

Pony Finder

Campaign Setting

Dawn of the Fifth Age



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CAMPAIGN SETTING:

Dawn of the 5th Age

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PREFACE

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

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

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

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



Ponies of Everglow

PONY

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

PHYSICAL DESCRIPTION

Ponies are four-legged creatures with strong equine features. Their fur comes in a wide variety of hues, sometimes dappled or spotted with lighter or darker variations. Though any shade from the rainbow is possible, any additional shades tend to compliment one another. They stand about four feet tall from hooves to head, and are about four feet long from front to base of the tail. All individuals have a 'Brand of Destiny' on their flank.

and driving them to excel at it. This mark is emblazoned on a pony before birth entirely on its own, without outside magic or ritual.

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

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



SOCIETY

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

RELATIONS

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

ALIGNMENT AND RELIGION

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

They worship a largely equine pantheon, most of them combinations of the three major tribes. Many say that the pantheon

only gained their final forms after the empire was founded and headed by a queen that held those three tribes within her flesh. Before then, deities of a single tribe were more common.

ADVENTURERS

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



QUADRUPEDS AND FACTIONS

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

PONYKIND RACIAL TRAITS

Ability Score Increase. Your

Constitution score increases by 1.

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

Alignment. Ponies tend towards the lawful alignments.

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

Speed. Your base walking speed is 40 feet.

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

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

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

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

Fey Born. Ponies count as fey for all purposes.

FINGERLESS RULES

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



SUB-RACES

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

EARTH-BOUND

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

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

PEGASUS

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

- Ability Score Increase:** Your Dexterity score increases by 1.
- Flight:** Your base flying speed is 30 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you have disadvantage on Strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn.

Cloud Walker: May treat fog, or any other cloud, as solid ground for purposes of taking walks, playing games, improvised weapons, and so on.



UNICORN
Inherently magical horned ponies leverage their magical link and intelligence to great effect.

Ability Score Increase: Your Intelligence score increases by 1.

Artic Magic: You know the *light* and *mage hand* spells. Intelligence is your spellcasting ability for these spells.

Giant Spellcaster: You can use your reaction to gain advantage on Constitution saving throws to avoid losing concentration on a spell.



UNCOMMON SUB-RACES

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

GHOST PONIES

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

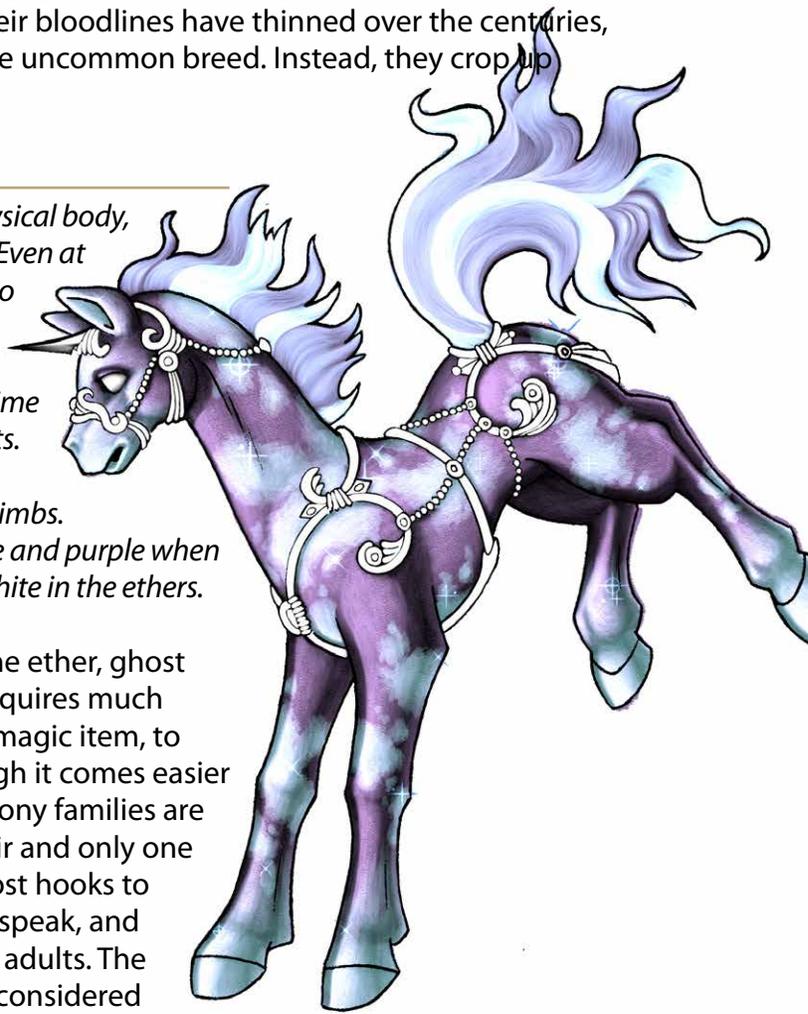
Despite their claims to be creatures of the ether, ghost ponies are born in the material plane. It requires much maturation and training, or an expensive magic item, to enable them to reach into the ether, though it comes easier to them than it does most others. Ghost pony families are typically small,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

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

Ability Score Increase: Your Wisdom score increases by 1.

Takes One to Know One: You can sense other incorporeal creatures as far as 30 feet as if you had blindsight. This ability is not blocked by solid objects.

Spirit Touch: Physical attacks that you make are considered magical for the purposes of bypassing damage resistances of incorporeal creatures.



LEATHER WING

Leather wings and griffons share a fractious history. When the mountain tribes of the north cohabitate the griffon lands, some are quickly admired and eventually emulate the griffons, joining them in the sky. Others, becoming fast friends and allies, are eventually retreated into their caves all day long, seeking to avoid the dangers of the sky. Some griffons, to say nothing of the humans of the outside world. Leather wings, like griffons and other aerial creatures, are full of caution,

Physically, leather wings are more robust than pegasi. Their wings are made of leathery wings that are as tough as their eyes pierce the sky. When they find the sun above their heads,

At home with the sun, leather wings are gods over the day ones. Their nature is intimidating to other creatures and secluded even at the height of the sky. They think this is for the best: they persisted in their personal lives unaffected by the destruction of the world. Having adapted for underground living, the diet of leather wings is more meat than their grazing kin, making them omnivorous.

Ability Score Increase. Your Dexterity score increases by 1.

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

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



SEA HORSE

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

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

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

Ability Score Increase. Increase your Strength score by 1.

Swim. You gain a swimming speed of 40 ft.

Amphibious. You can breathe air and water.

Deep Swimmer. You have Darkvision 120 ft



ZEBRA

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

The brand of destiny manifested differently for zebra compared to other ponykind, and it changes shape and color as the zebra's understanding of herself. It is often more abstract than a clear image, and its meaning is often hidden.

One can examine such a brand and with DC 20 Intelligence (Arcana) check, gain advantage on insight checks against that zebra until the brand changes. If a zebra has deciphered a brand before, doing so again allows the zebra to recognize the brand, and its bearer, even if the target zebra is disguised or the brand has changed since the last viewing. While one could glean hints as to any ponykind's nature by their brand, the intricate nature of a zebra's pattern is much more detailed for those who know how to read it.

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

Ability Score Increase. Your Intelligence score increases by 1 and your Wisdom score increases by 1.

Driven by Curiosity. You gain proficiency in one skill and one tool.

Natural Linguist. You know an additional language, and gain advantage on any rolls to decipher written text.



SPIRITUAL PATHS

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

ANTEANS

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

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

It is said there is a full and proper city of these

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

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

Ability Score Increase. Your Strength score increases by 1.

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

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

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



CHAOS HUNTER

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

It is said that the first chaos hunter was a young pony that survived a tragedy at the hands of the forces of chaos. The sheer mind-boggling nature of it, that those who took the blame had did not even know they were responsible for his loss, drove him to forsake his original destiny and devoted himself to hunting the enemies of the empire. From the first, the brand of destiny that follows hint at what they might have been, had they been chosen for the task. While only the first is told to have become a chaos hunter after birth, it remains a faint possibility. During the height of the empire, the Queen called that such crusaders were to be honored and assisted as a pony could, calling them protectors of the empire.

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



Ability Score Increase. Your Charisma score increases by 1.

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

CLOCKWORK

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





l the hour at sunset singing Her praises,
clockwork would be made flesh again,
l could foal once again with their
oved, whatever the race. Still, all ponies
ceived would carry their parents' curse
vard, born clockwork.

espite being comprised of gears and
ngs, clockwork do grow, age, and die
other ponies. Over time, old parts fall
e and new parts grow into their place.
taboo to sell one's old parts, but they
make for sentimental gifts to friends
l family, especially when worked into
ething larger. The largest example
his is the clocktower of Bit n' Bolt,
ricated over decades by one pony
ng his own parts until the monument
is beloved city was complete.

heir brand of destiny always features a
ear, but does not always appear on the
ank. All of the physical tribes of pony
an appear as clockwork. Earth-bound
lockwork with great piston driven legs,

pegasi with beautiful wings of stained
glass and crystal, and unicorns with
delicately filigreed horns. Their intricate
appearance once earned them favor with
the Queen, when a dancing earth-bound
clockwork became one of her court
performers, charming the Queen and
court in attendance.

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

Their salvation was as much a curse.
Though psychologically still ponies, and
able to form romantic liaisons with other
ponies, clockwork soon discovered that all
interbreeding was impossible. Clockwork
appeared, to their horror, to be a new
separate species. It wasn't until the longest
day of the following year that the Sun
Queen granted them a reprieve. For that
day, should they spend the hour at dawn

Ability Score Increase. Your
Intelligence score increases by 1.

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

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



DOPPELGANGER

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

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

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

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



GEM PONY

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

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

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



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

Ability Score Increase. Your Charisma score increases by 1.

Resolute. You have advantage on saving throws against being frightened.

Eternal Hope. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

SUN PONIES

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

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

Ability Score Increase. Your Charisma score increases by 1.

Sun Kissed. You have resistance to fire damage.

Children of the Desert. You are proficient in the Survival skill.

UNIQUE DESTINY

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

Ability Score Increase. Choose one of your abilities to increase by 1. You cannot increase an ability that your sub-race has already increased.

Unique Specialty. You gain advantage on checks with a single skill or tool that is tied to the brand of destiny on your flank.



STEP-BY-STEP PONIES

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

BUILDING CLUTTERMANE

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

1 CHOOSE A RACE

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

Building Cluttermane, Step 1

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

2 CHOOSE A SUB-RACE.

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

Building Cluttermane, Step 2

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

3 CHOOSE A SPIRITUAL PATH

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

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

Building Cluttermane, Step 3

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



PONY FEATS

ADEPT CHANGELING

Prerequisite: Disguise Adept ability

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

You gain the following benefits:

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

AGENT OF LAW

Prerequisite: Enemy of Chaos ability

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

You gain the following benefits:

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

BLADE-TURNING PELT

Prerequisite: Like a Weed ability
Your constitution is practically supernatural with how your very flesh seems to turn aside the weapons of your foes.

You gain the following benefits:

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

BORN OF FIRE AND ICE

Prerequisite: Children of the Desert ability

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

You gain the following benefits:

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



CLOUD EMBRACED

Prerequisite: In Darkness Thrive ability, natural flight

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

You gain the following benefits:

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

CRYSTALLINE

Prerequisite: Eternal Hope ability

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

You gain the following benefits:

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

DASHING FLIER

Prerequisite: Natural fly speed

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

You gain the following benefits:

- You do not fall if you don't move far enough while flying.
- Your fly speed increases by 5 feet.
- This movement increases by an additional 5 feet for every 5 levels.

- You no longer gain disadvantage against things on the ground while flying.

DAY STOMPER

Prerequisite: Ponykind, Worship a day god

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

You gain the following benefits:

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

DENIAL OF DESTINY

Prerequisite: Ponykind

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

You gain the following benefits:

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



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

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

ECHOING

Prerequisite: Spirit Touch ability

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

You gain the following benefits:

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

EMBRACED DESTINY

Prerequisite: Unique Destiny

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

You gain the following benefits:

- You may select one of the following. The selection should relate to your brand of destiny.
 - › Select one favored enemy (as per ranger). You can use your bonus action to gain advantage against all targets

that matches your favored enemy choice(s), for the rest of the combat. You regain this ability when you finish a long rest.

- › Select two skills. Add your proficiency bonus to any rolls made with those skills. If you are already proficient in the chosen skill, instead double your proficiency bonus.
- › Select one school of magic. You cast any spell of that school as if it were one spell slot higher, to a maximum of your highest spell slot. It does not actually consume the higher slot.
- An ability score of your choice increases by 1.

KARA KISSED

Prerequisite: Unique Destiny, Worship Kara

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

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



LARGE DREAMS

Prerequisite: Stout ability

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

You gain the following benefits:

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

LIKE A BOULDER

Prerequisite: Tougher than Magic ability

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

You gain the following benefits:

- You are never unarmed. You are proficient with your hooves, which are now considered a pair of light melee weapons that deals 1d6 bludgeoning damage.
- › Immediately after you take the attack action to attack with a light weapon,

you may take a bonus action to either make a single hoof attack or, as long as you haven't made a hoof attack previously this turn, make two hoof attacks with a -5 penalty to their attack roll.

- When attempting to force a door or similar applications of brute force, you can apply both your hooves in a crushing buck, gaining advantage on the roll. Succeeding requires a DC 10 Dexterity (Acrobatics) check to not fall prone.
- You may wield two-handed melee weapons despite the fingerless trait.

METAL VITALITY

Prerequisite: Clockwork or Steelheart

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

You gain the following benefits:

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

NIGHT WING

Prerequisite: Ponykind, Worship a night god

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



You gain the following benefits:

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

PIOUS BRAND

Prerequisite: Ponykind, Worship a God

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

You gain the following benefits:

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

PRACTICED HORN MAGIC

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

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

You gain the following benefits:

- You may ignore the fingerless trait.
- When making melee or ranged attacks, you may use Intelligence instead of Strength. If you can make a check entirely with a held object (such as forcing a door with a crowbar), you may use Intelligence instead of Strength.
- You may draw any weapon or shield, forming it out of energy instead of physically existing. These weapons are considered magical and deal normal

damage for their weapon or shield type. They cannot be traded and if dropped or otherwise removed, they vanish.

- You gain the ability to cast *telekinesis* with Intelligence as your spellcasting ability. You regain this ability when you finish a long rest.

PRECISE MOTIONS

Prerequisite: Clockwork Traits ability

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

You gain the following benefits:

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

PRISTINE MACHINING

Prerequisite: Clockwork or Steelheart

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

You gain the following benefits:

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



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

SENSITIVE EARS

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

You gain the following benefits:

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

SHARPENED HORN

Prerequisite: Kinetic Magic ability
Your horn isn't just for display and magic. You've spent time sharpening and practicing with it.

You gain the following benefits:

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

SHINING BEACON

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

You gain the following benefits:

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



STORM STALLION

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

You gain the following benefits:

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

TITAN ON STEEL HOOVES

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

You gain the following benefits:

- As an action and a bonus action used together, all movement that round allows you to make an unarmed attack against each foe you try to move through. On a success, you deal normal damage and can pass through their square. If you succeed by 5 or more, they are also knocked prone. On a failure, you cannot move through the target's square(s) and lose 10 ft of movement. Your movement does not cause opportunity attacks from those you successfully strike.

- You are considered one size larger for sake of being able to grapple, knock over, or be the target of such effects. This also applies to winds and storms.
- Your carrying capacity increases by another 50% (for a total of +100% vs a human of the same strength, assuming no other modifiers).

TOUGH AS ROCKS

Prerequisite: Tougher Than Magic ability
They say your kind is tough. They don't know just how far that goes.

You gain the following benefits:

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

WATER AFFINITY

Prerequisite: Deep Swimmer ability
Your innate ties to water boost your magics and give you limited mastery over movement in the water.

You gain the following benefits:

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



WEATHER PONY

Prerequisite: Natural Flight, Cloud Walker ability

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

You gain the following benefits:

- As an action, you can remove a 5' cube of natural fog, cloud, or mist. If the target is magical, it behaves as a *dispel magic* using your Strength or Dexterity as your spellcasting ability. A success will remove the entire effect. You can remove another 5' cube for every four levels you possess.
- You may, as part of your movement, make a mundane or magical cloud move with you if it starts adjacent to you and is no more than 10 feet long and 10 feet high. Both the cloud and you must move together.

- You can attempt a Dexterity saving throw when caught in the area of effect of a cloud spell. If you succeed, you can automatically move to the outer edge of the effect. If you fail, you can still make the normal saving throw allowed by the spell. For purposes of this ability, this includes any area of effect ability that operates by atmosphere, including *cloudkill*, *fog cloud*, *incendiary cloud*, and related, but not *sleet storm* or *cone of cold* or *cloud of daggers* (which has the word cloud in the name but its effect has nothing to do with the atmosphere and everything to do with sharp metal).
- You may ritual cast any weather based spell up to a level equal to the number of other characters with this feat that take part in the ritual. This takes an hour per level of the spell.



Races of Everglow

CLOVEN

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

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

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



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

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

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

RACIAL STATISTICS:

Ability Score Increase. Your Constitution score is increased by 1, and you may choose another ability score to increase by 2.

Age. Cloven age at roughly the same rate as ponykind, though they reach maturity roughly a year earlier.

Alignment. Cloven tend towards lawful alignments, and run the gamut between good and evil.

Size. Your size is Medium.

Speed. Your base walking speed is 40 feet.

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

Fey Born. Cloven count as fey for all purposes.

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

Fingerless. Cloven may use their mouth as one hand and are considered small sized for the sake of what they can wield or not.

Mountain Footed. You are immune to altitude sickness, and can ignore difficult terrain when it is a rocky or uneven surface.

Cloven Resilience. You have resistance against poison damage, and advantage on saving throws against poison.

Cloven Watchfulness. You are considered proficient when you make ability checks to find hidden objects, secret doors, to discern the inherent value of an object, or to discern if a food is spoiled or poisoned by taste.

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

Horned. You gain a natural light gore attack that deals 1d4 piercing damage.

CLOVEN FEATS

EXEMPLAR CLOVEN

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



You gain the following benefits:

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

UNASSUMING

Prerequisite: Cloven

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

You gain the following benefits:

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

FLUTTERPONY

Flutterponies (or flutters) began as tiny, aggressive, pony pixies that flew in terrifying swarms when threatened. Towards the end of the empire's lifespan, some of the swarms began to act

erratically. The more charismatic and thoughtful of the swarm began soliciting the others toward better ways of life. Bucking their original fate, the swarm consolidated and became a full pony-sized creature of dazzling colors and wings. These full-sized flutters were much more agreeable and intelligent. They banded together to found the city of Prisma, where they have thrived even as the empire collapsed around them.

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

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

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



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

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

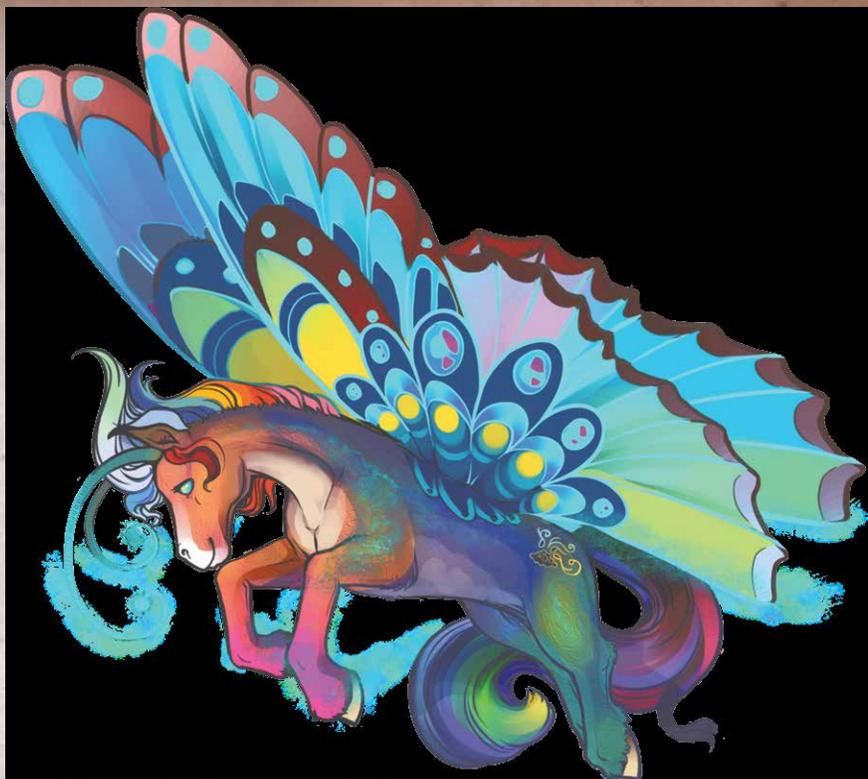
Alignment. Flutters come off as vain and shallow. Because they value presentation as much as substance, their laws are open to wild interpretation. This results in a chaotic bent in flutter society. Criminals are often judged for being ugly before courts weigh the facts.

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

RACIAL STATISTICS:

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

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



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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Fey Born. Flutterponies count as fey for all purposes.

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

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

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



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

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

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

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

FLUTTERPONY FEATS

IN SMALL PACKAGES

Prerequisite: Flutterpony

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

You gain the following benefits.

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

NIMBLE WINGS

Prerequisite: Butterfly wings

Your aerial acrobatics are a marvel to behold.

You gain the following benefits.

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

LIKE A MOTH

Prerequisite: Flutterpony

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

You gain the following benefits:

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



GRIFFON

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

Physical Description. Griffons are quadrupeds, like ponykind. Unlike ponies, griffon forelegs terminate in clever, functioning talons. They appear as a

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

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



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

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

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

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

Alignment. Griffons are prideful beasts and tend to favor their own hide above any other, meaning that good aligned griffons are the minority as alignment goes. Most will abide by promises made,

unless they determine that the one they are dealing with has become significantly weaker since the promise was made. To their credit, they will typically exploit such weakness with a sudden renegotiation of the terms, as opposed to an overnight betrayal of the oath given. If a griffon truly wishes to outright break an oath, they will challenge the holder of it and demand their freedom with the victory.

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

RACIAL STATISTICS:

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

Age. Griffons are somewhat longer lived than many of the other Everglow races. They reach maturity at age 20, at which time they are likely to begin striking out on their own.

Alignment. Griffons tend towards self-serving and neutral alignments, although many griffons are good-aligned.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet (20 feet bipedal).

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

Fey Born. Griffons count as fey for all purposes.

Four Legged. Being a four legged creature, you can bear greater



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

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

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

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

GRIFFON FEATS

AIR DOMINANCE

Prerequisite: Griffon

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

You gain the following benefits:

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

TERRIBLE CLAWS

Prerequisite: Griffon

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

You gain the following benefits:

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

PHOENIX WOLF

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

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





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

Society. Phoenix wolf family structure is typically a mated pair and their young, who remain with them until 12 to 20 years of age, depending on maturity. They are a rare race. It is unusual for families to gather, except to swap youth for pre-arranged future marriages. It is in this way that the blood is kept strong, as the young are tested and must impress the other family to earn a future mate. Inside the family, the alpha male's word is law, and all

must obey. Rank beneath him is earned by merit, encouraging competition for favor and glory. Though strangers may see this as aggressive or hostile, none are swifter to protect their own. Though they appear as wolves, their loyalty is to the sun, rather than the moon, and their howls will fill an area during the day, when it is warm.

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

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



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

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

RACIAL STATISTICS:

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

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

Alignment. Phoenix wolves tend towards neutral alignments, showing less variation towards good and evil, though they tend to be slightly more lawful than most races.

Size. Your size is Medium.

Speed. Your base walking speed is 40 feet.

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

Fey Born. Phoenix wolves count as fey for all purposes.

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

Ember Eyes. Phoenix wolves have Darkvision 60 ft.

Fiery Pelt. You have resistance to fire damage.

Bite. You gain a bite as a natural attack that has the finesse property and deals 1d6 piercing damage.

Fire Nature. When you cast a spell that deals fire damage, that spell is considered to be cast at one slot higher, and you add +1 to any DC spell saving throw the spell might require.

Fire Heart. You learn the *dancing lights*, *prestidigitation* and *produce flame* cantrips. Wisdom is your spellcasting ability for these spells.

Fingerless. See fingerless rules on page 6.

PHOENIX WOLF FEATS

BURNT HIDE

Prerequisite: Phoenix Wolf

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

You gain the following benefits:

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

FERAL HUNTER

Prerequisite: Phoenix Wolf

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

You gain the following benefits:

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



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

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

PURRSIANS

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

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

Society. Purrsians enjoy opulence, relaxation, and showing off. The wealth a purrsian has gathered is the measure of its success. These traits, perhaps, are why they never formed an empire of their own, choosing instead to show off from within the confines of the pony empire, while it

lasted. Traveling purrsians often bedeck themselves in their most lustrous portable jewelry, to demonstrate their wealth and strength of character for all to see.

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

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

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

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



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

RACIAL STATISTICS:

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

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

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

any alignment, but have a racial reputation that precedes them.

Size. Your size is Medium.

Speed. Your base walking speed is 40 feet.

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

Fey Born. Purrsians count as fey for all purposes.

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

Feline Senses. You have Darkvision 60 ft.

Flight. You have feathered wings, and your base flying speed is 30 feet. You cannot fly if you are wearing armor.



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

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

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

PURRSIAN FEATS

FELINE REFLEXES

Prerequisite: Purrsian

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

You gain the following benefits:

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

them or perform fine manipulation (such as picking a lock).

FRUGAL SPELLCASTER

Prerequisite: Purrsian, the ability to cast spells

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

You gain the following benefits:

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

STEELHEART

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



constructed by two or more steelhearts working in concert to create a single form. This can only be done with the most advanced tools even the steelhearts themselves do not know how to manufacture. Steelheart factories are sacrosanct and their secrets cannot match the zeal of the ponies. They are protected and maintained with the same care as the most precious artifacts.

The source of their form is unknown, but to true golems was a secret guarded for many years, until a devious pony discovered and examined the construction under the supervision of its creator. The steelhearts appear to be partially constructed from thick knots of wood located in the center of the belly would be another source of their patterns through the metal. The metal component gives the steelhearts a unique harmed, leaving steelhearts in a limbo state between living and construct with some of the benefits of both.

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

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

Steelhearts are known for their ability to exchange with the short-lived ponykind. They learned to respect their dead with memorial and ritual. They have also cultivated their appreciation for art, philosophy, and expression. Each steelheart has their own tastes and pleasures, even if a visiting pony is perplexed at the idea of an steelheart with a collection of paintings or a hobby of singing.

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



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

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

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

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

RACIAL STATISTICS:

Ability Score Increase. Your Constitution score increases by 2, and your Intelligence score increases by 1.

Age. Steelhearts are abnormally long lived, and mature at the age of 50.

Alignment. Steelhearts have no predilection towards any alignment.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Unique Heritage. Steelhearts count as half-constructs and fey for all purposes.

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

Darkvision. You gain Darkvision 60 ft.

Heart of Steel. You gain advantage on saving throws against disease, and the charmed, exhaustion, and poisoned conditions. You have resistance to poison damage.

Cold Heart. Any spell that would bring you to life cannot be cast unless it is in a functional factory, with added material components needed to enact physical repairs.

Iron Lungs. Steelhearts do not need to eat, breathe, or sleep. They may do so, if there is benefit, such as drinking a potion.

Conductive. You are resistant to lightning damage.

Fingerless. See fingerless rules.

STEELHEART FEATS

CORE OF THUNDER

Prerequisite: Steelheart, the ability to cast spells

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

You gain the following benefits.

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



