

# Ponyfinder

## Flights of Honor


Pegasi of Everglow



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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

Written by David Silver



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A big shout and thanks to our Patreon backers who helped make this possible:  
Rome Silvanus, Steel Prism, Tida, and Spectacles  
<http://patreon.com/ponyfinder>

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**Attributes:** -2 Strength, +2 Dexterity, +2 Wisdom

**Movement:** 40 ft(20 ft bipedal), fly 30 ft(clumsy)

**Special Abilities:**

**Unique Destiny:** Gain one bonus feat at first level.

Low-Light Vision

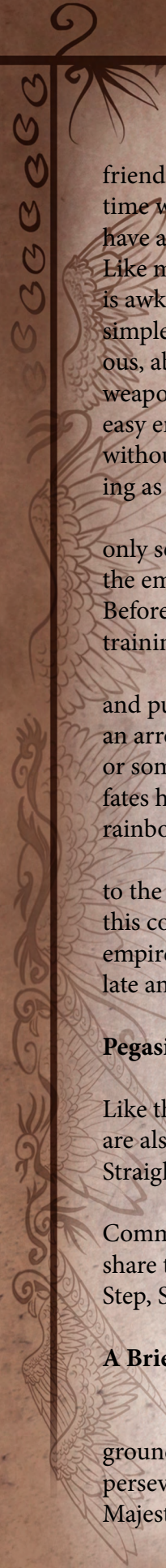
**Quadruped:** +4 CMD vs trip and +50% carrying capacity

**Cloud Walker:** May treat fog, or any other cloud, as solid.

Flight is not available in medium or heavy armor.

**Pegasi Power:**

Pegasi are lighter than other tribes, born to take to the air. Their lean musculature, light bones, and generally slight builds does not lend itself to weight lifting or other acts of brute strength. What they do have is under their constant control. Every muscle on a pegasus is a fine machine, moving precisely where the pony wishes it to, lending to them increased dexterity.



It has been a long need for those in the air to be able to see far and wide. Spotting predator, friends, or lunch while the land vanished beneath has lent them enhanced senses. Some say that their time with the griffons also gave them an appreciation for knowing the 'otherworlds'. As flighty as pegasi have a reputation for being, they are usually the first to notice when things have gone awry. Like most ponykind, they are capable of four and two-hoofed locomotion, though moving bipedally is awkward and slower. Bipedal movement is quite useful for climbing, using their talented fetlocks as simple hands where fingers are denied them. The fore-fetlocks, or ankles, of ponykind are quite dexterous, able to hold an item while they move bipedally, or sit in place. The grip is not sure enough to wield a weapon or do much else other than carry, but transferring from fetlocks to mouth for proper wielding is easy enough (a swift action). Having flight, pegasi can also hold things in their fore-fetlocks while flying without any decrease in speed, so long as it doesn't push them to a moderate or heavy load(which, counting as medium or heavy armor, prevents flight).

Flying speed amongst pegasi are wildly variant. While all pegasi foals are capable of basic flight, only some make it a point to become especially talented at trick flying, especially during the height of the empire, when such acrobatics usually do not lend to extra income for the average city dwelling pony. Before and after the empire, it was more common for pegasi to push themselves, and they are capable of training to become supreme fliers.

Pegasi are branded from birth, as most ponykind, with a symbol that reflects their special aptitude and purpose in life. Sometimes the brand is extremely obvious, other times much more subtle. A brand of an arrow could mean the pegasi should be a fletcher, or fly straight as an arrow, or even become an archer, or something even more subtle such as being a guide or explorer. It is up to the pony to discern what the fates have in store for them. Pegasi marks are most commonly related to weather, be it the sun, clouds, rainbows, rain, tornadoes, and other effects of the air upon the earth below.

Gained long ago during their apprenticeship under the griffons, pegasi share a strong connection to the clouds. They may sit on them, with results much like perching on a firm pillow. Those who practice this connection may even push them around, or dispel them with a powerful buck. Before and during the empire, pegasi were known to control the weather in great flocks of cloud controllers that would manipulate and manage the wind, rain, and other factors to keep their community healthy.

### **Pegasi Naming:**

Like their brands, pegasi tend to be named after weather events, but references to flying ability or speed are also extremely common. Common first names include things like: Rainbow, Cloud, Thunder, Daring, Straight, Lightning, Fast, Flash, Wild and Fast.

Common second names follow the trend, often modifying the first word. Though some pegasi families share their second name with their children, this is not seen as required. Examples include: Crash, Dash, Step, Shot, Ship, Cloud, Kicker, Clip, Find, Shy, Trot, Streak, and Dust.

### **A Brief History of Pegasi:**

As the proto-ponies spread across Everglow, herds fragmented and became isolated. In this fertile ground, some scaled the mountains. Food was hard to get, scrabbling from cliffside to cliffside, but they persevered stubbornly. As they pushed further into the mountain ranges, they encountered the griffons. Majestic predators, they soared through the sky, seemingly only to land to dispense death and fly off with

their meal. Many of the early ponies feared these creatures, and retreated into the caves to become leather wings, but that's another story. Those that would become pegasi were only emboldened by these creatures.

Filled with awe and curiosity, they followed them home.

Startled to find their nests suddenly infested with eager, but clueless, ponies, they were not greeted kindly at first, but the pegasi stubbornness was not to be denied. The next generation of pony responded to the wishes of their parents, sporting small wings that allowed for primitive gliding. The generation after that, true flight. They stayed by the griffons, even if not always welcome, but time makes friends of many things, and the griffons began to enjoy the company of their 'kin of the sky'. They were eager students of the griffons, learning to fly well, and the art of sky magic.

The pegasi, though born and honed in the mountains, were eager to rejoin their kin when the empire formed. Following Queen Illiana, the earth-bound pony with pegasus wings, they served as scouts and soldiers for the new empire almost fanatically. This zeal faded over time, with many pegasi settling in the many towns that the empire moved through and the weapons of war set down in favor for peace. They became one of the 'major tribes,' alongside the prairie(earth-bound), and unicorn tribes.

As members of the empire, they became integral parts of the society, working as messengers, weather controllers, scouts, and any other position their brands, talents, and whimsies carried them. There were few settlements that did not welcome a pegasi, even outside the borders of the empire proper. Some pegasi were filled with the urge to challenge themselves that could not be met with military service. They filled the ranks of the like of the Seekers and adventurers as a whole, becoming brave explorers of forgotten places.

They never betrayed the griffon secrets, keeping their numbers and settlements to themselves. When the empire collapsed and cloud magic was stolen shortly thereafter, they returned to the griffons for answers. The answer was war, against the elves. Many pegasi departed the Everglow mainland, soaring West with the griffons to do battle and reclaim their magic. Perhaps they will succeed. In the meanwhile, this left an already depleted and war torn Everglow with suddenly many less pegasi. Weather, controlled in many larger cities, became entirely uncontrolled. The lack of soldiers and scouts made the advances of other races easier as the previous imperial lands shrunk by the year. If the pegasi succeed, what home will they return to?

### **Life of Pegasi:**

Pegasi bind in pairs. This is typically one male and one female, though other combinations are possible, with adoption used when biology fails to produce a child. Pegasi of a community are typically strongly bound into what they call 'a flock,' with any child that is left behind due to misfortune being taken up by another pair bonded set of pegasi. It is uncommon but not unseen for a wealthy pegasi couple to be surrounded by four foals, only one of which is their own biologically.

Pegasi are born in singles, with twins occurring about ten percent of the time, and triplets less than one. Pegasi are born with naked wings, though their fur is in place. Like most mammals, they are dependant on their mother's milk for the first three months of life, at which point the start to wean off to plant matter until most are off the teat by their first birthday.

Non-pegasi foals are a strange token of pride. Being the first tribe to 'convert' to the empire, many pegasi are eager to display their solidarity with ponykind as a whole, resulting in pairs that include non-pegasi, and in turn, non-pegasi foals. If a foal or partner is not a pegasi, their home tends to be on the ground. If the entire family is pegasi, higher locations are picked. This is true whether or not there are stairs, ladders, or other means of reaching the higher altitude. A family that adopts or gives birth to a

non-pegasi after choosing a home will often move lower to accommodate the new family structure.

Pegasi celebrate several life events, starting with birth. At birth, a pegasus foal, be they pegasus or not, is given a primary feather from either parent. This is typically bound into a pendant and worn about the foal's neck until adulthood. When the foal's wings become powerful enough and full-feathered, they add their own feather to this token amid much revelry in the family. Upon adulthood, the pendant is taken off, but kept close at hoof. It is considered the bond to the pony's parents, even if the parents should die. To lose it is considered to bring extreme misfortune. If a pegasus lives to the point that it can no longer fly, a grand party is called of the pegasi of the community, celebrating the life of the pegasus and listing their achievements. They are then considered an honored elder and cared for by the community as a whole. If the elder still has the token given to them at birth, it is only at that point that they give it up, and it is hung in a secure place of honor to celebrate a successful life and those who made it happen.

### STEREOTYPES OF OTHER TRIBES

**Earth-Bound:** Powerful and reliable, but anchored to the ground, as their name implies. They're easy to pull the wool over and a little slow, but you'll have a friend for life if you treat them right.

**Unicorn:** Heads in the clouds, in all the bad ways. They can be smart, but neurotic, and for each problem they fix, they usually make up another one to be worried about. They are clever, however, so it's not a bad idea to go bother one if you're in need of a new idea.

**Leatherwing:** The leatherwings are our lost cousins. As afraid of the day and those who live in it, they are fearless of the night's dangers. We would be fast friends if we weren't busy avoiding the other's prime times, but they are good sorts.

**Gem:** The gems are an odd sort, but hey, some of them are pegasi! Having gem blood in the family is a thing worth being proud of, since theirs is the second best empire besides the pony empire. Just don't let them get too full of themselves.

**Clockwork:** Even the pegasi of this tribe are downright strange. Cursed to never know the joy of feathers, they have our sympathy, but I never met one personally, so I couldn't say too much.

**Chaos Hunter:** I can respect protecting the herd, or flock. They're out there fighting the good fight, and deserve whatever support you can give. Just don't get swept up in their crusades.

**Sun:** They know how to make a pony feel welcome, just keep an eye on your coin purse while you're sampling the local vintage, if you know what I mean. Best guys to be around for a good party though.

**Ghost:** Who?

**Antean:** What? Oh, the big ponies? Don't know much about them, but they're big, like real big! I don't know how pegasi anteans work. You'd think all that weight would slow them down.

**Sea:** We swim the skies, they swim the seas. We're a lot alike, and when the land meets the seas, the

pegasi and the sea ponies will play.

**Griffons:** Our cousins of the sky! We owe them a lot, and they're great fun to hang around. Just try to avoid insulting them, they take it personally every single time.

**Sun Cat:** We don't have a lot of business with them. They're ground pounders and proud of it. You can usually trust them to keep their word at least.

**Purrsian:** Unlike purrsians. Full of themselves and eager to get your money. A sun pony will take it from behind, while a purrsian takes it from the front. Watch out if you ever see the two of them together. They can fly, but can't be bothered half the time.

**Cloven:** Easy to get along with. They put up with a lot, and roll with the punches. They get points for that, now if only they could learn how to live a little.

**Steel Heart:** They cost us a lot of good flyers back when they were at war with the empire, but it's all peace and flowers now. I don't quite trust them.

**Flutterponies:** Colorful, and damn good at flying. They say the colors make them go faster and the butterfly wings keep them stable. I think they're cheating, but they're ok if you can get past the colors.

**Phoenix Wolf:** Rare and usually sticks to themselves leads to not meeting them too often. They're ok, I guess? For groundpounders.

## RACIAL FEATS

### **Weather Control [Teamwork]**

Coordinated efforts to master the clouds and wind in an area allow a flock of pegasi to control the weather over a region.

**Prerequisite:** Weather pony

**Benefit:** With an hour of work, you and others may manipulate the weather depending on the total amount of those who have this feat, allowing you to choose a spell effect to replicate. One helper with the cloud walker racial trait can join without the feat per member with the feat. The caster level is the highest hit dice participant, plus 1 per helper. If a second effect is performed while one is going, the first ends immediately.

1: *Gust of Wind*

3: *Call Lightning*

5: *Control Winds*

10: *Control Weather*

**Special:** If any participant is capable of casting the target spell, the caster level increases by another 1.

### **Wind Stubborn**

The magic of the air may have been stolen by your people, but you somehow cling tenaciously to that birthright.

**Prerequisite:** Post-Empire, race with cloud walker normally

**Benefit:** For as many minutes as you have hit die per day, you operate as if you had the cloud walker racial trait. Activating or deactivating the ability is a free action. These minutes do not need to be consecutive, but activating uses at least one minute of time.

**Special:** If the cloud walker trait is regained in play, this feat may immediately be swapped for another.

### **Wing Adept [Combat]**

While wings may look like hands if you squint at their insides, you make this a reality with exhaustive work.

**Prerequisite:** Ponykind, Winged Flight, Not a Flutterpony

**Benefit:** Your wings become capable of holding things. This grip is far from secure, good enough to get things from point A to point B, but not wield traditional weapons or wield a shield. Each wing used to hold something reduces flight speed by 10 ft and gives a -4 penalty to fly checks.

**Special:** This feat does not count towards qualifying for multiattack.

### **RACIAL EQUIPMENT**

Items found here are made with pegasi in mind, though may find their way to other flying races.

**Hoof Crossbow:** As per light crossbow, with an almost comically oversized trigger and handle that a pony's fetlock can wrap around and trigger. It can be cocked with hind-hoof triggered levers. All this at an economical 40 gp.

**Carrying Harness:** This flat surface is attached to the pegasus in a spread fashion, distributing the weight. This allows the pegasus to fly even while burdened (though not by armor). Any time the pegasus falls, items on the harness have a 50% chance of crashing separately and potentially being damaged. It weighs 4 pounds and costs 5 gp.

**Cloud in a Bottle:** This, one use, alchemical item of pegasi design looks like a friendly white cloud in a glass mason jar. When opened or broken, it operates as per Obscuring Mist, caster level 1. The DC to create a cloud in a bottle is 30, and its market price is 100 gp.

**Queen's Flyers' Outfit:** This outfit is designed to reduce drag along a pony's furry body. It is traditionally brightly colored to make spotting the flyer easy during stunt shows, but muted colors are available for actual combat or scouting purposes. It provides a +2 circumstance bonus to fly checks and costs 40 gp.

**Cloud Bow:** This longbow is made to be used by pegasi. Before being used it must be planted in the ground or on a cloud as a move action. Once planted, the pegasus then fires it with their mouth as normal. Non-pegasi who get their hooves on a cloud bow can still use it on the ground normally. A cloud bow that is more than 5 feet away from a pegasus will fall through any cloud it is currently resting on. It is considered a longbow for all effects, including proficiency. It costs 150 gp. Composite versions are available, for +100 gp per strength bonus.



## RACIAL CLASS ARCHETYPES

These archetypes were developed by pegasi for their use and require being a pegasus to take.

### **Weather Warden** (Ranger)

Confident of their place in the air, pegasi became natural protectors of the sky, both for their own families and the rest of ponykind. Working in tandem with other pegasi and griffons, they attack those that would predate on their communities with a manic fervor. When not defending their home, they take joy in managing the sky above it. They eagerly nudge clouds into place, make art with them, and control the weather itself given enough skill. A community protected by weather wardens will know when to expect rain and when is a fine time for a family outing.

**Ruler of the Air:** Weather wardens gain +2 to attack rolls, damage rolls, bluff, knowledge, sense motive, and survival checks against anything with a natural fly speed. This is considered a favored enemy, though it cannot be increased at later levels. This replaces the first level favored enemy selection at level one (1).

**Master Flyer:** A weather warden may add half his level (minimum 1) to fly checks. This replaces track.

**Weather Wizard:** Add cloud kicker, weather pony, and weather control to the bonus feats a ranger may select in addition to their chosen combat style. This modifies combat style.

**Storm Rider:** At 7th level, weather wardens are considered one size larger for the effect of wind and storms on their flying. This replaces Woodland Strider.

**Trick Flyer:** At 8th level, weather wardens are no longer slowed down when they make sharp turns. This replaces fast tracker.

**Silent Flyer:** At 17th level, the pegasi may use stealth while flying against a natural sky, even while observed. This replaces hide in plain sight.

### **PEGASI MAGIC:**

Alliance of Wind

**School** Evocation; **Level** Ranger 1, Druid 1

**Casting Time** 1 standard Action

**Components** V

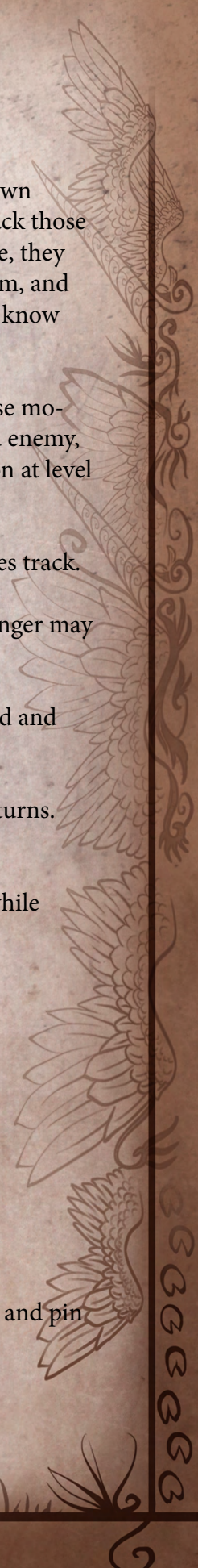
**Range** medium (100 ft + 10 ft per level)

**Target** single enemy

**Duration** 1 round/level

**Save** Fort partial; **Spell Resistance** yes

Calling on their innate air magic with a sudden shout, pegasi send a personal zephyr to harass and pin



a foe, making it difficult for them to fly. Every round the target wishes to fly, including immediately on casting, they must make a fly check against the spells DC or crash, taking appropriate falling damage. Add half the spell's DC to any other fly checks the target takes. So long as the spell is active, the target is entangled, flying or not.

#### Lightning Stroke

**School** conjuration; **Level** Wizard/Sorcerer 2, Ranger 2

**Casting Time** 1 Standard Action

**Components** V, S

**Range** Touch (must be within reach of the cloud)

**Target** 1 per level.

**Save** Reflex half; Spell Resistance no

A sudden kick against a fog or cloud effect causes it to rumble ominously before lightning strikes those within it. Choose one target per level within a 30' radius. They must all be within the same continuous area of a fog effect or cloud. Targets take 4d6 electric damage, reflex for half.

#### Sky's Mercy

**School** Transmutation; **Level** Cleric/Oracle 2, Ranger 1, Summoner 2

**Casting Time** 1 Standard Action

**Components** V, S

**Range** Touch

**Target** 1 creature per level

**Duration** 1 hour/level

**Save** Fort negates (harmless); Spell Resistance yes

Wrapping your allies in a field of gentle wind, should any be about to take falling damage, the spell discharges, preventing harm and causing them to land upright. Any time spell discharges, it loses 2 hours of duration. The duration lost is lost to all targets.

#### Wind Beneath Your Wings

**School** Transmutation; **Level** Ranger 2, Summoner 2, Inquisitor 2

**Casting Time** 1 swift action

**Components** V, S

**Range** Personal

**Target** self

**Duration** 1 round

**Save** Fort negates (harmless); Spell Resistance yes

The caster suddenly surges forward, borne on a gust of wind that propels them at incredible speeds. The target gains +5' fly speed per caster level and they gain a dodge bonus to their AC of 4 against any attacks of opportunity incurred until the start of their next action.

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