most people think of when they hear the name.

Athletic Poise: Choose Acrobatics, Athletics, or Stealth. You have advantage on checks of that skill.

Nocturnus (Subrace)

Nocturnus pegasi have large, bat-like wings, eyes with slitted pupils, pointed canine teeth, and dark coats. Parents tell their children scary stories about Princess Luna's Nocturni guards who come to take away naughty foals who don't go to bed when told. Despite their fearsome looks and reputation, most are friendly, but proud of their appearance and like to take advantage of it when they can.

Darkvision: You can see in darkness within 120 feet of you as if it were dim light. When you do so, your vision is in black and white.

Sunlight Sensitivity: While you or your target are in direct sunlight, you are dazzled (see new conditions list in Chapter 7: New Rules). Wearing a hood or hat does not help.

Flight: Your fly speed is 40 feet (10 feet slower than Pennate pegasi).

Skulker: Choose Acrobatics, Intimidation, or Stealth. You have advantage on checks of that skill.

DESIGN NOTES: PEGASI

The base pegasus flight capabilities represent the average pegasus. Super speed abilities like those Rainbow Dash demonstrates regularly are available as cartoon physics abilities.

The subrace names are simply headcanon and of course you're free to change them. "Pennate" is a Latin term which means "feathered" and Nocturnus implies the nocturnal nature of bat-ponies (which isn't a very practical official name for a subrace)!



The Shadow
By Equestria-Prevails

UNICORN PONY

Unicorns are the least numerous of the three pony races, although they are still more common than most non-equines. Like pegasi they have founded their own cities, which are typically in hilly or mountainous regions where their magic is needed to sculpt the terrain to be suitable for construction. Unicorns are still common in earth pony cities, making up roughly 20% of the population. Unicorns have the most direct control over their natural magic, which they achieve through focusing on the horn in their foreheads. In ancient times unicorns controlled the movements of the sun and moon, although that responsibility has fallen to the royal sisters since their ascendance. Of all the equine races, unicorns seem most drawn to intellectual pursuits such as art, music, and craft, although there are still plenty of unicorn soldiers, farmers, and merchants.

UNICORN PONY TRAITS

Ability Score Adjustment: Choose any two: Intelligence, Wisdom, or Charisma. The chosen scores increase by 1.

Size: Medium

Speed: 30 feet.

Vision: Normal

Languages: Equestrian and one additional

Natural Weapons: You are proficient with your hoof and bite attacks, which deal 1d6 bludgeoning damage, and your horn attack which deals 1d6 piercing damage.

Cutie Mark: All ponies receive a cutie mark by adulthood. You determine what your cutie mark looks like and the ideal it represents (see “Ideals, Flaws, and Bonds” on page 14 of the *How to Play* document). Once per day, you can reroll a die roll associated with an action that is directly relevant to your cutie mark’s ideal. Alternately, you can select something from the Alternate Cutie Mark Talents list in Chapter 4: Character Options.

Arcane Magic: Your horn grants you the capability to wield arcane magic. This means that you are eligible for the bard, mage, and sorcerer classes. While you cast or concentrate on a spell, both your horn and the target of the spell glow with a magical aura. The color of your magic aura is determined at birth and never changes (unless you use dark magic).

Arcane Initiate: You gain the Arcane Initiate feat. Most unicorns select Apprentice’s Telekinesis and Light as their cantrips. Instead of a first-level spell, you can select two additional cantrips.

Knowledgeable: Choose Arcana, History, Nature, or Religion. You have advantage on checks of that skill.

Advanced Studies: Not every unicorn becomes a master of arcane spells. In fact, the majority spend their lives in happiness without the need to learn additional magic beyond the basics. Select one ability from this list:



**Lyra Heartstrings,
Bard of Ponyville**
By Cheezedoodle96

- **Arcane Apprentice:** You learn an additional mage cantrip.
- **Arcane Weaponmaster (Requires Apprentice Telekinesis cantrip):** You can expertly wield a two-handed weapon, weapon and shield, or dual-wield light weapons telekinetically with your magic. When you make an attack with that weapon, you can use your magical ability modifier for the attack and damage rolls instead of your Strength or Dexterity.
- **Higher Education:** You gain training in a bonus skill of your choice, and the remaining ability score you did not choose to increase for your initial ability score racial adjustment (Intelligence, Wisdom, or Charisma) increases by 1.

DESIGN NOTES: UNICORNS

It’s apparent in the show that unicorns (Especially Twilight) are only as powerful as the story requires them to be at the moment. That doesn’t really work in a roleplaying game. Spells need to act consistently or suspension of disbelief suffers.

I’ve tried hard to capture the exact capabilities of spells used in the show, but in some cases they needed to be limited for game balance purposes. That said, unicorn characters get to choose to be either a magical prodigy like Twilight, or more like your typical background unicorn.

CRYSTAL PONY

Crystal ponies are an offshoot of the standard pony races that originally hail from the Crystal Empire. Their kind spent centuries enslaved by the wicked King Sombra. The vast majority of crystal ponies are earth ponies, but a few crystal pegasi are known to exist.

To create a crystal pony, select one of the three normal pony races (and subraces if applicable). Then make the following additions:

Crystalline Shine: Once per day you can re-roll a Charisma-based ability check, skill check, or saving throw.

Pure of Heart: Every time you take necrotic damage, you take 2 fewer points of damage.

Repressed Memories: Every time you take psychic damage, you become frightened. You can use your action to roll a DC 15 Wisdom or Charisma check. A success ends the condition.



Crystal Empire Royal Guard
By TheShadowStone

BUFFALO

The buffalo tribes roam the open plains of southern Equestria, from the San Palomino Desert to Dodge Junction, and their annual migrations take them through the center of that range, Appleloosa. Buffalo culture resembles that of Native Americans. Recently the buffalo have made peace with the ponies of Appleloosa, and some young buffalo are beginning to explore pony culture. Their mammoth size sometimes gets them into awkward situations, but it has its advantages.

BUFFALO TRAITS

Ability Score Adjustment: Your Strength score increases by 2 and your Constitution score increases by 1.

Size: Large

Speed: 30 feet

Vision: Normal

Languages: Bovine, Equestrian, Smoke Signs

Natural Weapons: You are proficient with your head-butt attack, which deals 1d8 bludgeoning damage.

Large and In Charge: As a large-sized creature, you occupy a 10-foot diameter circle in combat. You can carry, lift, pull, and push twice as much weight as a medium-sized creature. If you are forced to squeeze into a 5-foot wide passage, you move at half speed, your opponents have advantage against you and you have disadvantage on all rolls. Small-sized creatures can freely move through your space, and likewise you can move through their spaces. You also need to eat and drink four times as much as a medium-sized creature.

Bison Brute: Your weapon attacks with manufactured weapons sized appropriately to you deal 2 extra damage.

Stampede: If you hit an opponent with a charge attack using your head-butt, contest the target's Strength or Dexterity against your Strength. If you win, you knock the target prone.

Toughness: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. Additionally, whenever you roll Hit Dice during a rest, you regain 1 extra hit point for each Hit Die you roll.

War Cry: On the first round of combat (as long as you are free to yell), you and your allies have a +1 bonus to attack rolls and armor class.



Laughing Water, Buffalo Spirit-Talker Shaman
By Cheezedoodle96

DESIGN NOTES: BUFFALO

There's not much information on buffalo in the show aside from their appearance in "Over A Barrel." As they are based on Native American culture, a number of their abilities and feats are drawn from Native American tropes.

DIAMOND DOG

Diamond dogs are an apelike canine race with oversized forelegs and undersized hind legs. They normally walk and run on all fours, but have no trouble standing upright and using their forelegs (complete with opposable thumbs) as arms. Their tails are stubby and mace-like, with bony spikes or knob. Like all canines, they possess a keen sense of smell.

A colony of diamond dogs lives near Ponyville, underneath Rarity's favorite gem-hunting grounds. This particular group is cruel, but not all diamond dogs exhibit this behavior. In fact, according to the official comic series, an entire kingdom of diamond dogs exists on the border of Equestria, and their queen requested Rainbow Dash to come and perform an aerial stunt show for them.

DIAMOND DOG TRAITS

Ability Score Adjustment: Your Constitution score increases by 1.

Size: Medium

Speed: 25 feet.

Darkvision: You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

Languages: Canine and Equestrian

Natural Weapons: You are proficient with your claw and bite attacks, which deal 1d6 slashing damage and 1d6 piercing damage, respectively.

Burrow: You can dig through sand, dirt, and loose stone at the rate of 5 feet per round, up to a number of minutes per day equal to your Constitution score.

Keen Nose: You have advantage on Intelligence (Search) and Wisdom (Perception) checks to detect or locate objects with a noticeable smell or other creatures.

Your sense of smell is such that you can recognize the species of creatures that have been in an area recently. Roll a Wisdom (Perception) check according to the following table. You also have the *Tracking* ability of a 1st-level ranger. If you become a ranger, you gain free training in the Perception skill.



Horse Thieves
By Cheezedoodle96

Scent Situation	DC
Recognize a familiar species	10
Recognize an individual you know well	15
Recognize an individual you have met at least once	20
Every four hours that have passed	+1 to the DC
Rain or snow in the area	+5 to the DC
Particularly overpowering smell nearby	Disadvantage

Magic Resistant: You have a +2 bonus to all saving throws against magic spells

Shifty: When an opponent misses you with an attack, you can use your reaction to disengage.

Subrace: Choose a subrace. Three are described here: Doberman, Mastiff, and Pug.

Doberman (Subrace)

Diamond Dog Dobermans lie halfway between their larger and smaller kin. Their keen wits often lead to them becoming the brains of any diamond dog outfit.

Ability Score Adjustment: Your Intelligence, Wisdom, or Charisma score increases by 1.

Crafty: You gain proficiency in one tool of your choice.

Mastiff (Subrace)

Diamond Dog Mastiffs are the big muscular brutes of their race. They are most comfortable in a suit of heavy armor, swinging a big weapon.

Ability Score Adjustment: Your Strength score increases by 1.

Armor Mastery: You have proficiency with light and medium armor. While wearing medium or heavy armor, you gain a +1 bonus to Armor Class.

Pug (Subrace)

Diamond Dog Pugs make up in sneakiness and agility what they lack in brute strength.

Ability Score Adjustment: Your Dexterity score increases by 1.

Size: Small

Devious: Choose Acrobatics, Sleight of Hand, or Stealth. You have advantage on checks of that skill.

Nimble: You can move through the space of any creature that is at least one size larger than you.

Sneaky: You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

DESIGN NOTES: DIAMOND DOG

Other than their single appearance in season 1 and coming up in the IDW Friends Forever #6 comic, there is little to go on for these guys. They are currently based on D&D dwarves, with a few additional abilities borrowed from halflings.

DONKEY

Donkeys, and their half-horse hybrids--hinnies and mules--are all unique breeds with slightly different characteristics, but I've decided to place them all under the same category. A hinny is the offspring of a male horse and female donkey, while a mule is the offspring of a female horse and male donkey. Despite being equines, these three species all lack cutie marks. Similar in size to ponies, in general they are known to be strong, surefooted, patient, and tough, sharing many of the traits of earth ponies.

In Equestria, donkeys hinnies, and mules appear to live normal, modest lives among the pony majority. Cranky the donkey lives up to his namesake, but other examples of this group seem well-adjusted and easy to get along with.

DONKEY TRAITS

Ability Score Adjustment:

Your Constitution score and either Strength or Dexterity increase by 1.

Size: Medium

Speed: 25 feet

Vision: Normal

Languages: Equestrian and one additional

Natural Weapons: You are proficient with your hoof and bite attacks, which deal 1d6 bludgeoning damage.

Brave: You have advantage on saving throws against being frightened.

Nimble: You can move through the space of any creature that is size large or larger.

Stand Firm: Whenever an effect would force you to move or knock you prone, you can roll a DC 15 Strength saving throw to ignore the movement or prone.

Strong Back: Your speed is not reduced by wearing heavy armor with which you have proficiency or for being encumbered.

Stubborn: When an effect blinds, dazes, deafens, frightens, stresses, terrifies, or stuns you, you can choose to ignore that condition. After using this ability, you cannot use it again until you complete a short rest.

Resilient: Whenever you roll Hit Dice to heal, re-roll dice that come up as 1 or 2.



Cranky Doodle Cleric
By Cheezedoodle96

DESIGN NOTES: DONKEY

Since they are already very similar to earth ponies, I wanted to include a few earth pony abilities but also wanted to make sure they had something unique to themselves. Otherwise, for all practical purposes, they are earth ponies without cutie marks.

DRAGON

In exceedingly rare situations, a young dragon finds itself orphaned, abandoned, or even voluntarily leaving the company of other dragons to associate with ponies. One of the most well-known is Spike, assistant and confidant of Princess Twilight Sparkle. Like the equine races, dragons also possess innate magic, but theirs usually empowers their physical might and the power of their dragon breath. Occasionally, a dragon learns to control its innate magic, allowing it to cast spells like a unicorn. Most Equestrian dragons normally breathe fire, but it's rumored there are other dragon types who breathe acid, cold, lightning, and poison.

DRAGON TRAITS

Ability Score Adjustment: Your Strength score and either Charisma or Constitution increase by 1.

Size: Medium

Speed: 25 feet

Vision: Normal

Languages: Equestrian, Draconic

Natural Weapons: You are proficient with your claw and bite attacks, which deal 1d6 slashing damage and piercing damage, respectively.

Dragon Type: Choose a dragon type from the table below, which determines your scale color and appearance, as well as your breath weapon and damage resistance.

Dragon	Damage Type	Breath Weapon
Black or Copper	Acid	5 x 30 ft. line (Dex. Save)
Blue or Bronze	Lightning	5 x 30 ft. line (Dex. Save)
Brass	Fire	5 x 30 ft. line (Dex Save)
Red or Gold	Fire	15 ft. cone (Dex Save)
Green	Poison	15 ft. cone (Con Save)
White or Silver	Cold	15 ft. cone (Con Save)
Purple	Fire	15 ft. cone (Dex Save)

Breath Weapon: You can use your action to exhale destructive energy. Your dragon type determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw as indicated. A creature takes 1d6 damage on a failed save, and half as much on a successful save. The save DC is 8 + your Constitution bonus + your proficiency bonus.

The damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level. After you use your breath weapon, you cannot use it again until you complete a short rest or a long rest.

DESIGN NOTES: DRAGON

This write-up assumes a slightly older, winged dragon, like the teenagers appearing in the episode "Dragon Quest." and that Spike will eventually grow wings once he's older. There's no canon evidence of dragons using overt magic spells like unicorns, so you can always disallow that option if you like. I included it to help break the unicorn monopoly on arcane magic, and because D&D dragons often have spellcasting ability.

Focus Breath: You can choose to concentrate your breath weapon attack down to affect a single adjacent object over multiple rounds. One round of such use will destroy flimsy objects; 3 or 4 rounds will melt, burn, or weaken more durable objects such as a padlock, weapon, or chain. Exact details are left to the GM to decide. This use expends your breath weapon like any other use.

Damage Resistance: You have resistance to the damage type associated with your dragon color.

Immature Wings: Your wings have emerged recently, although it will be some time before they are strong enough to enable regular flight. In the meantime, you can use them for short bursts of flight and some controlled gliding. You can use your movement to fly the same distance as your ground speed, but if you do so more than once before you complete a short rest, each additional use after the first costs one of your Hit Dice.

Glide: When you fall 30 feet or more, you can use your reaction to spread your wings and slow your fall, giving you resistance against falling damage. For every 10 feet you fall, you can move 5 feet horizontally.

Dragon Bloodline: Choose two dragon bloodline abilities from the list below.

- **Arcane Apprentice:** You can wield arcane magic like a unicorn. You learn two mage cantrips and can select arcane classes such as bard, mage, and sorcerer.
- **Deadly Weapons:** Your claw and bite damage increase to 1d10.
- **Enhanced Senses:** You gain Darkvision 120'
- **Frightening:** You gain proficiency in Intimidation and have advantage on Charisma (Intimidation) checks.
- **Immunity:** You have immunity to the damage type associated with your draconic ancestry.
- **Intense Breath:** Your breath deals 1d6 additional damage and creatures have disadvantage on saves against it.
- **Lanky Legs:** Your ground speed increases by 10 feet.
- **Robust Wings:** Your wings are strong enough to let you fly up to four times before needing to spend Hit Dice or rest.
- **Tough scales:** When you take piercing, slashing, bludgeoning, or force damage, reduce the damage by 1.



Zuri and Argent By Cheezedoodle96

GRIFFON

Griffons are a predatory race of half-lion, half-bird creatures who hail from beyond Equestria. They have the body, hind legs, and tail of a lion, and the forelegs, talons, wings, and head of an eagle, hawk, or owl. Although fairly rare, griffons have at least one community within Equestria itself, and even sent a team to the Equestria Games. Some griffons have integrated into pony culture and can be found living in the cities and towns of Equestria, especially pegasus cities such as Cloudsdale. Griffon flight abilities are comparable to those of pegasi, and their sharp beak, talons, and lion-like roar make them strong physical combatants.

GRIFFON TRAITS

Ability Score Adjustment: Your Strength score and either Dexterity or Charisma increase by 1.

Size: Medium

Speed: 30 feet

Low-Light Vision: You see as well in dim light as you do in bright light.

Languages: Griff, Equestrian

Natural Weapons: You are proficient with your claw and bite attacks, which deal 1d6 slashing damage and piercing damage, respectively.

Flight: You have a fly speed of 50 feet. If you are at half your maximum HP or less, your fly speed is halved and you must make a DC 15 Constitution check to gain altitude. If you are at one-quarter your maximum HP or less, you cannot fly. You can only slowly fall to the ground (see below).

Cloud Walking: You can touch and interact with clouds as if they were solid (albeit soft) ground. This means you can sit or lie on clouds, move them around, gather them together, or tear them apart with your claws. You can also stomp on thick clouds and force them to rain, or possibly even coax out a small lightning bolt if it's a thick enough cloud.

Slow Fall: When you fall 30 feet or more, you can use your reaction to spread your wings and slow your fall, preventing you from taking any falling damage. For every 10 feet you slowly fall, you can move 5 feet horizontally.

Keen Senses: You have advantage on Wisdom (Perception) skill checks.



Alex (Alexander Ironclaw)
By Equestria-Prevails

DESIGN NOTES: GRIFFON

Like the other flying races, flight is such a powerful ability that it doesn't leave much room for other griffon racial traits. Gilda uses a roar to intimidate Fluttershy in Griffon the Brush Off, and many birdlike creatures in D&D have shriek abilities, so that felt like a good fit. Finally, the pounce reflects their half-lion aspect.

Ferocious Roar: You can use your action to belt out an impressive roar in a 15-foot cone. Each creature in the area is deafened until the end of your next turn, and the first creature to attack them while they are deafened has advantage. A successful Con save negates the effects. The save DC is 8 + your Constitution or Charisma bonus + your proficiency bonus.

Creatures who fail the save by 10 or more are frightened. After you use your roar, you cannot use it again until you complete a short rest or a long rest.

Pounce: If you hit an opponent with a charge attack, contest the target's Strength or Dexterity (their choice) against your Strength. If you win, you knock the target prone.

MINOTAUR

Minotaurs have the dubious honor of being Equestria's only known humanoid race. Despite their frightening appearance, they seem to get along well enough with equines, but nothing is known of their culture. Are they lone wanderers eking out a living among the ponies? Or do they have their own communities elsewhere in Equestria? Perhaps they are normally subterranean, and live in underground cities? These are things for the GM to decide for their campaigns.

MINOTAUR TRAITS

Ability Score Adjustment: Your Strength score increases by 2 and your Constitution and Charisma scores increase by 1.

Size: Large

Speed: 30 feet

Vision: Normal

Languages: Equestrian, Undercommon

Natural Weapons: You are proficient with your fists, which are large enough to deal 1d6 bludgeoning damage.

Assertive: You have advantage on Charisma (Intimidation) checks.

Tall, Dark, and Handsome: As a large-sized creature, you occupy a 10-foot diameter space in combat. You can carry, lift, pull, and push twice as much weight as a medium-sized creature. If you are forced to squeeze into a 5-foot wide passage, you move at half speed, your opponents have advantage against you and you have disadvantage on all rolls. Small-sized creatures can freely move through your space, and likewise you can move through their spaces. You also need to eat and drink four times as much as a medium-sized creature.

The Big Guns: Your weapon attacks with manufactured weapons sized appropriately to you deal 2 extra damage and have a reach 5 feet longer than normal.



Iron Will, Barbarian Hero
By Cheezedoodle96

Show Them That You Rock: You use your action to lower your head and charge an opponent with your horns. This attack is reckless, so opponents have advantage on attacks against you until the start of your next turn.

If the attack hits it deals 2d6 damage and you contest your Strength against the opponent's Strength or Dexterity. If you win, the target is also knocked prone.

DESIGN NOTES: MINOTAUR

I tried to avoid basing the entire minotaur race on Iron Will's eccentric behavior, but his catch phrases were just too fun to not make them into racial abilities.

Minotaurs are one of the species I hope the show revisits someday. It would be interesting to learn about their culture in Equestria.

Mark Talents list in Chapter 4: Character Options.

Ancestral Guidance: After taking a long rest you can roll 3d20 and write down the results. At any point in the coming day you can use one of those die results for your own d20 roll or that of a friend instead of rolling. Once a die is used in this fashion it is discarded. Any unspent die results are discarded when you begin a long rest.

Consult the Spirits: You can use the *Augury* spell as a ritual once per day, even if you cannot normally cast spells. You begin play with the material component for free.

Astute Observer: You have advantage on Wisdom (Insight) checks and on all checks and saves against illusions.

Meditative Healing: You heal one additional hit point for each hit die you spend.

ZEBRA

The zebras are another race from beyond the borders of Equestria. Zebras share a common ancestor with ponies and donkeys, though thousands of generations of evolution have given them a number of differences, most notably their striped hair. In Equestria, especially the smaller, insular communities, zebras are unfortunately often subject to a great deal of suspicion and distrust, so it can be difficult for them to fit in at first.

Zebra culture is deeply spiritual, and the majority of them possess a reverence for nature and their ancestors that borders on religious. Zebras are especially drawn to classes that form pacts with nature or other beings or powers, such as the shaman, warlock, druid, and cleric.

ZEBRA TRAITS

Ability Score Adjustment: Your Wisdom score increases by 1 and your Strength or Constitution score increases by 1.

Size: Medium

Speed: 30 feet

Languages: Zebraharan, Equestrian

Natural Weapons: You are proficient with your hoof and bite attacks, which deal 1d6 bludgeoning damage.

Cutie Mark: All zebras receive a cutie mark by adulthood. You determine what your cutie mark looks like and the ideal it represents (see "Ideals, Flaws, and Bonds" on page 14 of the How to Play document). Once per day, you can reroll a die roll associated with an action that is directly relevant to your cutie mark's ideal. Alternately, you can select something from the Alternate Cutie

DESIGN NOTES: ZEBRA

*Like the minotaur and griffon, all we really have to go on is a single individual on which to base an entire species. Luckily, in the episode *Bridle Gossip* we do have some information on Zebra culture, which appears to draw from some real-world African cultures.*

Their racial abilities reflect a spiritual, reverent people, unique among all the Equestrian races shown to date in canon.

*One recent revelation in the *Journal of the Two Sisters* is that the zebras befriended by Princess Luna were able to cast spells, which they used to defend themselves from their enemies, the manticores.*



Zecora, Everfree Druid

By Cheezedoodle96

CHAPTER 3: FANON CHARACTER RACES

The races appearing in this chapter are mostly implied possibilities expanded on from canon by MLP fans. We are certainly a creative lot, and epic fanfictions and art masterpieces have been created around such characters. In all cases I have supplied my own interpretations on such creatures, and of course you're always free to change them in your own games to more closely match your fanfiction of choice.

The changeling orphan is included here as well because, while changelings themselves are canon, the idea of a changeling as a playable race requires some explanation as to why a they would leave their hive. Thus, their justification as orphaned rebels who fled for their lives after their siblings turned against them.

CHANGELING ORPHAN

Changeling society is ruled by a hive-mind, centered on each hive's queen. The members of each individual changeling colony are telepathically connected to all the other members of the same group. They hear each other's thoughts in their minds, so orders from the queen are passed down instantly and any non-harmonious thoughts are quickly rooted out. Rival colonies are constantly at war with each other in their subterranean realms, so there is usually little opportunity for changelings to venture to the surface.

Occasionally a changeling hatches that finds itself out-of-tune with the hive. Such "defective" hatchlings are usually discovered and eaten, but sometimes a changeling's link with the hive breaks much later in life. Such individuals find themselves confused and frightened, paralyzed with inaction because they suddenly have to decide for themselves how to behave and what to do to ensure their survival. Since their siblings no longer hear their telepathic "voice" they are treated as enemies and killed.

Those few who manage to escape usually venture to the surface, and use their shape-changing abilities to try to blend in with the locals. Fitting in is difficult, for a number of reasons. They are not used to interacting with others verbally, providing for their own nourishment or lodging, or making friends. In fact, one of the strangest experiences orphaned changelings invariably have is the need to give themselves a name. In the hive, they simply were called by their rank--worker, drone, soldier, etc. To the average changeling, the concept of personal names is something normally reserved for their queen.

CHANGELING ORPHAN TRAITS

Ability Score Adjustment: Your Dexterity score increases by 2.

Size: Medium

Speed: 30 feet

Languages: Equestrian, Undercommon, and Changeling Pheromones

Darkvision: You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

Natural Weapons: You are proficient with your hoof and bite attacks, which deal 1d6 bludgeoning damage and 1d6 piercing damage, respectively.

Telepathy: Changelings who are still members of the hive-mind have powerful telepathy that allows them to spy on the thoughts of others and convincingly duplicate most of their speech patterns, mannerisms, and recent memories. When your link to the queen broke, you lost the majority of that ability, but you can still speak telepathically with other creatures within 10 squares with whom you share a language.

Keen Nose: A large part of the communication within a changeling hive is via scents and pheromones. Your sense of smell is such that you can recognize the species of



Why Does Love Do This To Me
By Equestria-Prevails

creatures who have been in an area recently, much like a dog. Roll a Wisdom (Perception) check according to the following table. You also have the *Tracking* ability of a 1st-level ranger. If you become a ranger, you gain free training in the Perception skill.

Scent Situation	DC
Recognize a familiar species	10
Recognize an individual you know well	15
Recognize an individual you have met	20
Every four hours that have passed	+1 to the DC
Rain or snow in the area	+5 to the DC
Particularly overpowering smell nearby	Disadvantage

Flight: You have a fly speed of 30 feet. If you are at half your maximum HP or less, your fly speed is halved and you must make a DC 15 Constitution check to gain altitude. If you are at one-quarter your maximum HP or less, you cannot fly. You can only slow fall to the ground (see below).

Cloud Walking: You can touch and interact with clouds as if they were solid (albeit soft) ground. This means you can sit or lie on clouds, move them around, gather them together, or buck them apart with your hooves. You can also stomp on thick clouds and force them to rain, or possibly even coax out a small lightning bolt if it's a thick enough cloud.

Slow Fall: When you fall 30 feet or more, you can use your reaction to spread your wings and slow your fall, preventing you from taking any falling damage. For every 10 feet you slow fall, you can move 5 feet horizontally.

Shapechange: You use your action to take on the appearance of any other medium-sized living, natural creature. The first time you assume a new shape, the creature you duplicate must be within 50 feet of you. You can remember a number of different forms equal to your Intelligence score. You can "forget" any of your memorized forms in order to learn a new one. Once you've learned a form, you can change details of its appearance. This means, for example, if you learn "earth pony" as a form, from that point on when you change shape into an earth pony, you can pick any subrace, gender, build, hairstyle and color, coat color, and eye color. Such variations don't count against the limit of forms you know.

The shape's details are based on what you can discern through your normal senses, so if the creature you're copying has a hidden scar, a bag with unknown contents, or some other quality you can't detect, you're forced to guess. Your equipment blends into the new form, or takes on the appearance of some other equipment your target is wearing (your choice). Any magic items you wear continue to function.

DESIGN NOTES: CHANGELING ORPHAN

As we saw in *A Canterlot Wedding*, changelings make great villains, but could one ever become a hero? We saw very little of them other than *Queen Chrysalis*, so from here on out we must venture into headcanon territory: This write-up is partially inspired by *Star Trek's* borg race, especially from the *Star Trek: The Next Generation* episode "I, Borg."

If you change into a form without wings, you lose your flight, cloud walking, and slow fall abilities. If you change into an aquatic form, you gain its ability to breathe water (or hold its breath for extended periods). If you change into a form with superior senses such as an eagle's vision, you gain that sense. Any other form you take that has some sort of special characteristic should be adjudicated by the GM, but generally the ability you gain from the form should be equivalent to a feat in terms of power. Note that changing into a unicorn does *not* grant you access to arcane magic.

If the form can speak, you can speak in its voice, but unless you're familiar with the target, you don't know its mannerisms. Close friends of the target can tell you're an imposter if they beat you at a contest of your Charisma (Deception) against their Wisdom (Insight). If you win the contest by 4 or less, they are suspicious but see no reason to disbelieve you. If you win the check by 5 or more, they are convinced that you are the genuine article. If, later on, something comes up where they have reason to be suspicious again, they can retry the contest.

Brittle: You have an exoskeleton which is less resilient to damage than creatures with skeletons. Whenever you take piercing, slashing, bludgeoning, or force damage, you take 1 extra point of damage.

DEERFOLK

The deerfolk are an aloof, secretive lot. They don't tend to trust equines on first meeting, although they are not normally openly hostile except when their homelands are invaded. White-tail and reindeer are fast, agile, stealthy, and innately magical, proud masters of magic in all its forms. Their artwork, especially musical instruments, jewelry, and wine, are also highly coveted. Elk and moose are less secretive and more likely to make contact with equines, as they like to roam wider areas. They rely more on their brute strength than magic to get them out of a pickle.

In ancient days, the gods of the deerfolk had a controversy on their hooves. Female deer, lacking antlers, were unable to wield arcane magic. The gods decreed that that in exchange for their monopoly on arcane magic, male deer must sacrifice their connection to the primal, druidic magic of the earth. Therefore, only male deer could wield arcane magic, and only female deer could wield primal magic. The reindeer tribe was unsatisfied with this decision. They petitioned the gods to instead bless their females with antlers of their own, and the gods agreed. All the deerfolk tribes were content with their compromises in the end.

DEERFOLK TRAITS

Ability Score Adjustment: Your Dexterity score increases by 1.

Size: Medium

Speed: 35 feet

Low-Light Vision: You see as well in dim light as you do in bright light.

Languages: Cervine, Equestrian, and Tail Signs

Natural Weapons: You are proficient with your hoof and bite attacks, which deal 1d6 bludgeoning damage, and your horn gore attack, which deals 1d6 piercing damage.

Subrace: Choose a subrace. Four are described here: Elk, Moose, Reindeer, and White-Tail Deer.

DESIGN NOTES: DEERFOLK

Although the show has depicted deer as normal forest creatures, treating deer as equivalent to Tolkien-style elves is quite popular in fan fiction. Since the horn is so strongly tied with arcane magic and most female deer species lacked horns, this sexual dimorphism provided an interesting conundrum that I thought was worth exploring. Please note that I'm not being sexist here. There's nothing wrong with the sexes being different as long as they are still equal in ability.

That said, of course if you would rather have males and females of both species use the same stats, simply state that they all have antlers, and make the appropriate adjustments.

One thing that this write-up has not considered is the fact that deer shed their antlers in the winter. Do they then lose their arcane spellcasting ability for a few months? Or have they petitioned the gods to let them keep their antlers year-round? You decide!

Finally, although Sirzi's art depicts these deer with cutie marks, I didn't originally intend for deer to have them. If you wish to give deer cutie marks, I'd recommend not giving the mark a mechanical benefit like those the equines have, for simplicity's sake.

Elk and Moose (Subraces)

This entry covers both the elk and moose subraces. They are much larger than their other deer relatives, but they don't have quite the same level of magical aptitude as reindeer or white-tails.

Ability Score Adjustment: Your Strength and Constitution scores increase by 1.

Ancient Pact: If you are a male, you are eligible for the arcane classes bard, mage, and sorcerer, but you are barred from the druid and ranger classes. If you are a female, the reverse is true.

Natural Weapons: Your natural weapons deal 1d8 damage rather than 1d6.

Large and In Charge: As a large-sized creature, you occupy a 10-foot diameter space in combat. You can carry, lift, pull, and push twice as much weight as a medium-sized creature. If you are forced to squeeze into a 5-foot wide passage, you move at half speed, your opponents have advantage against you and you have disadvantage on all rolls. Small-sized creatures can freely move through your space, and likewise you can move through their spaces. You also need to eat and drink four times as much as a medium-sized creature.

Big Brute: Your weapon attacks with manufactured weapons sized appropriately to you deal 2 extra damage.

Reliable Strength: You have advantage on all Strength checks, Strength (Athletics) checks, and Strength saves.

Reindeer (Subrace)

Reindeer live in the northern reaches of Equestria. Their tribe asked the gods to bless their females with antlers, like those of the males, and the gods obliged.

Ability Score Adjustment: Your Intelligence or Wisdom score increases by 1.

Magical Prodigy: Choose Arcane or Druidic as your specialty. If you choose Arcane, you gain the Arcane Magic and Arcane Initiate abilities. If you choose Druidic, you gain the Druidic Magic and Druidic Initiate abilities.

- **Arcane Magic:** Your antlers grant you the capability to wield arcane magic. This means that you are eligible for the bard, mage, and sorcerer classes. While you cast or concentrate on a spell, both your antlers and the target of the spell glow with a magical aura. The color of your magic aura is determined at birth and never changes (unless you use dark magic).
- **Arcane Initiate:** You gain the Arcane Initiate feat. Instead of a first-level spell, you can select two additional cantrips.
- **Druidic Magic:** You have a close connection with the earth. You feel its life force flow beneath your hooves, and can tap into its primal might. You are eligible for the druid and ranger classes.
- **Druidic Initiate:** You gain the Druidic Initiate feat. Instead of a first-level spell, you can select two additional cantrips.

Elusive: When you are missed by a melee attack, you can use your reaction to disengage.

Fey Step: You can use your movement to teleport a distance up to your speed. You must have an unblocked line of sight to the destination to use this ability. After using fey step, you cannot use it again until you complete a short rest.

White-Tail Deer (Subrace)

White-Tail Deer live in the central and southern regions of Equestria. Their tribe accepted the gods' decision to strip males of their access to primal magic. Female white-tails are the cultural and spiritual leaders of their tribes, and male white-tails are the craft and artifice specialists.

Ability Score Adjustment: Your Intelligence or Wisdom score increases by 1.

Magical Prodigy: If you are a female white-tail deer, you receive the Druidic Magic and Druidic Initiate abilities the same as that of a reindeer. If you are a male white-tail deer, you receive the Arcane Magic and Arcane Initiate abilities instead.

Elusive: When you are missed by a melee attack, you can use your reaction to disengage.



Niceprill
By Sirzi



Hazel Nut
By Sirzi

Fey Step: You can use your movement to teleport a distance up to your speed. You must have an unblocked line of sight to the destination to use this ability. After using fey step, you cannot use it again until you complete a short rest.

HIPPOGRIFF

Like griffons, hippogriffs are a hybrid race. They are similar to griffons except that they have a pony's hindquarters and tail instead of a lion's. They also lack the griffon's lion-like roar. In your campaign, hippogriffs can be one of several things:

- *They may be their own unique race, unrelated to either equines or griffons.*
- *They may be a natural crossbreed of equines and griffons that has bred true over time and formed its own communities, culture, and traditions.*
- *They may be the product of griffon and pony parents that may require the assistance of magic for conception to occur. Such offspring would typically be raised in the culture of their parents.*

This write-up assumes that hippogriffs are crossbreeds, either natural or magical, and that they inherit a cutie mark from their equine heritage. Depending on the tone of your campaign, they may be outcasts, disliked because of their dual nature, or they might be accepted for who they are (or both, depending on who you talk to).



Arcane Musings
By Equestria-Prevails

HIPPOGRIFF TRAITS

Ability Score Adjustment: Your wildly-mixed bloodline increases two ability scores of your choice by 1.

Size: Medium

Speed: 30 feet

Languages: Griff, Equestrian

Low-Light Vision: You see as well in dim light as you do in bright light.

Natural Weapons: You are proficient with your claw, bite, and hoof attacks, which deal 1d6 slashing, piercing, and bludgeoning damage, respectively.

DESIGN NOTES: HIPPOGRIFF

The GM should decide how they want hippogriffs to be depicted in their world, either from one of the suggestions presented above or creating their own interpretation.

Cutie Mark: Hippogriffs receive a cutie mark from their half-pony heritage by adulthood. You determine what your cutie mark looks like and the ideal it represents (see “Ideals, Flaws, and Bonds” on page 14 of the *How to Play* document). Once per day, you can reroll a die roll associated with an action that is directly relevant to your cutie mark’s ideal. Alternately, you can select something from the Alternate Cutie Mark Talents list in Chapter 4: Character Options.

Flight: You have a fly speed of 50 feet. If you are at half your maximum HP or less, your fly speed is halved and you must make a DC 15 Constitution check to gain altitude. If you are at one-quarter your maximum HP or less, you cannot fly. You can only slow fall to the ground (see below).

Cloud Walking: You can touch and interact with clouds as if they were solid (albeit soft) ground. This means you can sit or lie on clouds, move them around, gather them together, or buck them apart with your hooves. You can also stomp on thick clouds and force them to rain, or possibly even coax out a small lightning bolt if it’s a thick enough cloud.

Slow Fall: When you fall 30 feet or more, you can use your reaction to spread your wings and slow your fall, preventing you from taking any falling damage.

Keen Senses: You have advantage on Wisdom (Perception) skill checks.

KIRIN (DRAGON-PONY)

The kirin race is a mythical, magical hybrid of dragon and pony (earth, pegasus, or unicorn). Their features and appearance vary from individual to individual, such that members of the same family may not even have the same physical features. All kirin have quadruped, pony-like bodies with thick, muscular tails like a dragon’s, ending in a tuft of hair. Rather than hooves, they have clawed feet, but they are less articulate than those of dragons. Their heads sport a full mane of hair. That’s where the commonalities end. Some kirin are covered in fine scales, while others have hair. Some have a ridge of spines running down their backs from head to tail, others do not. Some have reptilian facial features, such as slitted eyes and frills, others are more pony-like. Pegasus/dragon kirin have dragon-like or feathered wings, and unicorn/dragon kirin have either a single unicorn-like horn or dragon-like horns similar to those of their dragon parent.

Though exceedingly rare, in Equestria kirin are most commonly

DESIGN NOTES: KIRIN

The kirin (pronounced “key-rin”) is a mythological creature common in Chinese, Japanese, and Korean culture which combines the features of dragons and horses (and sometimes giraffes). Its appearance is said to be a good omen (See the Luckbringer feat).

This entire racial write-up is only based on artwork I’ve seen (most commonly, children of Spike and Rarity). I haven’t read any fan fiction with kirin characters, so I had no source material on which to base them. Like everything in this document, the GM is free to change whatever they want, but I feel the stats below are a good blend of abilities from their dual parentage.

known simply as “dragon-ponies” since only historians will likely be familiar with the proper term. Most kirin will be raised by their parents, but some may find themselves orphaned or abandoned. Their dragon-like appearance may be frightening to others, so often kirin have difficulty making friends. If you create a kirin character, select either earth, pegasus, or unicorn pony for your heritage.



Necklaces
By Kilala97

KIRIN TRAITS

Ability Score Adjustment: Your Constitution score increases by 1.

Size: Medium

Speed: 25 feet

Vision: Normal

Languages: Equestrian and one additional

Natural Weapons: You are proficient with your claw and bite attacks, which deal 1d6 slashing damage and piercing damage, respectively.

Cutie Mark: Kirin receive a cutie mark from their half-pony heritage by adulthood. You determine what your cutie mark looks like and the ideal it represents (see “Ideals, Flaws, and Bonds” on page 14 of the *How to Play* document). Once per day, you can reroll a die roll associated with an action that is directly relevant to your cutie mark’s ideal. Alternately, you can select something from the Alternate Cutie Mark Talents list in Chapter 4: Character Options.

Dragon Type: Choose a dragon type from the table below, which determines your scale color and appearance, as well as your breath weapon and damage resistance.

Dragon	Damage Type	Breath Weapon
Black or Copper	Acid	5 x 20 ft. line (Dex. Save)
Blue or Bronze	Lightning	5 x 20 ft. line (Dex. Save)
Brass	Fire	5 x 20 ft. line (Dex Save)
Red or Gold	Fire	10 ft. cone (Dex Save)
Green	Poison	10 ft. cone (Con Save)
White or Silver	Cold	10 ft. cone (Con Save)
Purple	Fire	10 ft. cone (Dex Save)

Breath Weapon: You can use your action to exhale destructive energy. Your dragon type determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw as indicated. A creature takes 1d6 damage on a failed save, and half as much on a successful save. The save DC is 8 + your Constitution bonus + your proficiency bonus.

The damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level. After you use your breath weapon, you cannot use it again until you complete a short rest or a long rest.

Focus Breath: You can choose to concentrate your breath weapon attack down to affect a single adjacent object over multiple rounds. One round of such use will destroy flimsy objects; 3 or 4 rounds will melt, burn, or weaken more durable objects such as a padlock, weapon, or chain. Exact details are left to the GM to decide. This use expends your breath weapon like any other use.

Damage Resistance: You have resistance to the damage type associated with your draconic parent.

Subrace: Choose a subrace: earth, pegasus, or unicorn for your hybrid pony type. You gain the traits associated with that type (see below).

Earth Kirin (Subrace)

Ability Score Adjustment: Your Strength, Wisdom, or Charisma score increases by 1.

Earth Kin: You can select earth pony feats as long as you meet any other requirements.

Close to the Earth: Choose one skill from this list: Animal Handling, Athletics, Medicine, or Nature). You have advantage on checks of that skill.

Resilient: Whenever you roll Hit Dice to heal, re-roll dice that come up as 1 or 2.

Stand Firm: Whenever an effect would force you to move or knock you prone, you can roll a DC 15 Strength saving throw to ignore the movement or prone.

Pegasus Kirin (Subrace)

Ability Score Adjustment: Your Dexterity, Wisdom, or Charisma score increases by 1.

Pegasus Kin: You can select pegasus pony feats as long as you meet any other requirements.

Flight: You have a fly speed of 40 feet. If you are at half your maximum HP or less, your fly speed is halved and you must make a DC 15 Constitution check to gain altitude. If you are at one-quarter your maximum HP or less, you cannot fly. You can only slow fall to the ground (see below).

Cloud Walking: You can touch and interact with clouds as if they were solid (albeit soft) ground. This means you can sit or lie on clouds, move them around, gather them

together, or tear them apart with your claws. You can also stomp on thick clouds and force them to rain, or possibly even coax out a small lightning bolt if it's a thick enough cloud.

Sky Hauler: You gain Sky Hauler as a bonus Cartoon Physics ability.

Slow Fall: When you fall 30 feet or more, you can use your reaction to spread your wings and slow your fall, preventing you from taking any falling damage. For every 10 feet you slow fall, you can move 5 feet horizontally.

Unicorn Kirin (Subrace)

Ability Score Adjustment: Your Intelligence, Wisdom, or Charisma score increases by 1.

Unicorn Kin: You can select unicorn pony feats as long as you meet any other requirements.

Horn Attack: You are proficient with a horn or head-butt attack, depending on whether you have one horn or two. A horn attack deals 1d6 piercing damage, and a head-butt attack deals 1d6 bludgeoning damage.

Arcane Magic: Your horn (or horns) grants you the capability to wield arcane magic. This means that you are eligible for the bard, mage, and sorcerer classes. While you cast or concentrate on a spell, both your horn and the target of the spell glow with a magical aura. The color of your magic aura is determined at birth and never changes (unless you use dark magic).

Arcane Initiate: You gain the Arcane Initiate feat. Most unicorn kirin select Apprentice's Telekinesis and Light as their cantrips. Instead of a first-level spell, you can select two additional cantrips.

CHAPTER 4: CHARACTER OPTIONS



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MLP45E - Chapter 4: Character Options



NEW CLERIC DOMAINS

Add these new cleric domains to the list of those available to in the regular D&D rules.

CHAOS DOMAIN

You revere the spirit of chaos, mischief, and trickery and its proxy, Discord. You disdain the status quo, and strive to make sure things stay interesting. Although you don't necessarily act with actual malice, sometimes your actions have unfortunate, unforeseen consequences. Clerics of chaos tend to be wanderers, moving from town to town, always looking for the opportunity for entertainment.

Domain Spells

Cleric Level / Spells

- 1 Apprentice's Teleport, Charm Person, Disguise Self
- 3 Invisibility, Phantasmal Force, Suggestion
- 5 Aura of Invisibility, Dispel Magic
- 7 Confusion, Polymorph
- 9 Dominate Person, Seeming
- 11 Mass Suggestion

Bonus Spells

You gain the Apprentice's Telekinesis and Prestidigitation cantrips if you don't already have them. You also gain extra domain spells at level 1, 3, and 11 and as shown in your Domain Spells table.

Let Chaos Reign!

You can use your reaction to snap your fingers (if you have them), forcing yourself, a friend, or an opponent to re-roll any d20 roll or damage roll they just made. They must take the second result. Opponents who can see you are aware you are the source of this meddling. You can use this ability three times. After completing a long rest, the uses are replenished. At level 6, 12, and 18 you gain one additional use.

Channel Divinity: Wild Surge

Expend a use of your Channel Divinity when you cast a cleric spell. The spell does not expend the use of one of your spell slots, but its effect is accompanied by a wild magic surge and you take 1d4 damage per spell slot level (see the wild magic surge table under the sorcerer class). If you roll a 99 or 100, Discord himself manifests nearby to see what's going on.

Chaos Incarnate

Starting at 20th level, Discord always responds when you call on him via your divine intervention ability, and you take half damage from your Channel Divinity: Wild Surge

DESIGN NOTES: CHAOS DOMAIN

Discord's antics in the show are fun for us to watch, but if a character with this domain is constantly making trouble for the party, it can make for a short, unhappy campaign. If you take the Chaos domain make sure your antics aren't putting undue stress on the rest of the party.

ability. In addition, you grow an antler-like horn and a dragonlike horn on your head. These replace any existing horns you may have on your head.

LOVE DOMAIN

MAGIC DOMAIN

MOON DOMAIN

You revere the moon and its proxy, Princess Luna. You strive for mastery over the night, dreams, emotions, secrets, change, and illusions. Clerics of the moon are often astronomers who study the night sky, or wardens who stalk the borders of the Everfree forest and other dangerous wilderness areas.

Domain Spells

Cleric Level / Domain Spells

- 1 Cause Fear, Protection from Evil
- 3 Cordon of Arrows, Darkvision, Hunter's Veil, Moonbeam, Phantasmal Force
- 5 Crusader's Mantle, Dispel Magic
- 7 Air Walk, Confusion
- 9 Seeming, Scrying

Night Stalker

You gain proficiency in the longbow, and you can use your magical ability modifier for attack and damage rolls with the longbow instead of Dexterity. You gain training in the Stealth and Perception skills. You gain darkvision with a range of 60 feet. If you already have darkvision, its range increases by 60 feet. You also gain extra domain spells at level 3 as shown in your Domain Spells table.

Channel Divinity: Confront Fear

As your action, you present your symbol and reignite the bravery and hope of your friends. Remove the Frightened and Terrified conditions from yourself and any friends within 60 feet. In addition, each you and each friend gain 1d4+4 temporary hit points. At level 6, 12, and 18 you add an additional 1d4, for a total of 4d4+4 at level 18.

Dream Banishment

Starting at 20th level, you can use the Maze spell once per day at no cost in spell slots. The target becomes trapped in a dream rather than an extradimensional labyrinth, though the spell's other effects remain the same.

DESIGN NOTES: MOON DOMAIN

The design of the moon domain lets clerics take on a stealthier archery role that meshes well with rangers and rogues. Although you'll still want Wisdom as your highest stat, a 14 Dexterity will help maximize your AC while wearing studded leather armor (and eventually studded dragon leather or mithral scale). The Arcane Archer feat meshes well with this domain.

ORDER DOMAIN

SHAMANISM DOMAIN

Rather than worship a specific god, you revere the spirits of your ancestors or the life force of the world itself. They are your close, trusted friends and you can see them wherever you go, even if others cannot. Shaman are usually prominent members of a tribe, but sometimes they take to the road and become loaners, or are adopted into another group of friends.

Domain Spells

Cleric Level / Domain Spells

- 1 Cure Wounds, Protection from Evil
- 3 Augury, Locate Animals or Plants
- 5 Prayer, Remove Curse
- 7 Death Ward, Divination
- 9 Mass Cure Wounds, True Seeing

Spirit Companion

You have an animal spirit companion chosen from this list: Bear, Boar, Cougar, Coyote, Eagle, Lion, Owl, Panther, Snake, Tiger, Vulture, Wolf, or Wolverine. It has the following statistics:

Spirit Companion

Medium Fey

Armor class: 13

Hit Points: 14 + 3 hp for each of your levels beyond 3rd

Speed: 30 feet

Str 10 (+0), Dex 10 (+0), Con 10 (+0), Int 3 (-4), Wis 10 (+0), Cha 10 (+0)

Traits (General):

Incorporeal

Traits By Type:

Bear: Gains a +5 bonus to all Strength checks to climb and swim, and +5 hit points

Boar/Wolverine: Resists all damage

Cougar/Lion/Panther/Tiger: Has a speed of 40 feet, low-light vision, gains a +5 bonus to Dexterity (Stealth) checks, subtracts 20 feet from any fall when determining falling damage against it.

Coyote/Wolf: Can track like a 1st-level ranger and has a +2 bonus to AC.

Eagle/Hawk: Has a speed of 5 feet and a fly speed of 50 feet.

Owl: Has a speed of 5 feet and a fly speed of 30 feet, and has darkvision with a range of 50 feet.

Snake: Gains a +5 bonus to Dexterity (Stealth) checks, a +5 bonus when rolling its initiative, and has darkvision with a range of 20 feet.

Vulture: Has a speed of 5 feet and a fly speed of 30 feet and can track by scent like a 1st-level ranger.

Your spirit companion cannot be healed. When it drops to 0 hit points it disappears, leaving behind no physical form. During a short rest you can perform a brief ritual that restores all the spirit's hit points or causes it to manifest again at full hit points.

Your companion acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. It cannot make attacks. While you are within 100 feet of your companion, you can communicate with it telepathically. Additionally, as an action, you can see through your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has. During this time you are deaf and blind with regard to your own senses.

Finally, while within 100 feet of your companion, you can have it deliver a spell on your turn that requires touching a creature. The companion touches the creature on your behalf, provided nothing is preventing it from taking actions. If the spell requires an attack roll, you use your attack modifier for it.

You can dismiss your current companion and choose a different one during a long rest

Spirit Boon:

Choose one of the following spirit boons. You can select a different spirit boon any time you are allowed to choose a different spirit companion.

Guardian Spirit: Your spirit companion can use its reaction to take half the damage of an attack that hits a creature adjacent to it.

Harrier Spirit: Your spirit companion can use the Hinder action.

Stalker Spirit: Your spirit companion can use the Help action.

Watcher Spirit: Your spirit companion has a +5 bonus to Wisdom (Perception) checks and always has advantage on such checks. You and your friends do not suffer disadvantage on attacks against a concealed or invisible creature adjacent to your spirit companion.

Channel Divinity: Calm Undead

You lose the Turn Undead ability and gain Calm Undead. As an action, you present your symbol and invite the undead spirits to return to the spirit world where their ancestors await them. Each undead creature within 25 feet of you must make a Wisdom saving throw (DC 10 + your Wisdom modifier + your spellcasting bonus), unless the creature has total cover against you. If the creature fails its saving throw, it is stunned for 1 minute or until it takes damage. While stunned, the creature ponders its past life and its current actions. If such a creature has a hit point maximum equal to or lower than your cleric level multiplied by 5, the creature immediately collapses and its spirit departs peacefully for the afterlife.

Channel Divinity: Summon Spirit

DESIGN NOTES: SHAMANISM DOMAIN

The shamanism domain is intended to reproduce some of the feel of the 4th edition shaman class, which isn't yet implemented in 5th edition. Its spirit companions act as the shaman's eyes and ears, and can even deliver touch spells on the shaman's behalf.

As your action, you dismiss your current spirit companion (if present) and summon a new spirit companion next to you. Because this summoning is hurried, the companion has only half its normal hit points. During a rest you can perform the usual ritual to restore its hit points.

Spirit Traveler

Starting at 20th level, you resist necrotic damage. In addition, once per day you can use the Etherealness spell on yourself and your spirit companion at no cost in spell slots.

NEW SKILLS

In order to support the slightly steampunk, more modern, urban feel of Equestria vs. the typical heroic fantasy D&D setting, two new skills have been added:

INTELLIGENCE SKILL: ENGINEERING

Make an Intelligence (Engineering) check to find out how a mechanical device works, repair broken devices, or design a new device or building. Can also be used in place of Intelligence (Arcana) when dealing with items of artifice (see Chapter 6: Equipment).

CHARISMA SKILL: GOSSIP

Make a Charisma (Gossip) check to find out who the movers and shakers are in town, find the best price for goods or services, hear any rumors going around town, or investigate an NPC's background.

NEW BACKGROUNDS

Add these new backgrounds to the list of those available in the official rules.

BUREAUCRAT

You either served in public office or worked as a part of a large public or private institution. You know how to get people motivated, and know the ins and outs of such organizations and can quickly cut through the red tape to get access to the people or information you need. You carry a sense of authority that is often all the grease necessary to ensure the cooperation of others you meet.

Trait: Get It Done

As a current or former member of a large organizational body, you have an impressive, authoritative presence that motivates others to help. Using your knowledge of the inner workings of such groups you can quickly determine who in the organization is your best point of contact to accomplish what you need to do. You're also good at getting dirt on them to help pressure them if necessary. If you come into conflict with an

organization, you have an advantage on swaying the opinions of the common folk to help you oppose them.

Proficiencies

Skills: Deception, Gossip, Persuasion

Tools: Clipboard

Languages: Any two common languages

Equipment: Business cards (50), clipboard, fine clothes, hourglass, ink, ink pen, megaphone, notebook, sealing wax, signet ring, 14 gb, 5 sb

EDUCATOR

Whether through extensive personal experience or formal schooling, you possess broad general knowledge on many subjects, allowing you to serve as a primary school teacher. You have the insight to tell what your students are struggling with, when they need additional help, and how best to challenge students to match their abilities. You know how to foster a trusting relationship with your students, young and old, to better get to know them and their unique situation in life. You maintain contacts with other educators with whom you can share experiences and techniques.

Trait: Student-Teacher Trust

Whether you are employed in a town schoolhouse, hired privately to tutor children, or travel from town to town to teach, people have come to know and value your judgment, competency, and opinion. Parents take your advice on how to deal with their children, and improve their parenting in the process. Children will often come to you with secrets and troubles that they would not dare tell their family or friends. Many families from all walks of life would be happy to house you for days, weeks, or even months at a time in return for the opportunity to have you tutor their children. If you intend to set up in a town or village, the locals can probably be persuaded to donate their time and materials to construct a dual-purpose schoolhouse and residence for you, as long as you can spend at least half of your time teaching (usually broken up to account for planting and harvesting seasons).

Proficiencies

Skills: Insight, Persuasion, and one from the following list: Animal Handling, Arcana, Engineering, History, Medicine, Nature, Performance, or Religion

Tools: Any two tools of your choice.

Languages: One common or exotic language of your choice.

Equipment: Artisan's tools, chalk (10 pieces), ink (black and red), ink pen, notebook, scroll case, traveler's clothes, tome (choose the subject), 10 gb.

INVESTIGATOR

You are good at finding the clues that others miss. You may have been a police investigator, a private investigator, a newspaper, or maybe you're just naturally details-oriented. You know who to talk to to find the most information about a subject, and can weed out the lies.

Trait: Truth-Seeker

As you practice your trade, you earn a reputation for being a neutral party. While they don't necessarily like you, people go out of their way to be on their best behavior around you, to avoid drawing your attention. When you interview people, they will often offer you help, suggestions, and other clues to follow up on, to curry your favor. You also know your way around a crime scene, and the local police might allow you access if they know and trust you. As your fame spreads, they may even come to you for assistance.

Proficiencies

Skills: Gossip, Insight, Search

Tools: Photo Development Kit, Investigation Kit, Thieves' Tools

Equipment: Business cards (50), chalk (10 pieces), crowbar, investigation kit, magnifying glass, notepad, pencil, traveler's clothes, 7 gb, and 6 sb.

PHYSICIAN

You have considerable knowledge of the equine body and its illnesses and afflictions. You're probably a generalist, although you might also specialize in a particular field. People of all walks of life put their lives in your hooves without a second thought. While it's true that magic can work miracles when it comes to healing the body, such service is usually hard to find, expensive, or simply unavailable, so your trade is always in heavy demand.

Trait: Diagnosis & Treatment

No matter where you go, people will come from miles around to see you if you make your services available, so you don't often go wanting for food or shelter. This who can pay for your attentions will gladly do so, while others will barter or outright beg. Speaking and working with such a wide cross-section of society is an enormous source of information and rumor about a community, so within a week or two you'll probably know or have heard of just about everyone in a smaller community.

Proficiencies

Skills: Insight, Medicine, Search

Tools: Healer's Kit, Herbalism Kit

Languages: One common language of your choice

Equipment: Bone saw, bottle of rubbing alcohol, bottle of whiskey, healer's kit, herbalism kit, tome (Perplexing Pony Plagues), steel mirror (head reflector), soap, 6 gb.

POLICE OFFICER

You spent a number of years as a beat cop or local constable in a smaller town. You've experienced a lot in a short amount of time, and experienced some things you wish you hadn't. The job has its own rewards though, and you wouldn't trade it for the world since you know that ultimately you want to be there to help others when they need it most. You're likely a former cop, unless you are in active duty on a long-term or undercover mission to track down a criminal, investigate unusual events, or even probe reports of a corrupt member of the force. Work with the GM to determine your status, and what your current mission is, if any.

Trait: Criminal Justice System

You've dealt with the criminal underworld for a long time, and you know a number of tricks of the trade to help get things done when you need it. Other police officers usually respect you as a fellow cop and are willing to give you the benefit of the doubt and may even go above and beyond to assist you. Normal folks try to be on their best behavior around you, and often volunteer information even when it's not in their best interest. You know all the laws in your home area, and can quickly check up on local codes by speaking with the town constables. You know the proper procedures for capturing criminals and bringing them in for booking.

Proficiencies

Skills: Gossip, Persuasion, Search

Tools: Investigation Kit, Thieves' Tools

Languages: One common language of your choice

Equipment:

SCIENTIST

While others often accept what they are told, you go above and beyond to observe, question, hypothesize, test, analyze, and draw conclusions. This can sometimes be difficult in a world of magic that is often confusing, but you believe even magic itself is ultimately beholden to the laws of nature.

Trait: Scientific Method

Although you focus on a specific scientific discipline, you also have broad general knowledge on a number of topics. Your inquisitive nature sometimes leads you to take risks in the name of science, but you keep reminding yourself that your work will eventually lead to the betterment of civilization. Choose one of the specialties below. The proficiencies and equipment received are unique to each specialty.

Arcana: Skills: Arcana, History, Insight; Tools: chemistry kit; Languages: any two; Equipment: candle (10), chemistry kit, ink, ink pen, notebook, robes, tome (any arcane subject such as a specific school of magic), 5 gb.

Astronomy: Skills: History, Perception, Search; Tools: navigator's tools; Languages: Old Equestrian and any one other; Equipment: common clothes, navigator's tools, notebook, pencil, star chart, 13 gb, 4 sb.

Botany: Skills: Nature, Search, Survival; Tools: climber's Kit, herbalism kit; Languages: any one; Equipment: climber's kit, herbalism kit, notebook, pencil, tent, traveler's clothes, 9 gb, 9 sb.

Chemistry: Skills: Arcana, Nature, Search; Tools: chemistry kit, herbalism kit, merchant's scale; Languages: none; Equipment: chemistry kit, common clothes, herbalism kit, merchant's scale, notebook, pencil, 18 gb, 4 sb.

Economics: Skills: History, Insight, Search; Tools: abacus, gaming set; Languages: any one; Equipment: abacus, fine clothes, gaming set, notebook, pencil, 26 gb, 9 sb.

Engineering: Skills: Engineering, History, Search; Tools: abacus, any two artisan tools; Languages: none; Equipment: abacus, artisan tools (any two), fine clothes, notebook, pencil, 21 gb, 9 sb.

Geology: Skills: Nature, Search, Survival; Tools: chemistry kit, climber's kit; Languages: any one; Equipment: chemistry kit, climber's kit, miner's pick, notebook, pencil, piton (10), shovel, tent, 5 gb, 4 sb.

History: Skills: History, Nature, Religion; Tools: Artisan tools (bookbinding); Languages: any two; Equipment: artisan tools (bookbinding), notebook, pencil, robes, tome (Understanding Medieval Equestria); 17 gb, 9 sb.

Philosophy: Skills: History, Insight, Performance; Tools: gaming set (chess), musical instrument; Languages: any one; Equipment: chess set, fine clothes, musical instrument, notebook, pencil, 23 gb, 9 sb.

Psychology: Skills: Deception, Insight, Persuasion; Tools: Clipboard; Languages: Any two; Equipment: clipboard, fine clothes, notebook, pencil, tome (general psychology), 8 gb, 4 sb.

Sociology: Skills: History, Insight, Persuasion; Tools: none; Languages: Any three; Equipment: fine clothes, notebook, pencil, time (general sociology), 8 gb, 9 sb.

Zoology: Skills: Animal Handling, Nature, Medicine; Tools: folding chair, healer's kit; Languages: any one; Equipment: folding chair, healer's kit, hunting trap, notebook, pencil, tent, traveler's clothes, 19 gb, 9 sb.

WEATHER MANAGER

You are (or were) one of the local weather management specialists for a town or village. Your job is to ensure that the appropriate weather is delivered on schedule, and any irregularities are dealt with. If you are in active duty, you know the local weather schedule, and if not your predictions are quite accurate. Of course this position is only available to pegasi, griffons, and other creatures capable of flight, as it requires the cloudwalking ability.

Trait: Weather Eye

You probably know the official local weather managers (or are one yourself) or can at least find them easily enough. You know or can learn the local weather schedule for the next two weeks. If you can't acquire the schedule for whatever reason (or you're in an area where there is no weather management), you can accurately predict the weather 24 hours out. With a DC 10 Wisdom (Nature) check you can predict the weather for the next 3 days. With a DC 15 Wisdom (Nature) check you can predict the weather for the next week. The GM should roll these checks for you in secret. If you come to an area where weather is being mismanaged or is unmanaged, you can always take up the responsibility and set up a delivery schedule with Cloudsdale.

Proficiencies

Skills: Nature, Perception, Survival

Tools: Navigator's tools

Languages: Two common languages of your choice

Equipment: Local map, local weather schedule, map case, navigator's tools, notebook, traveler's clothes, and 10gb.

NEW FEATS

Add these new feats to the list of those available in the D&D game. If you choose a feat which grants proficiency in a skill, tool, or language in which you are already trained, you can instead choose a different proficiency of the same type.

A few of these feats appear in the 5th Edition D&D rules. The version that appears here is an update that clarifies how it should work for MLP45E.

ACCOMPLISHED SHAMAN

Everywhere you look, you see the spirits guiding you onward. You converse with them as easily as you would with the living.

Prerequisite: Zebra

- **Spirit World Ambassador:** Your number of *Ancestral Spirits* dice increases from 3 per day to 5.
- **Channel the Spirits:** Once per day you can spend one of your *Ancestral Spirits* dice to cast one of the following spells as a first-level spell: *Animal Friendship, Create Water, Cure Wounds, Detect Magic, Detect Poison and Disease, Faerie Fire, Fog Cloud, Goodberry, Gust of Wind, Healing Word, Purify Food and Drink, or Speak with Animals.*
- **Not-So-Evil Brew:** During a rest you can spend one of your *Ancestral Spirits* dice to create a magic brew at no material cost as long as you have access to a spell component pouch or an outdoor location or natural subterranean cave where you can gather ingredients. You can create *acid, alchemist's fire, antitoxin, holy water, or a potion of healing.* The item loses its power if it is not used within 12 hours.
- **I Suppose You Could Call it a Curse:** In addition to their other uses, you can use your reaction to assign one of your *Ancestral Spirits* dice to an opponent's d20 roll if they're no more than 2 levels higher than you.

AGILE FLYER

Your friends (and opponents) have a hard time keeping up with you.

Prerequisite: Flight ability

- Your fly speed increases by 10 feet.
- When you provoke an opportunity attack for using flying movement, opponents have disadvantage on the roll.
- When you are flying and an opponent misses you with an attack or you successfully save against an area attack, you can use your reaction to use the disengage action.

ALL-TEAM ORGANIZER

You've got the organizational skill to help make others more than the sum of their parts.

Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20. In addition, you have three tactics points. You can spend tactics points to perform the following actions. You recover spent tactics points after completing a long rest.

- When a friend misses with an attack or fails at a contest against an opponent adjacent to yourself or a third friend, use your reaction to let the friend re-roll the attack or check.
- When an opponent adjacent to you or a third friend hits your friend or beats them in a contest, use your reaction to force the opponent to re-roll the attack or check.

In addition, you can do the following without needing to spend tactics points:

- Use your action to allow a friend to use the Charge, Disengage, Dodge, Help, Hinder, or Hustle action immediately, for free.
- Use your action to allow an adjacent friend a free attempt to remove a condition or other effect he or she is suffering from. This can only be done if the effect normally allows its victim to use an action to attempt to remove it.

BISON BRAVE

You are well-trained in your tribe's ways, and are proud to continue their traditions wherever you go and share them with whoever you meet.

Prerequisite: Buffalo

- **Fearless:** You have advantage on saving throws against fear and checks to remove fear effects.
- **Counting Coup:** During battle you can use your action to touch an adjacent opponent. You can then spend one of your Hit Dice to heal yourself. Once used, you cannot use this ability again until you complete a short rest (assuming you have Hit Dice remaining).
- **Pass the Calumet:** During a long rest you can smoke your ceremonial calumet pipe, entreating the gods for good fortune in the coming day. Once that day you can use your action to cast the *Bless* spell, which affects yourself and anyone who spent the rest with you.

BURLY BEAST

Nobody doubts your strength ever since they saw you lift that piano by yourself.

- Your Strength score increases by 1, to a maximum of 20.
- The damage die of your natural attacks improves by one step (1d6 to 1d8, 1d8 to 1d10).
- You move at your normal speed even when it would be reduced by armor or by being encumbered. Other effects that limit speed affect you normally.
- You add your proficiency bonus to Strength checks made to break, open, knock over, or move objects or creatures.
- Your weight limit is doubled, meaning you can carry weight equal to 20 times your Strength score without becoming encumbered (normally 10 times your Strength score).

CALLOUSED HIDE

Your time in the hot sun of the plains has given you resistance to heat.

Prerequisite: Donkey, Pony (Earth) or Zebra

- You have resistance to fire damage.

- You have advantage on saving throws against fire effects and Constitution saves to avoid exhaustion from hot weather.

CARTOON PHYSIQUE

You have a well-developed sense of comedic timing.

- You gain two additional cartoon physics power slots
- You gain two additional cartoon physics points.
- Designate one of your cartoon physics powers as your signature move. When you activate your signature move, its power cost is reduced to half normal. If this reduces its cost to less than one point, it doesn't cost you any points to activate. You can designate a new signature move after a long rest.
- You can swap out your cartoon physics power slots during a short rest rather than having to wait for a long rest.

Special: You can take this feat more than once. The second and each additional time, you just gain the additional slots and points. You do not gain another signature move.

CAST-IRON BELLY

You can eat just about anything without getting sick.

Prerequisite: Buffalo, Diamond Dog (any), Donkey, Dragon, Minotaur, or Pony (Earth)

You have resistance to poison damage, and you have advantage on saving throws against poison and disease.

CHANGELING SOLDIER

Before you were orphaned, you underwent conditioning and a special diet which improved your physical abilities.

Prerequisite: Changeling Orphan

Your Charisma bonus increases by 1, to a maximum of 20. You gain the ability to learn arcane magic, and are now eligible to select arcane classes and feats. Finally, you gain two abilities: *Changeling Resin* and *Fueled By Love*

Changeling Resin: You can use your action to spit a sticky resin at a 5-foot space within 20 feet of you. For the next 15 minutes that spot functions like the *Entangle* spell (though it's limited to the 5-foot space in size). The save DC is 8 + your Constitution bonus + your proficiency bonus, and creatures have disadvantage on saves against it. You can use this ability a total of three times, and then cannot use it again until you complete a short rest.

Fueled By Love: At the end of a rest your friends can each choose to willingly give you one of their Hit Dice. You can either add these Hit Dice to your own pool of Hit Dice, or convert them into *power tokens*. You can spend a power token to re-roll any of your d20 rolls or damage rolls. The maximum number of power tokens you can hold at any given time is equal to your Charisma bonus (minimum of 1).

CONNECTED DESTINY

You and your friends have had a connection since before you knew each other.

When you take this feat, you designate up to 5 friends whose destinies are intertwined with yours. During a short rest you can forfeit one of your hit dice to grant one of these friends an extra hit die. When one of your destiny friends is unconscious and not stable, you have advantage on all d20 rolls.

CRITTER FRIEND

You've never met an animal you couldn't befriend.

Prerequisite: Deerfolk (any), Pony (Any), or Zebra

- You permanently gain the effects of the Speak With Animals spell.
- Whenever you roll a Charisma ability or skill check to interact with an animal non-violently, you have advantage.
- You can use the Animal Friendship and Animal Messenger spells each once per day. When you use Animal Messenger, the animal either uses pantomime to convey the message or delivers a letter or token you supply it with as the message.

DAYLIGHT ADAPTATION

Your eyes have adapted to see in daylight with no difficulty.

Prerequisite: Pegasus Pony (Nocturnus)

You suffer no penalties due to normal sunlight. In addition, increase any one of your ability scores by 1 (to a maximum of 20).

DIAMOND DASTARD

You know a number of tricks unique to your race

Prerequisite: Diamond Dog (any)

- Add your spiked, club-like tail to your list of proficient natural weapons. It deals 1d6 bludgeoning damage. When you use your action to attack with it, you can also use the Knock Down action as part of the same action.
- When you have advantage against an opponent, your successful attacks deal 1d4 extra bonus damage.
- You gain proficiency in a Strength or Dexterity skill of your choice, or a tool of your choice.

DRACONIC MIGHT

Your draconic bloodline runs particularly strong.

Prerequisite: Dragon

You gain two additional Dragon Bloodline racial abilities that you do not already have. In addition, your tail is long, strong, and prehensile enough to pick up and carry an object as a part of your movement (though not enough to use it as a weapon).

EARTH MASTERY

Earth and stone are no match for your hooves.

Prerequisite: Buffalo, Diamond Dog, Donkey or Pony (Earth)

- You ignore difficult terrain that is due to loose rocks, boulders, or other stony ground. You are immune to the *Spike Growth* spell and always recognize it for what it is.
- You have advantage on checks to determine the characteristics or features of natural and worked stone and masonry.
- You have advantage on attack rolls against creatures or objects made of stone, and deal 1d4 extra damage against them. At 5th level the bonus increases to 2d4. At 10th, 3d4. At 15th, 4d4, and at 20th, 5d4.

EXCEPTIONAL SKILL

Seeing you ply your trade is wonder to behold.

Choose any one skill in which you are proficient. You always have advantage on checks using that skill and never have disadvantage. Increase the ability score keyed to that skill by 1, to a maximum of 20.

EXPERT HELPER

"Anything I can do to help?" — Derpy Hooves

Once per turn you can use the help or hinder actions as a part of your normal action.

FADE AWAY

Your innate magic allows you to disappear from view when the need arises.

Prerequisite: Deerfolk (any)

When you take damage from an attack, you can choose to become invisible as your reaction. You remain invisible as long as you continue to concentrate, up to 1 minute. The invisibility ends early if you attack or cast a spell on anything other than yourself. When you use this ability, you cannot use it again until after completing a short rest.

FRIENDLY FACE

Your ever-present smile leads most folks to thinking positively about you.

Prerequisite: Charisma 13+

- Increase your Charisma by 1, to a maximum of 20.
- You gain proficiency in the Persuasion or Gossip skill.
- Whenever you roll a Charisma ability or skill check to improve an NPC's attitude, you have advantage.

GALE FORCE

You can move so fast that your wake knocks others on their rumps.

Prerequisite: Griffon, Hippogriff, or Pony (Earth or Pegasus)

- Your speed (walking and flying if applicable) increases by 5 feet.
- When you use the Disengage action you move at full speed rather than half speed, and any creature who you move adjacent to during your turn has a chance of falling down. Contest your Strength or Dexterity against the other creature's Strength or Dexterity. If you win, the creature falls prone. You can suppress this ability.

GRIFFON MOJO

You have discovered how to tap into your innate magic, and can use it to boost your physical abilities.

Prerequisite: Griffon or Hippogriff

You have three griffon mojo points, which are replenished after a short or long rest. You can use them in the following ways:

Catlike Reflexes: Spend one point to gain advantage on a Strength or Dexterity check or save.

Extra Roar: Spend one point as a part of your action to regain the use of *Ferocious Roar* if you have already used it.

Savage Pounce: Spend one point when you use your *Pounce* ability. You have advantage on your Strength check for the contest, and the attack deals 1d6 extra slashing damage. The damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level.

Thunderous Roar: Spend one point when you use your *Ferocious Roar*. The roar now also deals 1d4 thunder damage on a failed save. The damage increases to 2d4 at 6th level, 3d4 at 11th level, and 4d4 at 16th level.

HIGHLY QUOTABLE

You've got a snappy comeback for every situation.

- Increase your Charisma by 1, to a maximum of 20.
- You draw two extra zinger cards after taking a long rest. You must give one of them to a friend.
- Once per day you can discard one of your (or a friend's) unused zinger cards and allow the holder to draw a replacement.

KIRIN HERITAGE

You've embraced your heritage and learned to develop your natural talents.

Prerequisite: Kirin

Select one of the following benefits: either Dragon or your kirin subrace.. You can take this feat twice. The second time, you gain the ability you did not select.

- **Embrace the Fire (Dragon):** You can select two of the dragon race's *Draconic Bloodline* abilities, excluding *Arcane Apprentice* and *Robust Wings*.
- **Embrace the Arcane (Unicorn Kirin only):** You gain the Advanced Studies unicorn pony benefit, and select two of its special abilities.
- **Embrace the Earth (Earth Kirin only):** Choose one earth pony subrace: Andalusian, Arabian, Clydesdale, or Mustang. You gain the subrace's racial abilities.
- **Embrace the Wind (Pegasus Kirin only):** Your walking and flying speeds improve by 5 feet. In addition, choose Acrobatics, Athletics, or Stealth. You have advantage on checks of that skill.

LIGHT ON YOUR HOOVES

You can prunk with grace and agility that few can match.

Prerequisite: Four legs, Dexterity 13+

- Whenever you would be knocked prone, you can roll a DC 15 Strength or Dexterity saving throw to avoid it.
- Whenever you stand up from prone, you can also move 10 feet afterward.
- When an opponent misses you with a melee attack and you're not flying, you can use your reaction to disengage, even if you are prone.
- You have advantage on Dexterity checks and Dexterity (Acrobatics) checks.

LITTLE HELPER

Your critter friend has always got your back.

You have an animal pet that has stats equivalent to a familiar (per the *Find Familiar* spell). Your pet understands your orders and you can generally understand how it's feeling or what it's trying to communicate to you. The pet never provokes opportunity attacks, opponents have disadvantage on attacks against it, and it has advantage on all saving throws. If your pet drops to zero HP or fewer it is knocked unconscious. After a short rest it recovers 1 HP, and you can spend your own Hit Dice to heal it.

Your pet acts on its own initiative and follows your orders. While it is conscious, you have advantage on attacks against any opponent adjacent to it. In addition, you have three pet points. You can spend a pet point to perform the following actions:

- If your pet is adjacent to you, re-roll an ability check, skill check, or saving throw.
- If your pet is adjacent to an opponent, re-roll an attack roll against that opponent.
- If your pet is adjacent to an opponent, use your reaction to prevent that opponent from taking a reaction.
- If your pet is adjacent to medium-sized or smaller opponent, you can use your action to knock that opponent prone.

You recover spent pet points after completing a long rest.

LOYABLE GOOF

You have big ears, a lazy eye, buck teeth, bad acne, poufy hair, a chubby build, a comb-over, or some other feature that causes the dice gods to spare you from the worst luck.

Other than the flavor text, this feat is identical to the "Lucky" feat from the 5th-Edition D&D playtest documents.

LOYING DEVOTION

You and another individual share a special connection.

You must have the agreement of another player whose character is the subject of your loving devotion. Your character and that player's character share a special relationship, either parent-child, sibling, best friend, romantic, etc. While the subject of your devotion is below half their maximum HP or is stressed, you get a +1 bonus to all d20 rolls. If the character is dropped to 0 HP or fewer, you can use your reaction to take an action. Finally, during rests, you and that character can spend your Hit Dice on each other to heal each other.

LUCKBRINGER

Good things just seem to happen when you're around.

Prerequisite: Kirin (any)

Each time you complete a long rest, give each friend present for the rest a luck token. They can spend a luck token to add 1d4 to a d20 roll their character just made. They can also spend their luck token on behalf of another player character or non-player character. Any tokens not spent by the next long rest are discarded.

MASSAGE THERAPIST

"You really should have come to me sooner. You were carrying so much tension in that shoulder." — Fluttershy

During a short rest, your friends heal 1 additional HP for each Hit Die they spend, and you automatically remove the stressed condition from them.

After you take a long rest, give each friend present for the rest a massage token. They can spend a massage token to re-roll a Strength or Dexterity skill check, ability check, or saving throw. Any tokens not spent by the next long rest are discarded.

MIGHTY FLYER

Your strong wings keep you airborne even under the worst duress.

Prerequisite: Flight ability

You never lose your flight ability due to being low in HP (unless unconscious), and your weight limit is doubled while flying (Pounds equal to 20 times your Strength score rather than 10).

MOBILE

You can tumble and dash with skill. You gain the following benefits:

- Your ground speed increases by 10 feet.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether or not you hit.

PACKRAT

You can keep a bewildering array of junk ready to use at any time.

Prerequisite: Hammerspace cartoon physics power

The weight limit of items you can stow is doubled. You can use your action to stow an item rather than needing to do it during a rest. While you have this feat you cannot drop hammerspace for a different cartoon physics power.

PEGA-TWISTER

By flying in a tight circle, you can create a powerful vortex of air.

Prerequisite: Weather Mastery feat

You can use your action to create a tornado effect equivalent to the *Dust Devil* spell, centered on you. You are immune to its effects. The DC for creatures to resist it is equal to 8 + your proficiency bonus + your Strength or Constitution bonus.

You must use your action each round to concentrate on maintaining it or the tornado dissipates. Each time you do so, you can move up to half your speed and the tornado moves with you. The maximum number of rounds you can sustain the tornado is equal to half your Constitution score. When the effect ends (either by you failing to use your action to concentrate on the tornado or by hitting the maximum duration), you cannot create another tornado until you complete a short rest.

If you are level 10 or higher, you can instead use the 5th-level spell slot version of *Dust Devil*.

PLANT MASTERY

The forest and plains bend to your will.

Prerequisite: Deerfolk (any), Pony (Earth), or Zebra

- You ignore difficult terrain that is due to trees, underbrush, or other vegetation. You are immune to the *Spike Growth* spell and always recognize it for what it is.
- You have advantage on checks to determine the characteristics or features of plants and fungi, and on checks to raise plants.
- You have advantage on attack rolls against plant-like creatures and objects made of plant fiber or wood, and deal 1d4 extra damage against them. At 5th level the bonus increases to 2d4. At 10th, 3d4. At 15th, 4d4, and at 20th, 5d4.

RODEO CHAMP

You know just the trick to get things to move the way you want them to. Having a red cape or lasso doesn't hurt.

Prerequisite: Donkey or Pony (Earth)

- When an opponent misses you with a melee attack, you have advantage on your next attack against it. You can also use your reaction to trade places with it and then move 10 feet, if desired.
- When you hit an opponent up to one size larger than you with a melee attack, you can move it anywhere else adjacent to you.

SALT OF THE EARTH

Your family tree includes a number of earth ponies, and you take after them

Prerequisite: Pony (any) or Hippogriff

Choose one Earth pony subrace. You gain all the racial traits of that subrace in addition to your own. If the ability score increase would raise your score above 20, you instead assign the bonus to a different ability score of your choice. In addition, you are eligible to select Earth pony feats.

SHAGGY HIDE

The frigid winter doesn't bother you much at all.

Prerequisite: Buffalo, Deerfolk (any), Diamond Dog, Donkey, or Pony (Earth)

- You have resistance to cold damage.

- You have advantage on saving throws against cold effects and Constitution saves to avoid exhaustion from cold weather.

SHAKE IT OFF

A strong will lets you shrug off harmful effects when you really need it.

Prerequisite: Diamond Dog, Dragon, Hippogriff, Minotaur, Pony (Earth), Zebra

- Your Constitution or Wisdom score increases by 1, to a maximum of 20.
- When you are suffering from an effect, circumstance, or condition that you can attempt to remove by using your action, you can make a free attempt at the start of your turn without needing to use your action.

SOCIALITE

You're the type of pony everypony should know.

- Your Charisma score increases by 1, to a maximum of 20.
- You gain proficiency in any 3 Charisma skills or languages of your choice.

You can take this feat multiple times.

SWEET-TALKER

You've got a keen sense of when someone might be attracted to you, either romantically or as a potential BFF.

Prerequisite: Charisma 13+

Your Charisma score increases by 1, to a maximum of 20. You have advantage on Charisma ability checks, and Deception, Insight, and Persuasion checks made against someone who might be susceptible to your wiles. It's up to the GM to determine for each NPC whether they are affected. Alternately, the GM can allow you to roll on the table below. Note that if the subject later feels they've been used, you might make an enemy.

d10 Result

- 1 **Rejection:** You now have disadvantage on all these rolls rather than advantage.
 2-5 **Neutral:** Your charms don't get you anywhere.
 6-9 **Receptive:** The subject wants to be your friend; you gain the benefits of the feat.
 10 **Smitten:** As above, plus the subject is infatuated with you and wants to be your special somepony.

TAME THE STORM

You've learned to harness your innate magic to reflect lightning and infuse your touch with static electricity.

Prerequisite: Weather Mastery feat

- You learn the *Shocking Grasp* cantrip. The save DC is 8 + your proficiency bonus + your ability modifier of choice.
- When you take lightning damage from a ranged or area attack, you can use your reaction to buck the lightning, redirecting it against a target of your choice within 25 feet, and you take no damage. The spell affects its other targets normally.

TELEKINESIS MASTERY

You have studied the magic of levitation extensively.

Prerequisite: Able to cast the MLP45E version of the Telekinesis spell

You can use the 1st-level MLP45E version of the *Telekinesis* spell as a cantrip. If you use a spell slot to cast it, you gain the effects of a spell slot one level higher than normal. For example, if you use a 4th-level or higher slot, you gain the effects that a character without this feat would receive for using a 5th-level or higher slot.

THROW YOUR WEIGHT AROUND

Your towering height and chiseled physique lets you perform some impressive feats of strength.

Prerequisite: Minotaur

- You can use your action to move any medium or smaller creature within 10 feet of you to any other place within 10 feet of you. If the creature resists, contest your Strength (with advantage) against their Strength or Dexterity (their choice). If they win, they stay put.
- When you hit with a charge attack, you can also push the target 10 feet away from you.
- Your attacks against inanimate objects deal extra damage equal to your weapon's damage dice.

TREE WHISPERER

"Ya know she's not a tree, right?" "She's not a tree, Dashie!" "I'd like to be a tree." — Twilight Sparkle, Pinkie Pie, Fluttershy

Prerequisite: Pony (Earth) or Deer (any), Proficient in Nature skill

- Your Wisdom score increases by 1, to a maximum of 20.
- You have advantage on Nature skill checks.
- Once per day, you can use an effect similar to the Speak with Animals spell to speak with trees.

TRICKSTER NONPAREIL

You've got opportunity in this very community.

Prerequisite: Your race is capable of using arcane magic.

- You learn the Apprentice's Telekinesis cantrip, or a different mage cantrip if you already know it.
- You gain proficiency in the Deception skill or in thieves' tools.
- You can make Dexterity checks to disarm traps and open locks and Sleight of Hand checks on targets up to 10 feet away from you.
- You can attempt to hide even when you are obscured only by a creature that is one size larger than you.

TRUE OF HEART

Your noble spirit protects you from the ravages of dark magic and aligns you with the purity of the light.

Prerequisite: Charisma 13+

- When you take necrotic or radiant damage, reduce the amount by your Constitution bonus.
- You can choose to add 1d4 to a saving throw. When you do so, you can't use this ability again until you complete a short rest.

UN-COMMON SENSE

Sometimes you wonder how others make it through life not realizing the things that are obvious to you.

- Your Wisdom score increases by 1, to a maximum of 20.
- You gain proficiency in any 3 Wisdom skills of your choice.

You can take this feat multiple times.

VIRTUOSO

"Actually I can play the lyre, harp, psaltery, harpsichord, piano, guitar, violin, banjo, mandolin, hammer dulcimer, and hurdy-gurdy, but my favorite instrument is the lute." – Lyra Heartstrings

- Your Charisma score increases by 1, to a maximum of 20.
- You gain proficiency in the Perform skill and a number of musical instruments equal to your Intelligence score.
- You can use your Performance to create an effect equivalent to the *Cause Fear* or *Charm Person* spell. The DC is equal to 8 + your Charisma bonus + your proficiency bonus. When you use this ability, you can't use it again until you complete a rest.

VOLUNTEER MILITIA

The royal guard and Wonderbolts can't be everywhere at once. Many towns and villages have their own volunteer militia ready to assemble when a threat appears.

- Your Strength, Dexterity, or Constitution score increases by 1 (to a maximum of 20).
- You gain proficiency with all martial weapons.
- You gain proficiency with light armor.
- You gain proficiency with shields.

WAR PAINT

Your tribe's traditions include application of war paint prior to battle, boosting your resolve and will to fight.

Prerequisite: Buffalo, Deerfolk (any), Pony (Earth or Pegasus), or Zebra

- You gain proficiency in the Intimidate skill.
- During a rest, you can designate one of your Hit Dice as a "war paint" die when you spend it. You can choose to apply a portion (or even none) of the war paint

die's result to healing you, and the amount left over becomes temporary hit points. Temporary hit points are lost first when you take damage, and those gained from this feat last for 1 hour or until lost.

Your friends can also gain the war paint die benefit of this feat if they allow you to paint them up.

WEATHER MASTERY

You've learned a number of tricks to help you in your duties as a weather manager.

Prerequisite: Pony (Pegasus), Griffon, or Hippogriff.

- When you take cold, lightning, or thunder damage, reduce the amount by your Constitution bonus.
- You have advantage on saving throws against cold effects and Constitution saves to avoid exhaustion from cold weather.
- You can use your action to create an effect equivalent to the *Gust of Wind* spell. Its save DC is equal to 8 + your Strength or Constitution bonus + your proficiency bonus.
- You can use your action to extend your *cloudwalking* ability to include friends within 30 feet of you. Doing so requires you to maintain concentration on it as if it were a spell.

WELL-READ

"I'm not an egghead, I'm well-read!" – Twilight Sparkle

- Your Intelligence score increases by 1, to a maximum of 20.
- You gain proficiency in the History skill or in any two tools or languages.
- Three times per day you can add your proficiency bonus when you use a skill or tool in which you are not proficient, or when attempting an ability check to which no skill or tool applies.

ALTERNATE CUTIE MARK TALENTS

If your character is a member of a race which has a cutie mark, you can select any one of these talents instead of the default cutie mark ability. Many of them are magical in nature, similar to the abilities some of the mane 6 have (Fluttershy's ability to speak with animals, Rainbow Dash's super speed, Twilight's magical aptitude). Abilities that are only usable once per day recharge when you take a long rest.

- **Agile:** Increase your Dexterity by 1, to a maximum of 20.
- **Charming:** Increase your Charisma by 1, to a maximum of 20.
- **Distance Runner:** When you use the Hustle action, you move 50% faster than normal. When you use the Disengage action, you move at full speed rather than half speed.
- **Good Eats:** Once per day you can use the *Goodberry* spell. It can take the form of the standard healing berries, or you could make muffins, cupcakes or cookies (or similar food) instead.
- **Guide:** Once per day you can use the *Bless* spell. It can take the form of the standard religious blessing, or it can be due to you directing the activities of your friends.
- **Hale:** Increase your Constitution by 1, to a maximum of 20.
- **Healing Touch:** You can use the *Cure Wounds* spell as a 1st-level spell once per day.
- **Lullaby (requires training in Perform skill):** You can use the *Sleep* spell as a 1st-level spell once per day by singing a lullaby. The range is reduced from 100 feet to 25 feet.
- **Mighty Stomp:** You can use the *Thunderwave* spell once per day by rearing up and stomping your hooves into the ground. The DC is 8 + your proficiency bonus + your magical ability bonus (or Strength or Constitution bonus if you don't already have a magical ability).
- **Mischievous:** You can use your action to taunt an opponent. Contest your Charisma (Performance) against the target's Wisdom (Insight). If you win, the target must use its next action to attack only you. If you are out of range, it must charge at you or hustle toward you. The target attacks you with disadvantage during this action.
- **Morale Officer:** You can use the *Healing Word* spell once per day.
- **Mystical:** When you use a class feature that lets you recover spell slots during a short rest, you recover one additional spell level.
- **Naturalist:** Once per day, you can use the *Animal Friendship* spell. The DC is 8 + your proficiency bonus + your magical ability bonus (or Wisdom or Charisma bonus if you don't already have a magical ability).
- **Pacifist:** Once per day, you can use the *Sanctuary* spell on yourself. The DC is 8 + your proficiency bonus + your magical ability bonus (or Wisdom or Charisma bonus if you don't already have a magical ability).
- **Selfless Healing:** Each time you take a long rest, you regain one extra Hit Die, up to your normal maximum number. During any rest, you can use any number of your own Hit Dice to heal your friends. If you roll a 1 or a 2 on any of your Hit Dice that are used to heal your friends, re-roll that die.
- **Sensible:** Increase your Wisdom by 1, to a maximum of 20.
- **Skillful:** Gain proficiency in two skills, tools, or languages of your choice.

- **Smart:** Increase your Intelligence by 1, to a maximum of 20.
- **Speedy:** Increase your walk and fly (if applicable) speed by 5, and you receive a +2 bonus to Initiative.
- **Strong:** Increase your Strength by 1, to a maximum of 20.
- **Thick Hide:** Your hide is thick enough that you have a base armor class of 12 instead of 10. You gain no benefit from wearing armor unless it provides a base armor class of 13 or higher.
- **Tough as Nails:** When you spend your Hit Dice to heal, re-roll any dice that come up as a 1 or 2.
- **Workhorse:** Your speed is not reduced by wearing heavy armor with which you have proficiency or for being encumbered.

LANGUAGES OF EQUESTRIA

In the show, everyone speaks the same language. To make things more interesting, MLP45E's language list looks more like the traditional D&D language list.

At minimum, your character knows the languages provided by your race, class, and background. You also know a number of additional bonus languages equal to your starting Intelligence bonus. These bonus languages are normally chosen from the Standard Languages list, but the GM may allow you to select certain exotic languages if they fit your character's backstory.

COMMON LANGUAGES

Bovine (verbal, written, Bison script): The buffalo and cows speak this language, which is intentionally slow-paced. Most younger members of these races also speak Equestrian.

Canine (verbal only): The language of the diamond dogs is harsh and guttural, with lots of barks, growls, and whimpers. It does not have a written form. It is theorized to be a radical evolution of Jotun.

Cervine (verbal, written, Sylvan script): The ancient language of the deerfolk has changed little in the last 2,000 years. Like Old Equestrian, it is descended from Sylvan.

Draconic (verbal, written, Draconic script): The elder language of dragons was the source of many of the words for the concepts of arcane magic borrowed by the original speakers of Sylvan, and its child languages Cervine and Old Equestrian. Like Sylvan, Draconic dates back thousands of years into pre-history.

Equestrian (verbal, written, Equestrian script): The native language of ponies has become the common tongue of Equestria, and is spoken by most intelligent creatures. There are many different regional variations with their own accents, but they are not severe enough to hinder communication between speakers.

Equestrian Sign Language (visual): This language was created to assist the deaf. It consists of numerous body, hoof, tail, and facial gestures used to convey entire words and letters and is based on Equestrian Common. Due to the limits of hoof dexterity, generally only simple ideas can be conveyed, but individual letters of complex words can be tapped out on the ground with hooves, though it is a bit more time-consuming.

French (verbal, written, Equestrian script): Sacré bleu! Spoken by some of the pony natives of Vanhoover and the distant kingdom of France. Also known as "*Fancy*." It developed from Old Equestrian in parallel with modern Equestrian and Griff.

Griff (verbal, written, Equestrian script): The native language of griffons sprung from Old Equestrian in the distant past. Speakers of Griff can communicate simple ideas with speakers of Equestrian, but anything more complicated would require an interpreter. Many griffons and hippogriffs living in Equestria learn Equestrian in school and pick up Griff from their family members. Most younger ponies know a few words of Griff, as well.

Horse Code: Used by telegraph operators convey messages over wire using telegraph keys. A proficient operator can send about 20 words per minute. It can also be transmitted using a variety of other media, such as by tapping on an object to make noise, or using a lantern or flashlight.

Jotun (verbal, written, Jotun runes): The language of ogres, giants, trolls, and other similar creatures.

Old Equestrian (verbal, written, Equestrian script): An archaic form of Equestrian, spoken by some older dragons and frequently used in religious and historical texts and some academic publications. There are no large populations still speaking this language exclusively, as it predates even the Crystal Empire's heyday. Like Cervine and Griff, it is a child language of Sylvan. Someone who speaks Griff, Sylvan or Equestrian can understand about 50% of something written or spoken in Old Equestrian.

Sylvan (verbal, written, Sylvan script): The language of fey folk such as breezies, dryads, and other creatures of the faerie world, Sylvan is the parent language of both Cervine and Old Equestrian. Like Draconic, Sylvan dates back thousands of years.

Undercommon (verbal, written, Jotun script): This language is the common trade tongue of those races who live underground, similar to Equestrian's use above ground. Most minotaurs, diamond dogs, and changelings who deal with other races learn it eventually.

EXOTIC LANGUAGES

Arabic (verbal, written, Arabic script): Spoken by the Arabians of Saddle Arabia, completely different from Equestrian Common.

Changeling Pheromones (olfactory): Changelings can alter their scent to convey different emotions or concepts. Only other changelings and diamond dogs have noses sensitive enough to learn this language.

Deep Speech (verbal, written, Deep Speech script): This bizarre, alien language is spoken by otherworldly monsters that live underground, and is extremely difficult to find even an opportunity to learn it.

Druidic (verbal, written): The secret language of druids is known by all druids, regardless of species. They refuse to teach it to non-druids.

Smoke Signs (visual): By building a campfire, buffalo can communicate simple ideas to others who recognize the signs from miles away. They vary the color of the smoke by tossing different powders into the fire, each color signaling a different emotion. All buffalo are taught this language from a young age.

Tail Signs (visual): Deerfolk rangers and druids developed their own simple sign language that involves tilting their tails and ears. They can silently communicate basic ideas to anyone within sight range who knows the language. Anyone can learn to read it, but races without external ears such as griffons, hippogriffs, and dragons can't effectively send messages using it.

Thieves' Cant (verbal, written): This secret code language allows those of less savory reputations to hide messages in what seems like innocent conversation. In addition, it includes a set of secret symbols used to convey short messages. It's only taught to those deemed trustworthy enough to learn it.

Zebraharan (verbal, written, Zebraharan script): The zebras have their own musical, rhyming language which is difficult for non-natives to learn. Would-be speakers need to spend a few months with a native speaker to do so.

CHARACTER QUIRKS

The rules dedicate a lot of space to determine what your character is good at, but what about those neutral or negative traits? Consider giving your character one or more of these quirks. Some are just interesting flavor, others are personality flaws. They have no mechanical benefit or hindrance, but they do make your character more interesting and memorable. They also give you a default behavior or talking point to fall back on, and possibly one or more goals to achieve.

More serious disabilities like blindness, deafness, partial paralysis, missing limbs, and the like, while certainly possible, make it harder to be an adventurer. Unlike the hooks below, they would need to impart some sort of mechanical effect to have any meaning. If you wish to play a character with such a disability, work with the GM to determine its game effects, and how your character is stronger in other areas to compensate for it. It's also certainly possible, in a world of magic and technology, to have working artificial limbs like Edward Elric, Lan Fan, Luke Skywalker, or Jet Black. See the Artificial Limb quirk.

One thing to remember when you start using your character quirks is not to be obnoxious about them. It's great to occasionally bring one up, especially when the scene calls for it, but continually mentioning your quirks in every situation or conversation will get old fast for the other players.

Adventurous: You'll try anything once. You live by the motto "That which does not kill me makes me stronger." You want to go out and experience everything you can, even if it does eventually kill you. And when it does, hopefully at least the bards will write a good song about it.

Albino: Albinism has rendered all your hair white, and your skin a bright pink that burns easily, forcing you to dress in dark clothing. Most folks won't give it a second thought after they meet you, but some primitives might treat you like a god or a demon.

Artificial Limb: Due to some unfortunate circumstances, you lost a limb. You have managed to acquire a replacement made from metal and wood, powered by magic. See the GM for approval before taking this quirk.

Bad Breath: You need to see a dentist more often. You probably don't even own a toothbrush, do you?

Bad Hygiene: You need to take a bath more often.

Bad Eyesight: So you've got glasses. Maybe you're completely blind without them, or maybe things look a little fuzzy. Protip: always keep a backup pair stashed in your hammerspace.

Bald: Maybe you lost it in an accident, maybe it's genetic, maybe you've got Clydesdale fur blight, or maybe you had the Equestrian equivalent of chemotherapy. It's nothing to be ashamed of, but you may not see it that way.

Bigoted: You and your kin are all that matters to you, and everyone else is unimportant, as far as you're concerned. Maybe you are disgusted by lowly farm folk. Maybe you can't stand those prissy city folks. Maybe you think mules are ugly, or that all dragons are dangerous, greedy monsters, or that griffons ought to move back to their own kingdom. It makes for a great story when someone you're bigoted against turns around and helps you out, so this is a good flaw to work on improving through adventuring.

Catch Phrase: You've got that old expression you like to use, and everyone's heard it. Maybe you'll get bored of it eventually, maybe not.

Cocky: When others ask you to be careful, you roll your eyes, having total faith in your competence. You may be reckless, at times even to the point of putting your friends in harm's way. If you do get bested or shown to be wrong, you might become sullen or even angry.

Competitive: You turn everything into a game or contest. Sometimes this can be fun for your friends, other times it's exasperating to them, even if you don't see the problem yourself.

Control Freak: You have a strong need to be aware of every possible variable in the situation at hand, so you can take them into account when you formulate your plan of action. If something unexpected comes up, everything falls apart and you're at a loss for how to handle it. You might brush off the advice of others, putting full faith in your own vision of reality.

Corruptible: You have a thing for bad behavior. Maybe you're a petty thief, a pickpocket, or you might look the other way when someone needs help (unless they can pay for it). If you're in a position of power, you might take bribes or kickbacks to ensure your cooperation or compliance.

Cowardly: You try to keep to the shadows, wanting no part of the limelight. In combat, you might let others do the fighting if you can get away with it. Being put on the spot is terrifying and you might start to panic. You might even lack confidence in your own abilities. You tend to let others think for you, and just go along with what everyone else is doing.

Excitable: You tend to get a bit dramatic over the smallest things sometimes. If Equestrian isn't your native language, you might drift into that language when riled up, confusing or amusing people around you.

Famous Relative: So maybe your sibling, cousin, parent, or grandparent is a famous music star, politician, soldier, business person, or explorer. You'd just like to make a name for yourself, and get out from under their shadow.

Funny Voice: Maybe your voice is extra high, or extra low, or grates on the ear. Maybe your voice is normal but you can't carry a tune in a bucket. Good or bad, it sure makes people remember you.

Glutton: You consume in excess. This may not be about food, either. Maybe you splurge on exotic spa treatments, the latest fashions, or expensive jewelry. Perhaps you like to get blind drunk a few nights a week. While others might gasp at your extravagance, many of them are secretly jealous or disgusted by your behavior.

Ignorant: You may lack knowledge, but you don't let that stop you when it comes to making a decision or making your opinion known. On the other hand, you might keep such thoughts to yourself, as you know some of your ideas would likely be pretty unpopular. This manifests as a low Intelligence score.

Illiterate: For whatever reason, you never had the chance to learn to read and write. Or you did have the chance and squandered it. You try to hide it as best you can but eventually people find out.

Impatient: Time is precious, especially your time. You have little desire to wait around for someone who's taking their time, and may become annoyed or even upset if someone isn't moving as quickly as you think they should be. This may lead you to take action on your own when you think you're not getting anywhere with negotiation.

Indecisive: You have a hard time making a decision on your own, so you're constantly asking others their opinion.

Irreverent: You don't really know when to turn off the fun and put on your serious face. This could be a real problem when the police notice you milling around suspiciously at night, or when the princess introduces you to the ambassador to Griffonia.

Kitchen Nightmare: Somehow you could manage to ruin a plain lettuce salad. Your friends know better than to trust you with KP duty.

Klutz: You tend to run into walls, fences, other people. You trip over your own hooves, or tail. This is usually more entertaining when you're carrying a cake or a stack of dinner plates around.

Limp: An old wound or other physical problem gives you noticeable limp. You could simulate this by reducing your speed by 5 feet or never using the hustle action. Most people will be respectful or even offer to help you along. Perhaps you accept their help graciously, or perhaps you angrily brush them off?

Lazy Eye: You can't really help it but sometimes one of your eyes just likes to wander in the wrong direction. A few blinks usually gets it back in line, but it's enough to catch people off-guard.

Loose Cannon: You are blunt. You tend to act or speak before thinking. Maybe you impulsively push the big red button. Maybe you blurt out your disgust at your meal right in front of the friend who just did their best to prepare it. Once you're committed, you're all-in, so it might take your friends a lot of effort to get you to back down.

Moody: Your mood might change from day to day or even hour by hour. There may not even be a good reason for it.

Naive: Maybe you grew up living a sheltered life, or you're just too trusting of people. You have a hard time determining when someone's trying to take advantage of you. This would manifest as a low Wisdom score.

Neat Freak: You can't stand the thought of getting dirty, or being disorganized. Celestia forbid that it actually happens.

Oblivious: Sometimes you just don't get it. You have a hard time telling when someone needs a heart-to-heart and when they just want to be left alone. Maybe you're a prankster who takes things too far and, even though you may not intend to hurt someone's feelings, it happens regardless.

Obsessive: Perhaps you collect small human figurines. Maybe you try to convert everyone you meet to the Church of Universal Discordianism. Maybe you really, *really*, *really* love grape jelly. Regardless, normal people might find you a little odd, though they're probably not actively hostile to you.

One Eye: Maybe you wear an eye patch or glass eye, or maybe you just walk around with a scarred-over eye socket. Regardless of how it happened, it might make some people nervous or uncomfortable. You could simulate this in-game with a low Dexterity (lack of depth perception) or Charisma (turns others off). Of course in some circles, such a disability might be seen as a sign of bravery and strength.

Overweight: You have an eating problem (or maybe it's glandular?). Although you don't have any in-game effects, this could be represented by low Dexterity and Constitution scores. You get tired faster, don't have as many hit points, and are clumsy. You could simulate this by never taking the hustle action, as well.

Phobia: Whether it's heights, enclosed spaces, crowds, open spaces, spiders, bunnies, or something else, you have an irrational fear of it. When confronted by it you start to sweat at best, or run screaming in terror at worst.

Procrastinator: Why do now what you can put off for another day when there's important napping to be done? Sure, you were *going to* buy more healing potions, but eventually forgot about it.

Quiet: Why use a dozen words when one will suffice? Some might think you lack intelligence, but you just don't see the point of wasting time gabbing.

Rude: This is the definition of having a low Charisma score. Although you may treat your friends well enough, you tend to be disrespectful to strangers. You probably don't even realize it, however, and blame any poor treatment you receive on others.

Sarcastic: Maybe you're a decent person, but you tend to be jaded and pessimistic, which can manifest as frequent use of sarcasm. You might not think anything of it, but others might be turned off by it.

Scars: You have numerous scars from past fights, or perhaps ritual scarring from your primitive tribe. Regardless of how it happened, some folks will find they make you more interesting, while others might be turned off.

Scatterbrained: You have a hard time concentrating on the task at hand, and get distracted easily (especially by butterflies and balloons). This can be frustrating for your friends when they leave you in charge of guard duty and return to find you playing tic-tac-toe with your imaginary friend.

Speaks in Third Person: You always refer to yourself by your name, and never use the personal pronouns "I" or "me." In extreme cases, you might even use grandiose adjectives to describe yourself.

Stubborn: You hate change. You wish that things could always stay the same. New things frighten and confuse you, though you'd never admit it. This may manifest as a dislike of strangers, a refusal to change plans, or ignoring the advice of others.

Suspicious: You've been burned before, and you have a hard time trusting others since it hurt so much the last time you did. You probably have a hard time making friends, and you're always on guard in case one of those so-called friends eventually betrays you.

Unjust Reputation: Perhaps you're a member of a family known to be cruel or miserly. Maybe your sibling or parent is in jail for awful crimes. Or you were acquitted for a crime (whether guilty or innocent). Whatever the situation, folks treat you poorly and you've got to prove that you're not who everyone thinks you are.

Vain: You like to make sure you're the center of attention. The things you're doing are obviously more interesting than what anyone else has to say, so you would rather spend time talking about your interests, how your day went, and what you would like to do than listen to someone else. If somebody steals your thunder, you may become jealous or even angry.

Windbag: When you get started talking on a subject, it can be hard to get you to stop. Others might think you just like hearing the sound of your own voice, but you just have a hard time telling when others are starting to get bored.

Vulgar: You're rude, crude, and make no apologies. In some places this may be seen as a virtue, but most normal folks, while they may treat you with courtesy and respect, think poorly of your behavior.

CHAPTER 5: MAGIC



Twilight Sparkle by Yakovlev-Vad

NEW SPELLS BY CLASS

Add the following spells to the D&D Next playtest spell list.

BARD SPELLS

Cantrips: Apprentice's Telekinesis, Eldritch Blast

Level 1 Spells: Apprentice's Teleport, Dowsing, Telekinesis, Water Walk

Level 2 Spells: Cloud Walk, Come to Life, Storm Cloud

Level 3 Spells: Share Memories

CLERIC SPELLS

Level 1 Spells: Dowsing, Water Walk

Level 2 Spells: Cloud Walk

Level 3 Spells: Share Memories

Level 6 Spells: Globe Trotter

DRUID SPELLS

Level 1 Spells: Chameleon Cloak, Dowsing, Water Walk

Level 2 Spells: Cloud Walk, Dust Devil, Storm Cloud

Level 3 Spells: Gaseous Form, Growth Spurt, Lesser Passwall

Level 4 Spells: Gossamer Wings

MAGE SPELLS

Cantrips: Apprentice's Telekinesis, Eldritch Blast, Mending

Level 1 Spells: Apprentice's Conjunction, Apprentice's Teleport, Chameleon Cloak, Dowsing, Instant Makeover, Telekinesis, Water Walk

Level 2 Spells: Cloud Walk, Come to Life, Dust Devil, Storm Cloud

Level 3 Spells: Fabricate, Gaseous Form, Growth Spurt, Lesser Passwall, Share Memories, Reverse Gravity

Level 4 Spells: Gossamer Wings, Reverse Gravity, Wondrous Transformation

Level 5 Spells:

Level 6 Spells: Globe Trotter

PALADIN SPELLS

Level 3 Spells: Share Memories

RANGER SPELLS

Level 1 Spells: Chameleon Cloak, Dowsing, Water Walk

Level 2 Spells: Cloud Walk, Dust Devil, Storm Cloud

Level 3 Spells: Gaseous Form, Growth Spurt

NEW SPELL DESCRIPTIONS

APPRENTICE'S CONJURATION

You conjure a simple object out of thin air.

1st-level conjuration

Casting Time: 1 action

Range: 50 feet

Duration: 1 hour

You conjure a non-magical item worth up to 1 gb. The item is generic (a torch or a hat, for instance), not a specific item (the key to a particular chest). The item disappears after 1 hour. Because the item looks "too perfect" in appearance, those viewing the object can notice it's conjured by contesting their Intelligence (Arcana or Search) or Wisdom (Insight or Perception) against your Intelligence (Arcana). You have disadvantage on this contest.

At Higher Levels: When you use a spell slot of 2nd-level or higher to cast this spell, the item's value can be up to 10 gb and the duration increases to 4 hours. 4th-level: 50 gb, 12 hours. 5th-level: 100 gb, 24 hours.

APPRENTICE'S TELEKINESIS

You can lift objects and even other creatures into the air and move them around. This simple version of Telekinesis is one of the first spells most unicorns learn, although advanced versions are more difficult to master. Sweeping with brooms, pulling aside curtains, gathering up scattered books, and opening or closing doors and windows are typical uses of this spell.

Transmutation cantrip

Note: This spell supersedes the Mage Hand cantrip in the D&D Next Playtest documents, to attempt to mimic MLP's unicorn levitation magic as closely as possible. Any creature with Mage Hand should instead use this cantrip.

Casting Time: 1 action

Range: 25 feet

Duration: Concentration

You can telekinetically lift and manipulate unattended objects within a 10-foot sphere with a combined weight of 10 pounds or less, or push/pull an object with the equivalent of 10 pounds of force. Each round on your turn you can choose to either continue manipulating the same object(s) or switch to different object(s) within range as a part of your action. Objects you are lifting automatically move along with you relative to your position unless you use your action to reposition them (move closer or further away). You do not have fine motor control over the objects.

You can use your action to lift tiny-sized creatures if you succeed on a contest of your magic ability against the target's Strength. You can attempt to snatch away worn or held items if you succeed on a contest of your magic ability (with disadvantage) against the target's Strength. You can use your action to throw objects up to 20 feet beyond the spell's range, but you lack sufficient force to deal damage with them directly.

APPRENTICE'S TELEPORT

You disappear and reappear a short distance away. Twilight Sparkle is a master of this difficult spell.

1st-level conjuration

Note: This spell supersedes the *Dimension Door* spell in the D&D Next Playtest documents, to attempt to mimic MLP's unicorn teleportation magic as closely as possible. Any creature with *Dimension Door* should instead use this spell.

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You teleport yourself or an object from your current location to any other spot within range that you can see. You can bring along objects as long as their weight doesn't exceed your carry limit. If you are prone when you use this spell, you can choose to appear at your destination standing.

At Higher Levels:

2nd-level or higher slot: Range increases to 50 feet, and you can bring along one adjacent willing creature of your size or smaller. You can also attempt to teleport an unwilling creature within range up to 50 feet. The target gets a Wisdom saving throw with advantage to avoid being teleported.

3rd-level or higher slot: Range increases to 200 feet, and you can bring along a creature up to one size larger than you. Unwilling creatures still can only be teleported 50 feet. You can bring along a second willing creature, but you take 3d6 psychic damage which cannot be reduced in any way.

4th-level or higher slot: Treat as the D&D Next *Dimension Door* spell, with these additions: You can teleport unwilling creatures as above, or you can bring along additional willing creatures. Each additional creature beyond the first causes you to take 3d6 psychic damage which cannot be reduced in any way.

CHAMELEON CLOAK

Your body and equipment change color to blend in with your surroundings.

1st-level illusion

Casting Time: 1 action

Range: Touch

Duration: 1 Hour

Touch a willing creature. The creature's body and clothing take on the coloration of their surroundings, aiding in their attempts to hide. The creature receives a +5 bonus to Dexterity (Stealth) checks, and does not need cover or concealment to hide.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can affect up to 5 targets and the Dexterity (Stealth) bonus increases to +7. If you use a 5th level or higher spell slot, you can affect up to 10 targets and the Dexterity (Stealth) bonus increases to +10.

CLOUD WALK

This spell lets unicorns, earth ponies, and other ground-dwellers to walk on clouds like pegasi and other flying creatures.. Twilight Sparkle used this spell to enable herself and her friends to attend the Best Young Flyers competition in Cloudsdale to cheer for Rainbow Dash.

2nd-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration (up to 1 hour)

Until the spell ends, you gain the cloudwalking ability of pegasi: you can move across clouds as if they were solid ground. If you are inside a cloud when you cast this spell it carries you to the top at a rate of 10 feet per second (60 feet per round).

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, it lasts the full duration of 1 hour without concentration and you can affect up to 10 willing creatures within 25 feet of you.

Optional Material Component: If you spend magic dust worth 25 bits for each creature affected, the duration increases to 24 hours.

COME TO LIFE

Trixie and Twilight Sparkle are both familiar with this spell, which causes an object to animate, jumping around on command. Use this spell with care or you can lose control of it. Trixie lassoed Applejack with her spell, and Twilight bit off a bit more than she could chew animating one of Ponyville's snow plows.

2nd-level transmutation

Casting Time: 1 action

Range: 10 feet

Duration: 1 hour

A small-sized object within range becomes animated under your control. It gains the stats of a common skeleton. If it doesn't have legs, wheels, or another means of movement, it gains a fly speed of 30 feet. Its melee attack is typically slamming into its target. As part of your action, you can mentally command your animated objects within 50 feet of you. Roll a DC 10 Charisma check. On a failure, the object goes berserk and acts randomly according to the table below. You can attempt to re-assert control after one minute. On a success, you decide what action the object will take and where it will move, or you can issue a general command such as to guard a particular chamber or corridor. You can also order it to act on its own for appropriate tasks (such as a broom sweeping a house's floors, a shovel clearing the snow from a street, a washboard cleaning clothes, etc.) If the object completes its task it returns to you if you're within 100 feet.

Depending on the object's nature, the GM may allow you to assign a special ability to the object's attack when it hits. For example a boiling kettle of water might blind the target once, for a round. An animated rope might grapple its target. A rock might push its target, and a chair might trip its target. If an object does have such an ability, reduce its base attack damage from 1d8 to 1d4.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can affect a medium-sized object such as a food cart, mailbox, bicycle, dinner table, or couch. The object retains the skeleton's stats with these changes: Hit Points 30, Attack +5 for 1d8+3.

When you cast this spell using a spell slot of 6th level or higher, you can affect a large-sized object such as a wagon, outhouse, or carriage. The object retains the skeleton's stats with these changes: Hit Points 60, Attack +7 for 1d8+6.

Berserk Objects: Roll 1d6

1: Attack nearest creature

2: Charge random creature

3: Stand idle in place

4-6: Move and Hustle in random directions

DOWSING

You think about something, and your horn points you in the right direction to find it.

Rarity uses this spell in her gem-hunting expeditions with Spike.

1st-level divination (Ritual)

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 hour

You visualize something you wish to find, such as water, food, gems, minerals, or a particular object you are familiar with. If the substance or object exists within range, your horn points you in the direction of the nearest match. In addition, the substance or item begins to glow if it's covered by less than 1 foot of loose or soft material.

At Higher Levels: If you use a 3rd-level or higher spell slot to cast this spell, the range increases to 500 feet, and you can detect items through 5 feet of material.

DUST DEVIL

You conjure a small tornado under your control.

2nd-level conjuration

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 minute

Choose an unoccupied space within range. A 5-foot-diameter tornado appears there and lasts for the duration. Any creature that starts its turn within 5 feet of the tornado must succeed on a Strength saving throw or take 1d6 bludgeoning damage from blown objects (half damage on a successful save).

Medium-sized or smaller creatures that fail the save have a 50% chance to be drawn into the dust devil. Such a creature is restrained and must succeed on a DC 10 Constitution check to cast a spell. On a failure the spellcasting action is wasted but the spell is not. It can use its action to roll an Athletics or Acrobatics check against your spell DC. On a success, it can move its full speed away from the dust devil. One medium-sized, two small-sized, or eight tiny-sized creatures can occupy the dust devil at a time.

Missile weapons other than heavy boulders or ballista bolts which pass within 10 feet of the dust devil are thrown off-course and destroyed. As an action, you can move the dust

devil up to 20 feet. You can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. Any creatures trapped inside move along with it. If it ever moves out of range it dissipates immediately.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases to 5d4, its size increases to a 10-foot diameter, and it can draw in one large-sized creature or twice the normal number of smaller creatures.

ELDRITCH BLAST

Some unicorns are able to use their magic to fire a blast of arcane force at their opponents, although most prefer to dedicate their studies to more peaceful magic.

Evocation cantrip

Note: Use this cantrip exactly as it appears in the D&D Next playtest documents to replicate the magic "laser bolts" that the alicorns and some unicorns create. The only difference is that the bolt is the same color as the unicorn's magic aura.

FABRICATE

Using your magic, you reshape objects into whatever form you desire.

3rd-level transmutation

Casting Time:

Range: 20 Feet

Duration: Concentration (up to 1 hour)

You concentrate on a supply of raw materials and construct finished goods equivalent to your normal skill at creating them manually, although much more quickly. This spell will reshape, split, mix, bend, harden, temper, stretch, carve, and join the materials exactly as you visualize. Each minute that passes is equivalent to 30 minutes of crafting, so a full hour of concentration produces roughly 30 hours worth of labor. Any friends present for the duration can lend their own knowledge and expertise, although the work rate is halved to allow time for them to direct you.

One casting of this spell is sufficient to create an item up to large size, such as a small wagon, a sofa, a billiards table, or a concession stand. Alternately, up to two medium items (wheelbarrows, small carts, bicycles, or a suits of armor) four small items (weapons, mailboxes, guitars, or shields) or sixteen tiny items (articles of clothing, daggers, arrows, serving trays, or bear calls) can be created if there is sufficient time to do so. For example, even though a camera or an exotic gown are both tiny-sized, they are so complex that it might take the entire hour to make just one (assuming you even know how to do it).

FAILSAFE

Twilight Sparkle's Failsafe spell, which failed to cancel Discord's magical effects, is equivalent to the D&D spell *Antimagical Field*.

GASEOUS FORM

Nightmare Moon was known to use this spell, which transforms you into a cloud of fog or smoke.

3rd-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You transform into a cloud 15 feet across. While in this form, you are incorporeal. You gain a fly speed of 20 feet, although prevailing winds may blow you much faster, or even blow you away (ask the GM). You can squeeze through tiny gaps (floorboards, leaky roofs, etc) with no movement penalty. While in gaseous form you can make no attacks and cast no spells, nor can you speak, although you retain your senses.

GLOBE TROTTER

You transform into a mote of energy which flies through the air at a rapid pace. The royal sisters have been known to use this spell to quickly survey their lands when a chariot is too slow or conspicuous.

6th-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 8 hours

You take the shape of a small-sized globe of energy that sheds light equivalent to a torch in the same color as your magic aura. You gain a fly speed of 300 feet. You can squeeze through tiny gaps (floorboards, leaky roofs, etc) with no movement penalty. While in globe form you can only use your movement, your action can only be used to hustle or disengage, and you cannot cast any spells or make any attacks. You retain your normal senses and the ability to speak. You can end the effect at any time. Your speed is approximately 35 miles per hour, or 70 miles per hour if you hustle.

At Higher Levels: When you use an 8th-level or higher slot to cast this spell, your speed increases to 600 feet (about 70 miles per hour or 140 miles per hour while hustling).

Material Component: Magic dust worth 250 gb.

GOSSAMER WINGS

With this difficult, costly spell you grant another creature usable (albeit fragile) wings in the form of your choice.

4th-level transmutation

Casting Time: 1 minute

Range: Touch

Duration: 12 hours

You zap a willing creature up to one size larger than you with your magic. Over the next minute, it grows wings in the form of your choice (typically feathered, butterfly, dragonfly, or batlike). The creature gains a fly speed of 40 feet and the cloudwalking ability. If the creature is reduced below half their maximum HP or flies above 10,000 feet in altitude, the wings are destroyed and the target falls at the start of its next turn. The cloudwalking portion of the spell lasts the full duration regardless.

GROWTH SPURT

You cause living cells to develop and multiply, rapidly accelerating their natural growth rate. This is the twenty-fifth spell Twilight Sparkle learned, according to Spike.

2nd-level transmutation (Ritual)

Casting Time: 1 minute

Range: 10 feet

Duration: Permanent

Living plants, seeds, or willing creature (or a portion thereof) begins to grow and mature as if weeks or months were passing by every second. Plants are much easier to affect than creatures, so the effect depends on the target:

Plants: If the seeds are planted appropriately, one casting is sufficient to grow an entire 5-foot square patch of small plants such as grass, grain, or vegetables. Such vegetation grows to maturity and produces any fruit or flowers it normally would. Alternately, a tree can be grown to approximately 15 feet in height with a trunk 4 inches in diameter.

Creatures: In most cases it is considered reckless and highly immoral to use this spell to increase the physical growth of a sapient creature. It can, however, be used to only grow a small portion of a creature, such as stimulating hair growth, knitting a broken bone, or scarring over a wound, without controversy. This spell even stimulates dormant cells such as dormant hair follicles to multiply, allowing, for example, a child or female to grow a fine moustache and beard.

If used on a portion of a creature, it generally has the desired outcome. Game effects are left to the GM. Although this spell will not actually heal HP damage, it might assist in healing a crippling wound or speed recovery from a broken bone (as long as the bone is set correctly so it can heal properly).

If used on an entire creature, only creatures that are small-sized or smaller as an adult can be affected, and it ages the creature to maturity or approximately one year (whichever is less). Creatures that are already adult are unaffected unless they keep growing larger as they age.

Material Component: Magic dust worth 10 gb

Note: This spell does not tax the soil or a creature's metabolism - all growth is fueled directly by the material component. A plant or creature will also not grow beyond its normal maximum size.

At Higher Levels: If you are of sufficient level, you can increase the amount of magic dust used to increase the effect:

Minimum Caster Level	Magic Dust	Plant Square Size	Tree Height	Tree Diameter	Creature Size	Maturity Age
3	75 gb	25 feet	30 feet	1 foot	Medium	2 years
6	250 gb	50 feet	60 feet	2 feet	Large	5 years
9	500 gb	75 feet	120 feet	4 feet	Huge	10 years
12	1,000 gb	100 feet	250 feet	8 feet	Gargantuan	20 years

LESSER PASSWALL

Pumpkin Cake spontaneously cast this spell to let herself and her brother escape after Pinkie trapped them in their playpen.

3rd-level transmutation

Casting Time: 1 action

Range: 10 feet

Duration: Concentration, up to 1 minute, plus 1 additional minute.

Choose a point on a stone, brick, wooden, plaster, cloth, or similar surface within range. You create an oval hole through space of your size which bypasses 6 inches of the surface's thickness. This lets creatures up to one size larger than you to use the hole to bypass the wall. The spell fails if the surface is thicker than 6 inches. Once you cease concentration, the hole lasts one additional minute.

SHARE MEMORIES

You communicate specific memories to the recipient, to give them additional knowledge or attempt to jog their own memory, although the experience is taxing for both of you.

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Choose an adjacent willing or restrained creature. You share roughly one hour of your own memories with the target in the course of a few seconds. The target receives any or all of these benefits (your choice):

- End the Charmed, Dazed, Dejected, Frightened, Marked, Stressed, and Terrified conditions. Other enchantment effects such as confusion or domination might also be removed or receive an opportunity to save against it (GM's choice).
- You give the target proficiency in a skill, tool, or weapon that you are proficient in, which lasts until the target's next long rest.
- You can give the target an opportunity to analyze a particular scene, conversation, or other situation you witnessed as if they had been there to experience it themselves.

This experience is overwhelming to the target. It must make a saving throw against your spell DC or be paralyzed until the start of your next turn.

INSTANT MAKEOVER

Your magic scrubs away all uncleanness.

1st-level transmutation (Ritual)

Casting Time: 1 minute

Range: 10 feet

Duration: Instantaneous

You zap a large-sized or smaller creature within range with your magic. Over the next minute, the target has all dirt, sweat, grime, water, vermin, and filth whisked away. Their hair and coat are washed, trimmed, and styled, clothes are cleaned and treated, teeth are cleaned, breath freshened, hooves or nails filed and polished, and perfume and makeup applied (if desired). The quality of the work is equivalent to your own skill at performing these tasks manually. The materials needed (files, scissors, shampoo, makeup, etc) are conjured by magic and disappear at its conclusion.

Material Component: 10 gp worth of magic dust

MENDING

You mend a broken object, or graft together similar material. Rarity uses this spell often. She spliced her own tail hair into Steven Magnet's moustache, reattached dead

branches to trees (to Applejack's annoyance), and mended a broken taxi wheel in Manehattan.

Transmutation cantrip

Note: This spell functions as it appears in the D&D Next playtest documents except for the following addition:

You can use this spell to fuse together similar nonliving materials. For example you could turn two pieces of rope into one long length, graft dead branches back onto a tree (though they remain dead), fuse planks of wood into a door, or even repair a sea serpent's damaged moustache with your own tail hair.

REVERSE GRAVITY

Twilight used this handy spell to let herself and Spike quickly ascend to the top of the Crystal Empire's palace spire.

3th-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You reverse the pull of gravity on yourself and everything you're carrying. This causes you to immediately fall upward. You can use your reaction to suppress the effect for as long as you like, and you can use your action to restart the effect. The spell effect starts with your legs and ends with your head, so you always rotate the correct direction for your hooves to be pointing "down."

This essentially allows you to treat ceilings as floors, or make vertical jumps of up to 100 feet, using your reaction to cancel at the correct height. At the end of such a leap, roll a Dexterity (Acrobatics) check or fall prone at the destination and take 2d6 damage. Leaps of greater distances could be attempted, but this is extremely risky since you fall about 3 seconds (250 feet) before you can reactivate the spell. Having a *Feather Fall* spell or *Pancake Landing* cartoon physics ability available is highly recommended.

At Higher Levels: When you use a spell slot of 4th-level or higher, you can affect an additional willing target or unattended medium-sized object within 20 feet for each additional level.

STORM CLOUD

Trixie used this spell to best the rambunctious Rainbow Dash.

2nd-level conjuration

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 minute

Choose an unoccupied space within range. A 5-foot-diameter storm cloud appears there and lasts for the duration. Any creature that starts its turn within 5 feet of the sphere must succeed on a Dexterity saving throw or take 2d6 lightning damage (half damage on a successful save).

As an action, you can move the cloud up to 30 feet in any direction. Any creature with the cloud walking ability can destroy or move the storm cloud by using their action to contest their Strength (Athletics) check against your Intelligence (Arcana). If they succeed, they can use their movement to drag the cloud anywhere or destroy it. If they fail, they take damage from the spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

TELEKINESIS

Using their magic to lift items into the air is usually the first spell a unicorn learns.

1st-level transmutation spell

Note: This version of the spell supersedes the official version of Telekinesis in the D&D Next Playtest documents, to attempt to mimic MLP's unicorn levitation magic as closely as possible.

Casting Time: 1 action

Range: 35 feet

Duration: Concentration

You can telekinetically manipulate objects within a 10-foot sphere with a combined weight of 50 pounds or less. Each round on your turn you can choose to either continue manipulating the same object(s) or switch to different object(s) within range as a part of your action. Objects you are manipulating automatically maintain their position relative to you unless you use your action to reposition them (move closer or further away). This means that items you are manipulating move along with you relative to your position. You also have fine motor control over the objects, allowing you to play an instrument, write with a pen, or open a lock, for example.

You can use your action to lift small-sized creatures if you succeed on a contest of your magic ability against the target's Strength. You can attempt to snatch away worn or held items if you succeed on a contest of your magic ability (with disadvantage) against the target's Strength. You can use your action to hurl objects or weapons you are proficient in, using your magic ability score for the attack and damage roll instead of Strength or Dexterity. You can use your action to hurl a creature you are manipulating (treat as proficient), which deals 1d4 damage to both it and the target, on a successful hit. Finally, multiple casters can pool their efforts with this spell to lift heavier objects.

At Higher Levels:

3rd level or higher slot: Range increases to 50 feet, weight limit for objects increases to 200 pounds, medium-sized creatures can be affected, and you no longer have disadvantage on checks to restrain creatures.

5th level or higher slot: Weight limit for objects increases to 1,000 pounds, and large-sized creatures can be affected.

7th level or higher slot: Weight limit for objects increases to 5,000 pounds, and huge-sized creatures can be affected.

9th level slot: Weight limit for objects increases to 25,000 pounds, and gargantuan-sized creatures can be affected.

WATER WALK

1st-level transmutation

Note: This version of the spell supersedes the official version of Water Walk in the D&D Next Playtest documents.

Casting Time: 1 action

Range: Self

Duration: Concentration (up to 1 hour)

Until the spell ends, you can move across any liquid surface - such as water, acid, mud, snow, quicksand, ice, or lava - as if it were solid ground. If you are submerged when you cast this spell it carries you to the surface at a rate of 10 feet per second (60 feet per round).

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, it lasts the full duration of 1 hour without concentration and you can affect up to 10 willing creatures within 25 feet of you.

WONDROUS TRANSFORMATION

You can use this spell to alter the size and shape of an object such that it becomes something much larger and more complex. The drawback is it's only temporary.

4th-level transmutation

Casting Time: 1 Minute

Range: 20 Feet

Duration: 24 Hours

You target a minuscule object within range and transform it into any relatively simple non-magical object of huge size or smaller. For example, Twilight Sparkle used this spell to transform an apple into a carriage complete with harnesses. You could also transform a spoon into a plow, a toothpick into an extension ladder, a tin can into a suit of armor, a thimble into a typewriter, and so on.

You can dictate the item's color, style, and general appearance. You can also make a nearly perfect duplicate of an existing item. When the spell ends, the item turns back into its previous form. The item glows faintly the same color as your magical aura, so it's obvious that it is magically created. If the item is subject to a magic dispelling or cancelling effect, it reverts back to its original form automatically.

At Higher Levels: When you use a spell slot of 2nd-level or higher to cast this spell, the item's value can be up to 10 gb and the duration increases to 4 hours. 4th-level: 50 gb, 12 hours. 5th-level: 100 gb, 24 hours.

CHAPTER 6: EQUIPMENT



Trixie - I Won't Lie Anymore... by Ziom05

COMBINED EQUIPMENT LIST

This list combines the stock equipment list from the 5th-Edition D&D playtest rules along with a number of new items. Items from the playtest have had their descriptions omitted unless they have been updated for MLP45E. In most cases those items have been lowered in price because Equestria is more technologically advanced than the default D&D campaign setting, so they are less expensive to manufacture. In some cases items have also had new or expanded uses added. See the item descriptions for details.

Mundane Adventuring Gear

Item	Price	Weight
Abacus	2 gb	2 lb.
Acid (vial)	25 gb	1 lb.
Adventurer's kit	9 gb	39 lb.
Alchemist's fire (flask)	50 gb	1 lb.
Ammunition		
Arrows (20)	1 gb	3 lb.
Bolts (20)	1 gb	3 lb.
Bullets (20)	4 cb	2 lb.
Needles (50)	1 gb	—
Artisan's tools	5 gb	5 lb.
Backpack	2 gb	2 lb.
Ball bearings (100)	1 gb	1 lb.
Balloon, small	1 cb	—
Balloon, medium	1 sb	—
Balloon, large	1 gb	—
Banana	1 cb	—
Banner	5 sb	1 lb.
Bedroll	1 gb	5 lb.
Bell	1 gb	—
Blanket	5 sb	3 lb.
Block and tackle	1 gb	5 lb.
Bucket	5 cb	2 lb.
Business cards (50)	5 gb	—
Caltrops	1 gb	2 lb.
Camera	75 gb	2 lb.
Camera film	15 gb	—
Candle	1 cb	1/10 lb.
Case (for map or scroll)	1 gb	1 lb.
Chain (10 feet)	5 gb	5 lb.
Chalk (1 piece)	1 cb	—
Chemistry kit	15 gb	2 lb.
Climber's kit	25 gb	5 lb.
Clipboard	5 sb	1 lb.

Clothes, common	5 sb	3 lb.
Clothes, formal	5 gb	4 lb.
Clothes, fine	15 gb	6 lb.
Clothes, traveler's	2 gb	4 lb.
Cloud seeds, normal	15 gb	—
Cloud seeds, storm	35 gb	—
Component pouch	25 gb	2 lb.
Consecration kit	15 gb	3 lb.
Crowbar	2 sb	5 lb.
Disguise kit	25 gb	8 lb.
Duct tape	1 gb	1 lb.
Fireproof boots (4)	15 gb	8 lb.
Fishing tackle	1 gb	4 lb.
Flask	2 cb	1/10 lb.
Folding chair	15 gb	3 lb.
Gaming set	1 gb	½ lb.
Goggles	20 gb	1 lb.
Grappling hook	2 gb	4 lb.
Hammer	2 sb	2 lb.
Hammer, sledge	5 sb	10 lb.
Healer's kit	5 gb	1 lb.
Herbalism kit	10 gb	2 lb.
Holy symbol	5 gb	—
Holy water (flask)	25 gb	1 lb.
Horseshoe magnet	50 gb	2 lb.
Hourglass	5 gb	1 lb.
Hunting trap	5 gb	15 lb.
Ink (1 ounce bottle)	2 gb	—
Ink pen	2 cb	—
Instant disguise	25 gb	—
Investigation kit	10 gb	3 lb.
Jeweled accoutrements	100 gb	—
Jug	2 cb	9 lb.
Ladder (10-foot)	1 sb	20 lb.
Lantern	5 sb	1 lb.
Lantern, bullseye	10 gb	3 lb.
Lantern, firefly	2 gb	2 lb.
Lantern, hooded	5 gb	2 lb.
Lighter	10 gb	—
Lock (basic, DC 15)	1 gb	1 lb.
Lock (good, DC 20)	10 gb	1 lb.
Lock (strong, DC 25)	100 gb	2 lb.
Magnifying glass	25 gb	1 lb.
Manacles	2 gb	2 lb.
Matchbook (12 matches)	2 gb	—
Megaphone	5 gb	2 lb.
Mess kit	1 sb	1 lb.
Microscope	250 gb	2 lb.

Mirror, steel	5 gb	½ lb.
Musical instrument	5 gb	3 lb.
Navigator's tools	25 gb	2 lb.
Notebook	1 gb	¼ lb.
Notepad	5 sb	—
Oil (1 pint flask)	1 sb	1 lb.
Orb	10 gb	2 lb.
Paper (10 sheets)	2 sb	—
Parchment (10 sheets)	1 sb	—
Pencil	1 sb	—
Photo development kit	20 gb	3 lb.
Pick, miner's	5 sb	10 lb.
Piton (10)	5 sb	5 lb.
Poison, basic (vial)	100 gb	—
Poisoner's kit	50 gb	2 lb.
Pole (10-foot)	5 cb	8 lb.
Pot, iron	1 sb	10 lb.
Potion of healing	50 gb	1 lb.
Pouch	1 gb	1 lb.
Ram, portable	1 gb	20 lb.
Rations (1 day)	1 sb	1 lb.
Robes	1 gb	4 lb.
Rod	10 gb	2 lb.
Roller skates (4)	10 gb	4 lb.
Rope, hemp (50 feet)	1 gb	10 lb.
Rope, silk (50 feet)	10 gb	5 lb.
Sack, burlap	1 cb	½ lb.
Scale, merchant's	5 gb	3 lb.
Sealing wax	5 sb	1 lb.
Shovel	5 sb	8 lb.
Signal whistle	5 cb	—
Signet ring	5 gb	—
Slide rule	5 gb	1 lb.
Smoke bomb	25 gb	—
Soap	2 cb	1 lb.
Spellbook	75 gb	3 lb.
Spike, iron (10)	2 cb	5 lb.
Spyglass	75 gb	1 lb.
Staff	10 gb	4 lb.
Suction cup shoes (4)	10 gb	12 lb.
Sunglasses	25 gb	—
Tape measure	5 gb	1 lb.
Telescope	150 gb	5 lb.
Tent	2 gb	20 lb.
Thieves' tools	25 gb	1 lb.
Tinderbox	5 sb	1 lb.
Tome	25 gb	5 lb.
Torch	1 cb	1 lb.

Tripod, metal	5 gb	2 lb.
Tripod, wood	5 sb	4 lb.
Umbrella hat	5 gb	2 lb.
Vial	1 gb	—
Wand	10 gb	½ lb.
Waterskin	2 sb	4 lb. (full)
Whetstone	1 cb	1 lb.
Zoom lens	250 gb	1 lb.

Balloon: Rubber balloons come in a variety of sizes and shapes. When inflated, they float into the air because shut up. Small balloons take 3 rounds to inflate to 1 foot in diameter, and can lift 5 pounds. Medium balloons take 1 minute to inflate to 2 feet in diameter and can lift 40 pounds. Large balloons take 3 minutes to inflate to 3 feet in diameter and can lift 135 pounds.

Banana: A large-sized or smaller creature that moves over a banana peel must roll a DC 12 Dexterity save. On a success, the banana peel remains for the next victim. On a failure, they move the remainder of their movement in a straight line in the same direction they were traveling. They then must roll a DC 12 Dexterity (Acrobatics) check or fall prone. A creature moving at half speed has advantage on the save.

Camera: A standard film camera. Needs rolls of film to operate, and a film development kit and darkroom to develop photos. Usually comes with a neck harness to allow quadrupeds to use it by biting down on the shutter button.

Camera Film: A roll of camera film can take 24 photos. You need a film development kit and darkroom to develop photos.

Chemistry Kit: This kit contains raw chemicals and a variety of instruments, like eyedroppers, mortar and pestle, pouches and vials used by chemists to create alchemical concoctions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create chemicals. If you have proficiency with a chemistry kit, you can also use it to craft acid, alchemist's fire, smoke bombs, and other such items. You must have raw materials worth half the item's market price and spend one hour crafting the item.

Consecration Kit: This kit contains a variety of religious implements and a holy book sacred to a specific religion. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make in the course of carrying out a religious ceremony. If you have proficiency with the consecration kit, you can also use it to craft holy water. You must have raw materials worth 12.5 gb and spend one hour crafting it.

Clipboard: A sturdy wooden board with a metal spring clip to hold a notebook or notepad secure. If proficient with the clipboard, you have advantage on Charisma (deception, intimidation, and persuasion) checks when trying to infiltrate a large organization, or improve the attitude of someone within a large organization.

Cloud Seeds, Normal: Upon casting these grains of dust into the air up to 50 feet away, a 30-foot wide, 10-foot thick cloud springs into existence. The area within the cloud is lightly obscured. A pegasus can interact with it like any normal cloud. If coaxed into raining, it produces about 1/4" of rain over the area over the course of 15 minutes. If captured, that's about 440 gallons. The cloud moves with the prevailing winds, if present. If left alone, it rains itself out on its own after 1d4+1 hours.

Cloud Seeds, Storm: Like normal cloud seeds except the cloud is 50 feet wide, 20 feet thick, and produces ½" of rain over the area over 30 minutes (approximately 5,000

gallons). The cloud also produces lightning and thunder. Any creature within 25 feet of the cloud has a 10% chance each round of being struck by a small lightning bolt, dealing 3d6 lightning damage (DC 12 Reflex save for half).

Duct Tape: Despite all evidence to the contrary, this item is, in fact, non-magical. Comes in a 100-foot roll.

Fireproof Boots: These heavy black boots let you ignore the first 2 points of damage each time you take fire damage from hot ground.

Folding Chair: Pressing a button on this small rectangular package causes it to pop out into a full-sized chair. If proficient you can add your proficiency bonus to any checks made to tame wild animals.

Goggles: Despite claims to the contrary, goggles grant a +2 bonus to any saving throw against an effect that would blind you.

Herbalism Kit: This kit contains a variety of instruments, like clippers, mortar and pestle, pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to concoct herbal mixtures and infusions. If you have proficiency with an herbalism kit, you can also use it to craft potions of healing. You must have raw materials worth 25 gp and spend one hour crafting the potion.

Horseshoe Magnet: Smaller than an actual horseshoe, this 4-inch magnet sticks to ferrous metallic objects with a pull equivalent to 5 pounds. Larger and/or more expensive magnets exert more pull.

Instant Disguise: Wearing these black glasses, fake nose, and thick black moustache you receive a +2 bonus to Charisma (Deception) checks made to hide your identity.

Investigation Kit: Contains 200 feet of crime scene tape, several tweezers, a small blacklight, plastic evidence bags, a notepad and pencils, a 25' tape measure, 10 pieces of chalk, and hoofprint casting supplies. A proficient user has advantage on Intelligence (Search) checks to search an area for a hidden creature or object.

Jeweled Accoutrements: A stunning jeweled outfit adds a +1 bonus to your Charisma (Intimidate or Persuasion) checks.

Lantern, Firefly: A firefly lantern contains a small reservoir of nectar which attracts fireflies. Leaving it outside for an hour at dusk will attract enough fireflies to create bright light in a 15-foot radius and dim light in a 30-foot radius. The fireflies should then be released within 12 hours.

Lighter: Essentially a Zippo lighter. Takes one hand or two hooves to light, using your action.

Matchbook: A bit larger than matches humans are used to, matches are about 4" long so that an equine can grip them with their teeth. Lighting a fire with a match takes your action.

Megaphone: This device amplifies your voice, allowing you to be heard up to five times further away than normal.

Notebook: A flimsy book of parchment sheets for keeping temporary notes. Usually bound with a thin spiral wire and ruled with narrow blue lines. Has 100 pages.

Notepad: A smaller version of a notebook. Usually spiral bound on its narrow dimension. Used mostly for shopping lists and for taking notes by investigators and reporters.

Pencil: The typical wooden #2 pencil. Has an eraser on the end. usually used for informal or day-to-day writing and rough drafts. Most writers prefer ink for final copies.

Photo Development Kit: Contains the chemicals and equipment that a proficient user needs to develop camera film, as long as they have a dark room in which to work. One kit can develop about 150 photos before it needs to be replaced.

Roller Skates: If you're proficient in them, a set of roller skates increases your speed by 10 feet on smooth floors, streets, and sidewalks. On other terrain, your speed is reduced by 20 feet. It takes one minute to put on a set of roller skates, and 3 rounds to remove them..

Scale, Merchant's: A merchant's scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or small trade goods, to help determine their worth. If you are proficient with the merchant's scale, you can use the exact amount of raw materials necessary when crafting mundane consumable items (acid, alchemist's fire, cloud seeds, healing potions, holy water, smoke bombs, and the like), allowing you to craft them using raw materials worth 40% of the item's market price, rather than 50%.

Slide Rule: This deceptively simple device has one or more plastic rods that can be slid back and forth. Each is engraved with markings that let you perform mathematical calculations. If proficient, you can perform a wide range of operations.

Smoke Bomb: This hard black pellet, when thrown (30 foot range) creates a cloud of smoke 20 feet across. The area within the cloud is heavily obscured until the end of your next turn, and lightly obscured until the end of your next turn after that.

Spyglass: This item supersedes the version found in the D&D rules, because optical lenses are relatively common in Equestria. A spyglass allows you to see five times further than normal.

Suction Cup Shoes: Wearing a set of these shoes halves your speed, but if you're size medium or smaller they also let you walk up walls and across ceilings. They will only work on smooth walls like varnished wood, drywall, plaster, or dressed stone. Natural stone, brick, unfinished wood and similar surfaces are too rough. Each round at the end of your turn while stuck to a wall or ceiling with these shoes there is a 10% chance the shoes release, causing you to fall. Anyone attacking you while you wear these shoes has advantage, and you have disadvantage on Dexterity checks and saves.

Sunglasses: These black or mirrored shades give you a +2 bonus to Charisma (Deception) skill checks, but add a -2 penalty to Intelligence (Search) and Wisdom (Perception) skill checks when worn indoors or outdoors at night.

Tape Measure: This highly useful item is a tightly-coiled metal tape that extends up to 25 feet from its holder, and automatically coils itself up again when no longer needed.

Telescope: Astronomical telescopes vary greatly in size and quality. There are no specific rules for them at this time. The stats given are for a beginner model.

Tome: This heavy book contains text pertaining to a particular field of lore. The DM assigns a DC to the tome's lore (15 for the average tome). If you spend an hour studying the tome, you automatically succeed at one Intelligence ability or skill check pertaining to the tome's subject if the DC is lower than the tome's DC rating. This works even if you have already tried (and failed) at a similar check without consulting the tome.

Tripod: A camera tripod helps improve your photo quality by steadying the camera. A wooden tripod's three legs folds down into a package the size of a baseball bat, while a telescoping metal tripod collapses into a package about half that size and is lighter.

Umbrella Hat: Though it might look ridiculous, an umbrella hat gives you a +2 bonus to your saving throws against cloud and burst type attacks. If you take damage

from any attack, any umbrella hat you're wearing is destroyed. While wearing an umbrella hat, you have disadvantage on Wisdom (Perception) checks.

Zoom Lens: This camera attachment lets you magnify the photo subject up to 5 times its original size, although it's harder to get a steady picture without a tripod.

HARNESSED VEHICLES

RULES FOR HARNESSED VEHICLES

A vehicle's weight load limit is twice its physical weight, so a small cart weighing 100 lb. can carry 200 lb. of additional goods, and a full-sized stagecoach weighing 2,400 lb. can carry 4,800 lb. of additional goods. While you are traveling on roads, paths, or level ground, the weight of a cart and its contents is divided by 10 when determining how much it counts against your weight limits. Therefore a fully loaded small cart (300 lb.) counts as 30 lb. towards your carry weight limit, and a fully loaded large cart (1,200 lb.) counts as 120 lb. On rough ground or significant inclines, the weight is divided by 5 instead of 10. Wagons and stagecoaches have a long tongue that can allow up to six characters to be harnessed to the vehicle.

Harnessed Vehicles Table

Vehicles	Price	Weight
Carriage, Small	50 gb	200 lb.
Carriage, Medium	75 gb	400 lb.
Carriage, Large	115 gb	600 lb.
Cart, Small	5 gb	100 lb.
Cart, Medium	12 gb	200 lb.
Cart, Large	25 gb	400 lb.
Stagecoach, Small	200 gb	1800 lb.
Stagecoach, Medium	275 gb	2100 lb.
Stagecoach, Large	350 gb	2400 lb.
Taxi	100 gb	400 lb.
Wagon, Toy	1 gb	30 lb.
Wagon, Small	50 gb	700 lb.
Wagon, Medium	75 gb	1000 lb.
Wagon, Large	115 gb	1500 lb.

Carriage: Small, 4-wheeled passenger vehicles usually used for local travel within a city or village, carriages are usually drawn by a single driver. They seat two, four, or six passengers, with limited space for baggage. Their wheels are cushioned by iron springs for a smooth ride.

Cart: Simple, two-wheeled carts come in small, medium, and large sizes. Some carts have folding legs to keep them level when not harnessed. A waterproof cloth and wood frame cover for a cart costs 10% of the cart's cost and weighs 10% of the wagon's weight.

Stagecoach: The most comfortable means of travel when rail is unavailable, stagecoaches come in small, medium, and large sizes. Coaches have seats on the front and back, a large enclosed compartment for passengers, and storage space on the roof and in the rear for baggage. They seat 8 passengers for smaller coaches, up to 18 for the largest. Its axles are cushioned by iron springs for a smoother ride.

Taxi: A taxi is a small, four-wheeled wagon with comfortable, covered seating for two, or cramped seating for up to four. Like a stagecoach, its axles have iron springs to make for a smoother ride. It's usually pulled by a single driver.

Wagon: Four-wheeled wagons come in toy, small, medium, and large sizes. Wagons have a seat on the front and a large square compartment in the rear for goods. A waterproof cloth and wood frame cover for a wagon costs 10% of the wagon's cost and weighs 10% of the wagon's weight.

WEIGHT LIMITS (ENCUMBRANCE)

For convenience, the D&D rules for weight tracking are as follows:

Unencumbered: *You can carry up to your Strength score times 10 (in pounds) with no penalty. This is your weight limit.*

Encumbered: *If you are carrying more than your weight limit but less than double your weight limit, you are encumbered. Your speed drops by 10 feet and you have disadvantage on attack rolls and Strength, Dexterity, and Constitution checks and saves.*

Overloaded: *You can lift up to five times your weight limit off the ground. You can also drag or push this much but if you do so you are encumbered (as above) and your speed drops to 5 feet.*

Harnessed vehicles such as carts and wagons make hauling extra gear (and treasure) much easier. See the rules for harnessed vehicles.

MAGICAL TECHNOLOGY

It's been stated that electricity as we know it doesn't exist in the world of My Little Pony. Yet frequently, we see items which, in our world, would be electric: light bulbs, hair dryers, turtle (tortoise)-sized helicopter blades, even record players and speakers. In the case of Flim and Flam's Super-Speedy Cider Squeezy 6000 we are shown that they use their magic to directly power the machine. It's been often stated and assumed that other devices which appear to be electric operate in a similar fashion. For a roleplaying game the existence of such should be explored. The Arcanium economy is the method by which MLP45E explains such devices.

A LITTLE BACKGROUND

4th edition Dungeons & Dragons popularized the idea of *residuum*, which is similar to the enchanting materials in games like *World of Warcraft*. Residuum is a glowing magical dust which remains behind after magic items are disenchanting. It can also be created from other, non-magical components by ritual spellcasters with the appropriate incantations. Essentially, residuum was the currency used for creating magic items. When a character created a magic item, it was assumed that their non-magical components were converted into residuum and that was used to power the item creation process.

ARCANIUM IN MLP45E

Since we want to explore how technological devices function in Equestria without resorting to electricity, I based Arcanium on the 4th edition D&D's residuum. Arcanium in MLP45E is an actual element, one that is naturally magical. It grows in crystal form in areas that are highly magical in nature, such as portals to the fey realms, planetary ley lines, or wherever else you choose. In fact, you could say the Tree of Harmony below the Palace of the Two Sisters is infused with pure Arcanium crystals. It's the Equestrian version of classic Star Trek's dilithium crystals. They're magical batteries. The larger the crystal, the larger its potential "magical current" is. Devices which are powered by Arcanium crystals have a small chamber in which a crystal is inserted. Tiny devices such as Tank's helicopter harness have an appropriately-sized chamber, while larger devices like the Super Speedy Cider Squeezy 6000 have barrel-sized chambers.

FORMS OF ARCANIUM

Arcanium is found naturally in crystalline form, where it appears as a brilliant blue-white crystal which glows faintly and has a rainbow-hued luster. Sometimes they grow inside other rocks, like a geode. Other times they grow directly from area that is particularly magical. Arcanium crystals can be removed from one device and moved to another, and those skilled in Arcana can transfer magic from one Arcanium crystal to another. When all the magic is drained from a crystal it turns gray and becomes inert, although it can always be recharged later. Arcanium can be powdered into dust when the application requires, although dust can't be recharged once it is spent. Many magical potions and oils have Arcanium dust mixed in, where it dissolves as it imbues its magical power into the liquid.

RULES & TERMINOLOGY

Sizes: Each Arcanium crystal holds a number of "charges" of magic power. The more charges a crystal can hold, the larger it is. A crystal that can hold a single charge is roughly the size of a marble, while one that could hold a thousand charges is as tall as a pony and quite rare. An average-sized crystal holds about 2-3 charges and is roughly 3 inches long by 1 inch around. It's rumored that alchemists can artificially create smaller, more energy-dense crystals.

Nomenclature: A crystal will be referred to with its current number of charges and maximum number of charges. For example, a fully-charged 10-charge crystal is an **Arcanium crystal (10/10)**. When drained by half its charges, it will be an **Arcanium crystal (5/10)**. An inert crystal is an **Arcanium crystal (0/10)**. Arcanium dust is simply referred to with a gb value (**Arcanium dust worth 10gb**).

Valuation: A fully-charged crystal is worth 10 gb per charge. A character can determine the charges remaining by attempting a DC 10 Intelligence (Arcana) check. On a success, they know the number of charges remaining and the maximum number of charges. On a failure, the GM gives the player a number that is off by 1 or 2 (either high or low).

Recharging: Once per day a unicorn or other character who can wield arcane magic can attempt to restore charges to an Arcanium crystal. As their action they roll a DC 12 Intelligence (Arcana) check and zap a crystal within 20 feet. On a success, they can sacrifice up to half their remaining Hit Dice and restore an equal number of charges to the crystal. This takes one round per charge restored. On a failure, no charges are restored and they take 1d4 damage and lose one Hit Die in a magical backlash. Since this is so taxing, most unicorns don't do it lightly. It's rumored that evil unicorns in the past discovered a means of draining magic from any race of pony or other magical creature, but such dark magic is (hopefully) lost to time.

Transferring Charges: A unicorn or other character who can wield arcane magic can attempt to transfer charges from one crystal in their possession to another. As their action they roll a DC 12 Intelligence (Arcana) check. On a success, they can transfer any number of charges from one crystal to the other (up to the maximum it can hold). On a failure, one charge is lost from the source crystal and the destination crystal regains no charges.

Drained Crystals: Once a Arcanium crystal runs out of charges, it turns gray and stops glowing. A drained crystal is only worth 10% of the value of a charged crystal (roughly 1 gb times the maximum number of charges).

Power Level: Each device uses magic power at its own efficiency level. Heavy machinery and items which create a lot of heat draw power faster than smaller, less energy-intensive items. Every device's charge consumption is up to the GM to determine, but use the items below as a guideline.

The Arcanium Economy: Arcanium crystals and dust can be bought and sold easily in most markets in larger cities. Smaller towns like Ponyville might have a handful merchants who offer them for sale (or offer recharging services) so they are generally not difficult to acquire. Most ponies who aren't trained in Arcana simply call Arcanium crystals "magic crystals" and Arcanium dust "magic dust." Since they glow, it's fairly easy for the average pony to tell whether residuum is fake or inert, although determining the exact number of charges is a little more difficult.

ARCANIUM-POWERED DEVICES

Devices powered by Arcanium crystals and dust are collectively known as *artifice* and the designers and builders of such devices are specialized scientists and engineers known as *artificers*. Artificers don't have to be unicorns. In fact, some consider Doctor Hooves, an Earth pony, to be Ponyville's most talented artificer.

Most items of artifice are toys for the wealthy. The majority of citizens get along fine with the mundane versions of these devices (hoof-cranked phonographs, wood-burning stoves, clothes irons, firefly lanterns, sewing machines, washtubs/washboards, and the like). Most middle-class families eventually save up enough money (over several years) to afford a refrigerator, an oven, and a water heater, as these provide the most value for their day-to-day lives. Well-funded construction contractors often have a

number of artifice tools on the job site, and many professionals invest in an artifice device or two that is useful for their trade.

The list of items Equestria does not yet possess the technology for includes: telephones, radios, televisions, portable music players (Walkman/iPod), and magnetic data storage of any kind. Computers do exist, but they would be room-sized monstrosities like those Twilight used in her attempt to study Pinkie Sense. They would run off punch cards and display output on paper tape rather than a video screen. Button Mash's video games and Sapphire Shores' bodyguard's earpiece are odd anachronisms that I'm going to choose to ignore, but you can always provide your own pricing and stats for them if you wish.

THE MUNDANE, THE MAGICAL, AND ARTIFICE

It's important to note the difference between mundane items, magical items, and artifice. Mundane items are every day, non-magical items. A simple hacksaw, a manually-cranked drill, suction-cup shoes, and an icebox are all mundane items. Even items such as a potion of healing, holy water, or alchemist's fire are mundane.

Magical items are entirely supernatural in nature. They derive their power purely from their magic. The Elements of Harmony, a Ring of Feather Falling, or a Mace of Disruption are all magical. They do not rely on their mundane parts for any of their functionality. Magical items are the most costly of all items, energy-wise.

Items of artifice are a blend of the two. They have mundane parts, but are driven by a magical power supply which energizes them. A light bulb's filament, an oven's heating coils, a drill or saw's motor coils are all artifice because they produce work via a combination of their magical and mundane natures. Take away one of the two and the item is useless. The items of artifice on the list below are for average-quality items. Deluxe items with lighter weight, better efficiency or more features are up to the GM to create, and should be priced 50% to 200% higher.

Items of Artifice

Item	Price	Weight
Aquarium	50-500 gb	10-100 lb.
Blender	40 gb	5 lb.
Blow Dryer	30 gb	2 lb.
Boat Motor	125 gb	50 lb.
Camera, Pocket	350 gb	½ lb.
Clock	35 gb	1 lb.
Drill	50-100 gb	5-50 lb.
Fan, Desk	20 gb	5 lb.
Fan, Window/Ceiling	40 gb	10 lb.
Fan, Large	60 gb	25 lb.
Flashlight	20 gb	1 lb.
Headphones	25 gb	1 lb.
Helicopter Harness	250 gb	2 lb.
Helicopter, Personal	2,500 gb	500 lb.
Horseless Carriage	1,500 gb	1,000 lb.
Iron	25 gb	1-2 lb.
Jackhammer	500 gb	50 lb.
Lamp, Desk	15 gb	2 lb.

Lamp, Ceiling	25 gb	4 lb.
Mixer Board	50 gb	5 lb.
Projector	50-150gb	15 lb.
Pump	65 gb	20 lb.
Refrigerator, Small	40 gb	75 lb.
Refrigerator or Freezer	75 gb	125 lb.
Refrigerator/Freezer	100 gb	150 lb.
Saw	75-150 gb	15-150 lb.
Sewing Machine	50 gb	50 lb.
Skillet	30 gb	4 lb.
Space Heater	50 gb	20 lb.
Speaker, Small	20 gb	5 lb.
Speaker, Medium	50 gb	15 lb.
Speaker, Large	75 gb	40 lb.
Spotlight	50 gb	5 lb.
Stove	125 gb	200 lb.
Teakettle	30 gb	3 lb.
Telegraph (no crystal)	25 gb	3 lb.
Toaster	12 gb	5 lb.
Turntable	50-75 gb	8-12 lb.
Vacuum	50 gb	50 lb.
Washing Machine	100 gb	200 lb.
Water Heater	100 gb	150 lb.

Aquarium: An artifice aquarium includes lights, pumps, and filters necessary to keep fish and other aquatic creatures alive and healthy. They typically range in size from 5 gallons to 100 gallons. They hold two charges and last six months per charge..

Blender: The typical multi-speed blender chops up ingredients for cooking and makes a great smoothie. It holds two charges and lasts six months of normal use per charge.

Blow Dryer: A simple handheld hair dryer holds two charges and lasts for six months of normal use per charge.

Boat Motor: An outboard motor can be used to propel a rowboat or small pontoon boat at up to 25 miles per hour. It holds 5 charges and uses one charge per four hours.

Clock: Most clocks are wound with a key or use counterweights to power them, but artifice clocks also exists. A clock holds one charge and lasts for one year. Alarm clocks have an integrated bell and cost 10 gb extra. Larger clocks exist and are more expensive.

Drill: A drill ranges in size from a hoof-held portable drill to a large stationary drill press. It holds three charges and lasts two months of normal use per charge.

Fan: The typical desk fan is about 1 foot in diameter and provides a refreshing breeze for 1 or 2 people. A window fan could cool a whole room. A large fan circulates air across a large room. A small fan holds one charge, a window fan holds two charges, and a large fan holds three. Each lasts about one year of normal use.

Flashlight: A flashlight provides light in a 15-foot cone and dim light in a 30-foot cone. Its crystal holds one charge and lasts about one year of normal use. Most have a soft rubber handle for easy mouth gripping.

Headphones: Headphones are large, over-the-ear style. They all hold one charge and last for one year of normal use.

Helicopter: Cherry Berry is the proud owner of the only helicopter in Ponyville. Like the automobile, it's extremely rare and expensive. A personal helicopter can carry its pilot plus another 500 pounds of weight. A helicopter has a fly speed of 30 mph (48 km/h) at no load, 25 mph (40 km/h) at half load, and 20 mph (32 km/h) at full load. It flies by a complex series of magically-assisted gears which multiply the pedaling power of the pilot many times over. It's extremely fragile. Any object or creature contacting the blade will likely destroy it and cause the helicopter to crash. Parachutes are recommended. A helicopter holds ten charges and operates for about 30 minutes per charge.

Helicopter Harness: This item is a one-of-a-kind propeller-driven harness that allows Rainbow Dash's pet tortoise Tank to fly with a speed of 30 feet. A similar harness could be built for another tiny-sized creature with the same stats. It holds two charges and lasts for one year of normal use. Such a harness sized for a small creature would likely cost 2,500 gb and require 15 charges, while one sized for a medium creature would cost 5,000 gb and require 25 charges.

Horseless Carriage: Extremely rare, automobiles in Equestria would look something like the Ford Model A or T (or like the Super Speedy Cider Squeezy). An automobile can carry its driver plus another 1000 pounds of weight. On good roads with level ground it has a speed of 25 miles per hour (40 km/h) at no load, 20 mph (32 km/h) at half load, and 15 mph (24 km/h) at full load. Hilly terrain reduces the speed by half, as do muddy or poor roads. It holds ten charges and uses one charge per two hours. They are exclusively toys of the idle rich.

Iron: A clothes iron or hair curling iron is usually just heated on a stove, but artifice versions exist. They hold two charges and last for six months of normal use per charge.

Jackhammer: Used for breaking up brick, rock, cement, and concrete (and sometimes stubborn clouds). A jackhammer has five charges, and each charge lasts about one week of normal use.

Lamp: A lamp is simply the fixture for holding a light bulb. The bulb itself is made of thick, durable blown glass and has a metal screw on the base for installing in a receptacle. Inside the base is a small residuum crystal. When turned on (often by a remote switch), the crystal supplies magic to a thin wire which glows brightly. Equestrian light bulbs don't burn out (until their crystal runs out of energy, that is). A desk lamp provides light equivalent to a torch, while a ceiling lamp provides light equivalent to a lantern. A desk lamp has one charge (two charges for a ceiling lamp) and lasts about one year of constant use.

Mixer Board: A control panel with lights, switches, sliders, ports, and dials to control sources of audio. Connects multiple speakers, turntables, and microphones. A typical DJ setup usually has a mixer, two speakers, two turntables, and one or more microphones. A mixer holds one charge, which lasts for one year of normal use.

Pocket Camera: This item is built into a briefcase which includes storage for 12 rolls of film, extra flashbulbs, a tripod, remote flash trigger, and 5 pounds of other small accessories. On command, it (and its contents) magically folds down into a small case the size of a cigar box. A pocket camera holds two charges and lasts six months per charge.

Projector: A basic projector displays individual photo slides one at a time by using light to project them on a wall. A typical projector shows one slide at a time which is manually swapped, but more expensive versions can hold a cartridge of up to 50 slides which can be advanced by pressing a button. The most expensive type, film projectors, can show animated movies using large reels of film. A projector holds two charges and lasts six months of normal use per charge. Slide collections and film reels often have a vinyl record of narration to be played in accompaniment with the presentation.

Pump: Most larger towns have running water supplied by water towers, but farms and larger private properties usually have a dug or drilled well. A water pump is usually used on a drilled water well's wellhead to bring water to the surface, saving several minutes of manual pumping. It holds three charges and lasts for one year of normal use.

Refrigerator: A small refrigerator will keep a few perishable necessities cool and fresh, like milk, cheese, and butter. It's what we consider a mini-fridge. It holds two charges and lasts six months per charge. A normal-sized refrigerator or freezer holds four charges and lasts three months per charge. Combination refrigerator/freezers cost a bit more but use the same charges.

Saw: This category includes all manner of woodworking saws: saber saws, chop saws, circular saws, reciprocating saws, table saws, band saws, scroll saws, and the like. A saw holds three charges and lasts two months of normal use per charge.

Sewing Machine: Most sewing machines are pedal-driven, but artifice versions exist. They hold two charges and last for about six months of normal use per charge. They are often built into their own cast iron and wooden desk.

Skillet: Most skillets are simply placed on a stove range to heat passively. An artifice skillet supplies its own heat. It's especially popular with wealthy travelers and adventurers. It holds two charges and lasts for three months of normal use per charge.

Space Heater: A space heater provides heat for one small room. It holds three charges, each lasting one month of normal use.

Speaker: A set of various-sized speakers in a wood and fabric enclosure. Usually used in pairs to provide music at a concert or large party or town meeting. Must be connected to a turntable or microphone. Small speakers hold one charge each, medium hold two, and large hold four. Fully charged, they last about one year of normal use.

Spotlight: A spotlight comes on a collapsible metal stand, or can be mounted to a wall or ceiling. It provides light equivalent to a bullseye lantern. It holds three charges and lasts about four months of constant use per charge.

Stove: A stove has 1-3 ovens for general cooking, and four heated grills on top for smaller pots and pans. A stove holds four charges and lasts three months of normal use per charge.

Teakettle: Most teakettles are simply placed on a stove range to heat passively. An artifice teakettle supplies its own heat. It's especially popular with wealthy travelers and adventurers. It holds two charges and lasts for three months of normal use per charge.

Telegraph: A telegraph machine allows operators trained in horse code to communicate from miles away. A telegraph machine can power up to 20 miles of cable per charge (so a 5-charge telegraph could power a 100-mile distance). The other end must be connected to a second telegraph machine, so two machines with 5-charge crystals could cover a 200-mile span. Fully charged, a telegraph machine's crystal lasts for one year of normal use. The price of the cable is not included. Most larger towns have a post office with at least one telegraph machine and trained operator.

Toaster: A toaster toasts two slices of bread or bagel halves. It holds one charge and lasts for one year of normal use.

Turntable: A record turntable plays music or speech physically encoded on vinyl discs. Most have a single small speaker, although some better models have larger built-in speakers, and output ports for even larger speakers. A turntable holds one charge and lasts for one year of normal use.

Vacuum: A typical vacuum is a small metal barrel on four wheels with a long hose coming out of the top. Various attachments snap on to the end of the hose. A vacuum holds two charges and lasts six months of normal use per charge.

Washing Machine: A washing machine has a keg-sized metal tub that agitates back and forth with roughly 50 gallons of water and clothes inside. A pair of motor-driven or crank-driven rollers are used to wring the water out of clothes, which are hung outside to dry (or indoors, over winter). A washing machine holds four charges and lasts three months of normal use per charge.

Water Heater: A water heater provides hot running water for a typical one-kitchen, two-bathroom house. It holds six charges and lasts for two months of constant use per charge.

CHAPTER 7: GAMEPLAY



Hydra vs. Shield, Equestria Style by Harwick

NEW ACTIONS

Add the following new actions to the list of 5th Edition D&D's actions

DISARM

HELP UP

A helping hoof is always appreciated.

When you are adjacent to a friend who's prone, you can use your entire movement or your action to help them up. They stand up from prone at the end of your turn. Using this ability provokes opportunity attacks against you.

KIP UP

You flex your torso and hips and attempt to flip up and land on your feet.

Use this maneuver when you are prone. Roll a DC 15 Dexterity (Acrobatics) check. On a success, you stand up, spending 15 feet of your movement in the process. If you fail, your movement ends.

OVERRUN

When someone tries to block, show them that you rock.

Use this action in combination with the hustle action. You can attempt to move through the space of any opponent using brute force or agility. Each time you do so, you provoke opportunity attacks. Then contest your Strength or Dexterity (your choice) against their Strength or Dexterity (their choice).

If you win the contest using your Strength, the opponent is pushed out of the way and you continue with your hustle action. If you win the contest using your Dexterity you just move through the opponent's space and continue with your hustle action.

If the opponent wins, your hustle action ends immediately and you're knocked prone.

SUNDER

NEW CONDITIONS

The standard D&D 5th edition conditions are all in use and unchanged: Blinded, Charmed, Deafened, Frightened, Incorporeal, Intoxicated, Invisible, Paralyzed, Prone, Restrained, Stunned, and Unconscious. You can find them on page 25 of the "How to Play" playtest document.

The following new conditions codify some of the "stealth" conditions that are present in some 5th-edition feats, spell effects, and class abilities which, for whatever reason, aren't standardized in D&D 5e's condition rules. This makes it easier to reuse use these

effects later on in other new spells and class abilities, and remember how they work without having to look them up.

DAZED

A dazed character cannot take reactions.

DAZZLED

A dazzled character is nearly blinded by a bright light, and takes a -2 penalty to all d20 rolls and to AC.

DEJECTED

A Dejected character is depressed and unmotivated. This condition is more pervasive than most, but its effects are primarily felt out of combat as opposed to in combat, where adrenaline temporarily ameliorates most of its symptoms. This condition is often imparted after failure in a skill challenge or when some other personal disaster occurs. If the character enters a dangerous situation (determined by the GM) its effects are suppressed temporarily. Dejected applies these effects when not in combat:

- Disadvantage on all d20 rolls
- Enemies have advantage on attacks and contests
- -5 penalty to initiative
- Cannot use Zingers

The Dejected condition can usually be ended with a DC 15 Wisdom save at the end of every hour the character is affected (include disadvantage). If the character is in a dangerous situation when this check would occur, it is delayed until after the danger subsides. During a short rest, if any friends successfully roll a DC 20 Charisma (Persuasion) check, you do not have disadvantage when you roll the Wisdom save to attempt to remove the condition. A reversal of whatever situation caused the Dejected condition also ends the effect (as determined by the GM).

MARKED

A marked character is distracted by an opponent's threat. If you are marked, you take a -2 penalty to attack any creature other than the one that has marked you.

STRESSED

A Stressed character is preoccupied with other thoughts in the back of their mind and is distracted from their current task. Stressed characters take a -1 penalty to all d20 rolls.

The Stressed condition can usually be ended with a successful DC 15 Wisdom save at the end of every hour the character is affected (include the -1 penalty). During a short rest, if any friends successfully roll a DC 15 Charisma (Persuasion) check, you have advantage when you roll the Wisdom save to attempt to remove the condition. A reversal of whatever situation caused the Stressed condition also ends the effect (as determined by the GM).

TERRIFIED

Terrified is a step above the Frightened condition, and includes its effects. A Terrified character is panicking and finds it impossible to focus on the task at hand. A character that is already frightened who receives the frightened condition again from a different effect becomes terrified. Creepy locations and ghastly creatures often impart this condition. Terrified applies these effects:

- Disadvantage on attack rolls and ability checks while the source of its fear is within line of sight.
- Cannot willingly move to a position where it would end a turn closer to the source of its fear than where it started.
- Cannot use reactions or Zingers unless they would allow a chance to remove or counter Terrified.
- At the start of its turn, a Terrified creature rolls 1d4 and consults this table:
1: Use its movement and action to hustle in a random directions (roll 1d8 for each direction).
2: Use no movement, and use its action to dodge.
3-4: Act normally.

A character who rolls the “act normally” result while terrified can use their action to attempt a DC 15 Wisdom or Charisma check to end the condition. A friend within 20 feet can also use their action to roll a DC 15 Charisma (Persuasion) check. On a success, the terrified character can make a free attempt at the Wisdom or Charisma check to end terrified.

RULES MODIFICATIONS

The rules in this section are modifications to existing 5th-edition D&D rules. Some (like the humanoids rule) are necessary for the game to work, while others simply fit the cartoon nature of Equestria.

HUMANOIDS

Many spells and effects in D&D 5th edition affect only humanoids. Normally, ponies and other quadruped or monstrous races such as dragons, deerfolk, or changelings would be considered beasts and not humanoids. For the purpose of judging whether or not such spells and abilities will affect a character, treat all the Equestrian player character races as humanoids. Advanced versions of such creatures, like a large-sized dragon, would no longer count as humanoid.

JUMPING

Cartoon characters have an easier time jumping than people in real life. Use the following rules for jumping:

- **Long Jump:** If you walk at least 10 feet and then make a long jump, you leap a number of feet up to your Strength score +5. Otherwise, you can leap only half that distance.

- **High Jump:** If you walk at least 10 feet and then make a high jump, you rise a number of feet into the air up to 5 + your Strength modifier. Otherwise, you can jump only half that height (minimum 2 feet). In either case, you can reach above you with your mouth during the jump, reaching above you a distance equal to the height of your jump plus your height (typically 4 feet).
- **Jumping Down:** You take no damage when you intentionally drop 15 feet down or less, and you land standing up.

STACKING

Everyone’s seen the scene before: the heroes are in a creepy old mansion, and they all peek around the corner at once, stacked on top of each other. Or they all hide behind the one brave friend who’s sneaking across the room. As long as the heroes aren’t in combat, ignore stacking rules, allowing multiple characters to occupy the same space.

OPTIONAL RULES

The rules in this section are optional. The GM chooses whether or not to use each one, so ask the GM before assuming whether they are in use!

EVERYONE GETS A FEAT

With this rule in place, all characters receive a bonus feat at level 1. This increases player character power a fair amount, although it increases the flexibility and customizability of characters. GMs should be aware and adjust the difficulty of their adventures appropriately, and consider allowing more monsters and NPCs to have access to feats, as well. Especially consider this rule if the party is small (4 or fewer members).

EVERYONE GETS A SKILL

With this rule, all characters receive a bonus skill proficiency at level 1. This increases player character power a small amount, and is mostly to increase their flexibility and customizability. Especially consider this rule if the party is small (4 or fewer members).

THICK HIDES:

Consider allowing characters who are proficient in padded, leather, or hide armor to gain the AC benefit of those armor types while not wearing any armor, due to their own naturally thick hides.

CHAPTER 8: CARTOON PHYSICS

CARTOON PHYSICS OVERVIEW

This subsystem simulates some of the off-the-wall things that cartoon characters can do in defiance of real-world physics. If you ever wanted to forget to fall when you walk off a cliff, or blow through a wall leaving behind a hole shaped like you, this is your chapter. As this subsystem is optional, check with the GM to see if he or she is allowing it beforehand.

PLAYER ACCESS

Powers Known:

All MLP45E characters know the three “automatic” cartoon physics powers: *Hold Your Horses*, *Pancake Landing*, and *Seeing Stars*. These powers cannot be changed. Characters also gain two additional cartoon physics power slots which can be used to learn any cartoon physics power you like. Most flying characters also receive the *Sky Hauler* power for free (see the individual racial descriptions).

Swapping Powers:

When you complete a long rest, you can choose to swap out the powers in one or both of your power slots. If you gain any additional slots through feats or other means, they can be used in the same manner.

Activation & Recovery:

Cartoon physics powers are activated by spending the appropriate action and cartoon physics points. These points are a daily resource. Any points you spend are recovered after you complete a long rest. First-level characters receive 4 cartoon physics points per day. Characters receive two additional points at levels 5, 10, 15, and 20. Some feats provide additional points and allow additional recovery options.

OPPONENT ACCESS

- Boss-type opponents should have free access to the automatic powers plus 1 to 4 additional powers, depending on their level. You will want to track cartoon physics point usage on these creatures in the same way a PC would.
- Common enemies should have access to the three automatic powers if the scene calls for it and it would be funny. I’d also recommend letting the NPCs as a group use learned powers two to four times during each encounter. For example an ogre might use *Fastball Special* to throw his diamond dog friend, while a sneaky kobold uses *Ride ‘Em Cowpony* to jump on a PC’s back. If there’s five or more player characters,

increase the number of uses by one or two. There’s no need to track point usage for such opponents, but be reasonable about it.

- I would avoid giving opponents regular use of the ability-enhancing powers *Adrenaline Rush*, *Level-Headed*, *Ninja Moves*, *Puppy-Dog Eyes*, and *Thinking Cap*. Players would get resentful if you used “triple-advantage” feature of those powers to frequently thwart their abilities.

OPTIONAL CARTOON PHYSICS RULES:

Restful Recovery

Once per day after a short rest, characters can recover spent cartoon physics points up to half their total maximum points. If you use this option, I’d suggest letting opponents use one or two additional powers per encounter.

AUTOMATIC POWERS

HOLD YOUR HORSES

You bite down on her tail, but she just kept running, and took you along for the ride.

This power can be used in two ways:

Drag someone along: Activate as a part of your movement (2 points). You drag an adjacent creature along with your movement and release them at the end of your movement. If you use the disengage or hustle action, you can include that movement as well. If the creature is resisting or is grabbed or restrained in some way, you contest your Strength against the opposing force.

Go along for the ride: Activate as your reaction to an adjacent creature moving away from you (2 points). You can either let yourself be dragged along, letting go at the end of its movement (or any time beforehand), or you can attempt to stop the creature’s movement. In that case, you contest your Strength against the target. On a success, the creature’s movement ends. On a failure, you can either let them go or go along for the ride, as above.

PANCAKE LANDING

After a long fall, you’re flattened like a pancake but get up unharmed a few moments later.

Activate when you fall. When calculating damage you take for falling, reduce the distance by 50 feet (2 points) or 100 feet (4 points), but you are prone and stunned until the start of your next turn. If you spent 4 points and land on dirt, you leave a shallow

crater behind. When you use this power, you can't use ability checks to reduce falling damage further.

SEEING STARS

After getting walloped, people often stagger around a few moments, with stars or birds circling around their head.

This power can be used in two ways:

Stun someone: Activate as a part of your attack when you hit an opponent for damage (2 points). Reduce the damage by half, but the target is stunned until the start of its next turn.

Stun yourself: Activate as your reaction when you are hit for damage (2 points). Reduce the damage by half, but you are stunned until the start of your next turn.

LEARNABLE POWERS

ADRENALINE RUSH

When the need arises, you can call on uncanny strength reserves.

Activate when you roll a Strength or Constitution check or save (2 points). You roll 3d20 and take the highest result, and you never have advantage or disadvantage on this roll. Until the end of your next turn, your weight limits are five times higher than normal, and any Strength-based attacks you make have advantage on the damage roll. You can also break through one or two thin walls of wood, plaster, or drywall during your movement each round.

AFTERBURNERS

You move so quickly you leave a streak of light in your wake.

Activate when you use your movement or the Hustle action (2 points) while flying. Your flying speed is five times normal. In addition, you leave a trail of colored light in your wake that's unique to you (usually the same color as your tail hair), which lasts until the start of your next turn. Once you activate this power it lasts as long as you concentrate, up to a number of minutes equal to your Constitution bonus (minimum 1 minute). If you roll a successful DC 15 Constitution check when you use this power, you can spend 4 points instead of 2 and multiply your flying speed by 10 instead of 5.

While you're using this power you have a much harder time maneuvering and stopping. For each ten feet you move forward, you can move five feet diagonally. It takes you at least 30 feet to stop safely. This doesn't normally hinder you but the GM may ask for a Dexterity (Acrobatics) check for any fancy maneuvers you attempt.

AMBUSH BUSH

Need to stay hidden but there's no cover? Just take the cover with you.

Activate as a part of your movement (1 point). You can pick up an adjacent bush, crate, cardboard box, rock, or other suitable object that's large enough to hide behind, inside, or underneath and can use it as cover to make Dexterity (Stealth) checks to hide. If

you move more than 10 feet per round while carrying your cover, your opponents have advantage on checks to notice or locate you. Once activated, this power lasts until you are spotted or you end it. You can combine this power with Hide Anywhere in order to hide behind much smaller objects.

CRAM SESSION

With access to a library or knowledgeable friends, you can quickly learn the basics of a new skill, tool, or weapon

Requirement: To use this power you must first engage in a cram session taking a total study time of 24 hours minus your Intelligence score. During that time you need access to a friend proficient in the subject, or a well-stocked library.

Activate at the end of the cram session (2 points). You gain proficiency in one skill, tool, or weapon until you complete a long rest. You can refresh this power without needing the lengthy cram session by spending the required points again at the end of each long rest as long as you refresh the power every day.

DON'T LOOK DOWN

If you keep on running, you can run right off a roof, cliff or pier and keep going until you notice you're not on solid ground anymore.

Activate as a part of your movement (2 points). If you move off of solid ground, you do not fall or sink until the end of your current turn. If you spend 4 points instead, you do not fall or sink until the end of your next turn.

ELDRITCH BLASTER

"Hokey religions and ancient weapons are no match for a good unicorn at your side, kid." — Unknown

Activate as a part of your movement (2 points). You pick up an adjacent friendly conscious unicorn who knows the *Eldritch Blast* cantrip. You can then fire off *Eldritch Blast* as your action by pointing their horn at a target and using them like a gun. You use the higher of your Dexterity or your friend's magic ability, and the higher of your or the friend's proficiency bonus. Use the friend's level to determine if you get *Eldritch Blast*'s multiple attacks.

While this power lasts, your friend's weight doesn't count against your carry weight limits, and he or she moves along with you whenever you move. If they move on their own or take any action on their turn other than using *Eldritch Blast*, this power ends. Otherwise you can continue to use *Eldritch Blast* each turn with no further cost in cartoon physics points.

You can also choose to pick up an unwilling unicorn who knows *Eldritch Blast*. In that case you use your own Dexterity bonus and proficiency bonus for the attack roll, and this power ends at the end of your turn.

FASTBALL SPECIAL

Lacking a ranged attack? Throw your buddy.

Activate as your action (2 points). You throw an adjacent friend up to 10 feet plus five times your Strength bonus. If they have wings, triple this distance. The friend can use their reaction to treat this as a charge attack, attacking an opponent adjacent to

where they land. If you spend 4 points instead, the friend has advantage on their attack and damage roll.

FLANK CHECK

A bump from the rump will send them flying.

Activate as a part of your action or movement (1 point). You push an adjacent creature 10 feet away from you if it is not more than one size larger than you. If you spend 2 points instead, the target is also knocked prone.

HAMMERSPACE

You always seem to have just the right thing on-hoof for the situation. No idea where you kept it all this time though.

During a rest you can stow inanimate objects of size small or smaller in a null space that defies reality. The weight limit of stowed objects is equal to your normal carry weight limit. Essentially, you have two separate inventories: one for your stowed objects, and one for your carried or worn objects.. If you're unable to resist, other characters can go through all your "pockets" and pull out all the items you have stowed in random order. Finding each one requires a contest of the searcher's Intelligence (Search) against your Dexterity (Stealth).

Activate as a part of your movement (2 points). You retrieve one of the stowed objects, usually by pulling it out from behind your back, from a pocket, or out of your bushy mane or tail.

HIDE ANYWHERE

Hiding behind an inch-thick sapling is tricky but you've had lots of practice.

Activate as part of your movement (1 point). You can use any small-sized or larger object or creature in your square or adjacent to you as sufficient cover to make a Dexterity (Stealth) check. Example items include mailboxes, small bushes, trash cans, wheelbarrows, drinking fountains, and the like. If you use a creature to hide behind, your Stealth ends immediately if it moves away from you, unless you use readied actions to move with them. Once activated, this power lasts until you are spotted or you end it.

You can combine this power with Ambush Bush in order to take your cover with you while moving (although a creature you're using for cover might object to this treatment).

HORSEYBACK RIDE

You have no trouble carrying a friend around. It's almost like they weren't even there.

This ability is always active, and has no activation cost. You can carry a friend of your size or smaller on your back, without counting their body weight against your carrying limit. If they are a larger size category than you, their weight counts as half normal.

LEVEL-HEADED

When the need arises, you can call on that rare and elusive power of common sense.

Activate when you roll a Wisdom check or save (2 points). You roll 3d20 and take the highest result, and you never have advantage or disadvantage on this roll. Until the end of your next turn, you cannot be Charmed, Frightened, Marked, or Stressed (remove any of

those conditions affecting you), and any Wisdom-based spells or attacks you use have advantage on the damage roll.

MISCHIEVOUS CRITTER

"Good boy Angel! Momma's so proud." — Unkind Fluttershy

Activate as a part of your action (2 points) and contest your familiar or pet's Dexterity against the Strength or Dexterity of a creature next to it. Your pet has advantage on this check and can use your proficiency bonus. If your pet wins, the target suffers one of the following effects. Additional effects can be added for 2 points each.

- Reduce the target's speed by half until the start of your next turn
- Move the target 10 feet in any direction
- Daze the target until the start of your next turn
- Knock the target prone

NINJA MOVES

When the need arises, you can call on uncanny agility reserves.

Activate when you roll a Dexterity check or save (2 points). You roll 3d20 and take the highest result, and you never have advantage or disadvantage on this roll. Until the end of your next turn, you can't be grappled, knocked prone, forcibly moved, or have your speed reduced, and any Dexterity-based attacks you make have advantage on the damage roll.

ONE STEP AHEAD

Somehow you can keep up with someone, no matter how fast or far they move.

Activate as your reaction (2 points) when a creature within 20 feet of you ends its turn further away from you. You disappear and reappear behind, inside, or under an object of your size or larger within 20 feet of the triggering creature (including around the corner of a wall). You can combine this power with Hide Anywhere if you like, to appear behind smaller objects. You can't use this power if there's no suitable object near the creature, or if you are jailed, shackled, tied up, or have your movement restricted in any way.

PHANTOM FINGERS

What do you mean, 'hooves don't work that way.'? Mine do. You can't explain that!

This ability is always active, and has no activation cost. Things just seem to stick to your hooves, almost as if you had invisible claws like a dragon or griffon. While you have this ability your Dexterity score increases by 1 (to a maximum of 20).

PUPPY-DOG EYES

"Aren't you going to stay for dessert?" — Apple Bloom

Activate when you roll a Charisma check or save (2 points). You roll 3d20 and take the highest result, and you never have advantage or disadvantage on this roll. Until the end of your next turn, all opponents within 30 feet of you are Charmed by you, and any Charisma-based attacks or spells you use have advantage on the damage roll.

REVERSE PSYCHOLOGY

You engage in a battle of wits and convince your opponent to take the action they didn't want to take in the first place.

Activate as your action (2 points). You engage in conversation with a NPC and use trickery and guile to convince them to take an action they normally wouldn't. Contest your Charisma (Deception) against the NPC's Wisdom (Insight). If you win, on the opponent's turn it takes the action you convinced them to do as long as it isn't immediately harmful to them or their friends. The use of this power goes above and beyond what can be accomplished simply by using Charisma (Persuasion) to persuade them.

For example, Pinkie Pie convinced a tomato vendor to give her a 50% discount, and she also persuaded Iron Will to come back tomorrow to collect Fluttershy's payment. You could also con a guard into letting you and your friends past, dare a troll to lift a boulder (which happens to be blocking your exit) as a show of strength, or taunt a goblin leader into a one-on-one boxing match for the right to let you through their territory unharmed.

RIDE 'EM COWPONY

You leap on top of the beast and ride it around.

Activate as part of your movement (2 points). You can move into the space of a creature one or more sizes larger than you. The target creature receives no opportunity attacks for this movement, though others might. While you are in the creature's space you gain these benefits:

Whenever the target moves, you can use your reaction to move along with it. This movement does not provoke opportunity attacks.

You are Invisible to the target (although it knows exactly where you are) unless it has a long neck, eyes in the back of its head, or it senses without eyes (such as an ooze).

Once per turn the target can attempt to shake you off as a part of its movement by contesting its Strength (Athletics) against your Dexterity (Acrobatics). If it wins the contest, you move to an adjacent space and fall prone.

RUNNING WIND-UP

The first few seconds you start running, your legs just move so fast they're a blur, but you don't go anywhere. Once you get traction though, you zoom away in a cloud of dust.

Activate in place of your walking movement (2 points). If you use the Disengage or Hustle action this turn, you go three times as fast as normal for that action.

SCAREDY-CAT

Ohmygosh! Look out for that ferocious cragadile!

Activate as part of your action (2 points). Contest your Charisma (Deception) against the Wisdom (Insight) of a creature within 30 feet. You have advantage on this check. If you win, you spook the target and move it 20 feet in any direction (even vertically). This works even if the target is climbing, flying, restrained, prone, or stunned. If you moved them vertically they can grab onto any objects overhead (DC 10 Strength save) and take no damage if they fall. Creatures of animal intelligence or lower are immune to this power. Your friends can voluntarily fail this contest.

If you spend 4 points and use your entire action to activate this power, you can affect all creatures within a 50-foot cone.

SIXTH SENSE

A twitchy tail? Something's about to go down.

Activate as your reaction (2 points) when you suffer a surprise attack from a creature, trap, or environmental hazard. Until the end of your next turn, attacks made against you have disadvantage, and you have advantage on any checks or saves you need to make to avoid traps, hazards, or spells.

SKY HAULER

Pegasi and other flying creatures can extend their magic around objects they are harnessed to, enabling them to pull them through the sky.

Prerequisite: You must be capable of winged flight.

Activate when you are hitched to a cart, wagon, chariot, or other conveyance (1 point). If the object and its contents do not exceed your dragging weight limit (your Strength score times 50), you can pull the object through the air at your full flying speed, as easily as if it were on the ground. You can even stop in place and hover with it. Multiple pegasi can use this power in unison to haul large carriages and wagons, combining their weight limits. The object is still subject to momentum, so if you stop suddenly it will want to continue moving.

The effect lasts a number of hours equal to 2 plus your Constitution bonus (minimum 1 hour). If the effect expires you can refresh it mid-flight by activating this power again. If you cannot refresh it or the weight of the object exceeds your drag limit (if too much is loaded into the cart), you must descend immediately and cannot gain altitude until the weight is reduced.

SNAP OUT OF IT

Sometimes all it takes to break someone out of a stupor is a firm wallop across the face.

Activate as your action (2 points), as you smack an adjacent friend. End any Charmed, Dazed, Frightened, Marked, Stressed, or Terrified condition affecting that friend. If they are suffering some other mind-affecting condition that allows saves or checks to end it, they can immediately make such an attempt for free.

TEN WINGPOWER

Flap your wings hard enough and you can knock your opponents down and blow them away.

Prerequisite: You must be capable of winged flight.

Activate as your action (2 points). Contest your Strength, Dexterity, or Constitution vs. the Strength of creatures in a 30-foot cone. Any creatures you beat are pushed 20 feet. If you beat them by 5 or more, they are also knocked prone. Gaseous or swarm creatures have disadvantage on this contest. Creatures one or more sizes larger than you have advantage. Any clouds (natural or magical) in the area are destroyed.

THE HORN KNOWS

"I had no idea where my horn was taking me. But unicorn magic doesn't happen without a reason." — Rarity

Prerequisite: You must be a member of a race that is capable of using arcane magic.

Activate as your action (2 points) and roll a DC 10 Wisdom (Insight) check. On a success, you receive a subtle hint from the GM on any subject. This might take the form of your horn(s) leading you somewhere, pointing at something or someone, or giving you a sudden mental picture.

THINKING CAP

When the need arises, you can call on your uncanny knowledge of trivia.

Activate when you roll an Intelligence check or save (2 points). You roll 3d20 and take the highest result, and you never have advantage or disadvantage on this roll. Until the end of your next turn, you are proficient in all weapons, skills, and tools, and any Intelligence-based spells or attacks you use have advantage on the damage roll.

TIME OUT!

You grab your trusty whistle (or a nearby bird) and blow out a long, loud tweet, getting everyone's attention.

Activate as your action (2 points). Any combat or argument ends immediately. If anyone decides to take a hostile action, everyone re-rolls initiative first and then acts in that order. If you try to use this power a second time in the same battle, it has no effect.

WALL JUMP

You leap up and kick off a wall, enabling you to increase your jump height significantly.

Prerequisite: You must be trained in Acrobatics or Athletics.

Activate as a part of your movement (2 points) when you use a high jump or long jump next to a wall. You use 10 feet of movement to high jump or long jump again the same height or distance in the opposite direction. If there are back-to-back walls no more than 15 feet apart, you can keep on wall jumping this turn until you run out of movement at no additional cost in cartoon physics points. You can use your action to hustle and continue the jumps. If you don't end up on level ground you must use your action to grab something or you fall.

CHAPTER 9: ZINGERS

ZiNGERS

Coming Soon!

CHAPTER 10: BESTIARY

NEW CREATURES

Coming soon!

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CHANGELOG

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