

# Ponyfinder

## Races of Everglow

by David Silver



**Ponyfinder**  
ROLEPLAYING GAME COMPATIBLE

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# Races of Everglow

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A big shout and thanks to our Patreon backers who helped make this possible:

Pyrocat, Fox Cutter, Freewing Alchemist, Steel Prism, Tida, ShiningArrow, Ian Gibson, Magical Trevor, Albedoequals1, Kayila, Iakovl, Sandy Fortune, Casey Ludwig, Autocharth, Wolf, and Rome Silvanus

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## FINGERLESS RULES

Many of the races presented in this book lack a basic feature of humanoids, fingers. Here are the rules reprinted from the core campaign book for your convenience.

- 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 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.





## CLOVEN

### CLOVEN POWER

Born of humble goats, cloven are natural mountain inhabitants. High altitudes and uneven terrain are just a normal part of their life that they endure with gentle stoicism. Sometimes forced to eat less-than-fresh food, the belly of a cloven is remarkably durable and can throw off the most foul of toxins they may ingest.

Though not swift to attack, they are not defenseless and will defend themselves with their sharp horns when pressed by predators or other ornery sentients. Cloven take pride in the upkeep and size of their horns, which they have regardless of being male or female.

Cloven are not as colorful as ponykind, usually coming in various shades of brown, tan, white, and black. Their eyes shine with all the colors of the rainbow. They do not have brands of destiny—no god claims dominion over their futures and they seem to be entirely alright with making their own ways through life.

Careful souls, cloven are trained to be watchful where they step as it may be their last. The mountain is rarely forgiving to the careless. This early drilling gives a cloven a good eye for details, spotting things that others might pass by.

### CLOVEN NAMING

The first names of cloven tend to be common household objects or a habits demonstrated while young. A few more

common names are Pot, Knife, Broom, Wandering, Bath, Playful, Solemn, Window, and Happy.

Cloven have last names that are passed from parent to child. When cloven are married, the husband is as likely to take the wife's name as the other way around, often deferring to the cloven with greater social standing. Examples include: Note, Silver, Gold, Tremblay, Roy, and Smith.

### A BRIEF HISTORY OF CLOVEN

Cloven began as the goats they resemble, wandering the mountains of the north and scraping by living simply and just existing—then the Author came, though her attention did not fall on them for long. They were merely a prologue of sorts but she wrote kind things, and those gentle words were not forgotten.

Young as a race, lost, and befuddled, cloven came across their first great leader—a goat long of limb, with horns that were massive but elegant and slender. She spoke kind words and they instinctively knew they had found a spirit able to guide them towards better things. Though they did not realize it then (or afterwards) they had met an outcast ruminant that came to love them as they loved her.

Her family did well and proved with their actions to be capable leaders, at least until the griffons were met. A lone scout foraging for food was suddenly surprised and knocked to the ground, talons pressing painfully into its side and a murderous beak ready to tear the life from its

## CLOVEN PATHFINDER ATTRIBUTES

**+2 to One Attribute:** The strengths of an individual cloven are unique from that of their kin.

**Cloven:** Cloven are fey with the cloven subtype.

**Medium:** Cloven are Medium creatures and have no bonuses or penalties due to their size.

**Quick:** Cloven have a base speed of 40 feet (20 feet bipedal).

**Low-Light Vision:** Cloven can see twice as far as humans in conditions of dim light.

**Cloven Resilience:** Cloven gain a racial bonus equal to their hit dice on saving throws against poison.

**Cloven Watchfulness:** Cloven gain a +2 racial bonus on Appraise and Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste.

**Fingerless:** See fingerless rules on page 2.

**Four-Legged:** Cloven gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

**Horned:** Cloven gain a gore attack as a primary natural attack that deals 1d4 piercing damage.

**Mountaineer:** Cloven are immune to altitude sickness and keep their Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces.

**Languages:** Cloven begin play speaking Common. Cloven with high Intelligence scores can choose from the following: Elven, Gnome, Sylvan, and Terran.



## CLOVEN 5TH EDITION ATTRIBUTES

**Ability Score Increase.** Your Constitution score increases by 1. Choose another ability score; it increases 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 but run the gamut between good and evil.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 40 feet.

**Cloven Resilience.** You gain resistance to poison damage and advantage on saving throws against poison.

**Cloven Watchfulness.** You are considered proficient when you make ability checks to find hidden objects or secret doors, to discern the inherent value of an object, or to determine 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.

**Fey Born.** You count as fey for all purposes.

**Fingerless.** You may use your mouth as one hand and are considered Small-sized when determining the weapons they are able to wield.

**Four-Legged.** Being a four-legged creature, you can bear greater weights than a human of the same strength without being encumbered (increasing your carrying capacity by 50%). You gain advantage on any ability checks or saving throws to avoid the prone condition.

**Horned.** You gain a gore attack natural weapon that deals 1d4 piercing damage. You may use this gore attack as though it were a light weapon.

**Mountain Footed.** You are immune to altitude sickness and can ignore difficult terrain resulting from rocky or uneven surfaces.

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

meek form. The scout thought life was over, but tried, desperately, to cling to its roots. “Could you not eat me, please?”

The words startled the griffon into releasing it—the avian had no desire to consume thinking flesh. Though not the most peaceful of starts, it proved to work serviceably for both peoples in time; griffons came to meet the cloven, and the cloven shared what little food and trinkets they had with the powerful beasts.

The cloven had a request. The griffons wondered what such meek people could desire, and were answered: they wanted a home, a single mountain-top that would be theirs. Griffons were of course welcome to join them, but that one place would be the cloven’s. The griffons scoffed but agreed on the conditions that the cloven swore allegiance to the griffons. They promised to be allies of their feathered friends until the sun no longer rose and thus Clovenhame was founded.

The city grew and became a prosperous place and as the cloven never turned away any being that came with cooperation in its heart, their home quickly became metropolitan (though cloven held the easy majority). Their society applauded and revered those that accomplished great things with little mind for heritage. A proud lineage may have meant a great future, or may not—only action and results would prove that.

Pragmatism became a powerful motivator alongside their general cordiality. Laws were passed that helped ensure the greatest good and caused the least harm. Social matters were given to fierce debate when the pragmatic answer seemed less certain. When neither simple cordiality nor utility could be determined, the arguments became most turbulent.

As the Pony Empire grew, thrived, and eventually collapsed, the goats lived their simple lives. Some came down from the highlands, joining their hooved kin in their towns and cities. Cloven were easily accepted, known for being polite and straightforward souls. They never showed great ambition—except for one case.

The Order of the Goat formed from those seeking better lives and were willing to risk everything for it. Consisting of adventurers and thrill seekers of all sorts, the Order started in Clovenhame and continues to headquarter there with many branches throughout Everglow. They have a friendly rivalry with the Seekers of the One Herd, often competing to be the first to retrieve any given treasure or find a hidden place.

## LIFE OF CLOVEN

Cloven are drawn to one another simply, with complimenting personalities and simple exposure. Cloven that work together often end up marrying together. Arranged marriages are rare, with the average cloven trusted to make

their own romantic decisions. Once bound, they marry in a simple affair celebrated by good friends and often better drink. It can be a status symbol to elevate one’s partnership celebration with extravagant refreshments and entertainment. Cloven marriages are very enduring, with death being the primary reason that any cloven should become single again. In this secure relationship, young kids are raised.

Many cloven have a soft spot for kids, smiling as they bounce about with endless energy. It is a rare cloven that will not oblige a kid’s questions for a time, explaining what it is they do and how, basically, to do it. During this stage of life a cloven will find a task that seems to appeal to them most and begin following an adult around, trying to learn it for themselves. If the adult thinks the kid is a good fit, will accept them as an apprentice. Doing this requires meeting the kid’s parents and making the intent clear. The parents can accept or decline the offer freely, though denial is a frank statement of disapproval and cause for rumor (not to mention an upset kid). A cloven then goes on to learn their desired trade, taking their mentor as a third parent and honoring them much the same for the rest of their life. For those who do not take a mentor by their eighth year, it falls on their parents to see them to formal schooling, to ensure a rounded education, and to help the kid discover their passion in life.

Once prepared to meet the world the cloven eagerly set forth to do just that. However they never forget their family, parents, or mentor and they will try to visit often. Even if they move far away, cloven will make every effort to visit at least once a year, even at great personal expense. Industrious and genuine by nature, cloven throw themselves at their chosen career with bright eyes and eager hooves. Often, apprentices will join forces with their mentor, helping them and refining their skills.

It is when their mentor-figure grows old enough to consider retirement that the average cloven truly becomes an adult. While it remains true that they were considered one long before and held much of the responsibilities, to become the master themselves—with no one over them—is a moment of true accomplishment. This is also when a cloven typically begins accepting the questions of eager young kids, explaining the basics of how their profession functions. Never forgotten, a mentor is still considered part of that cloven’s family.

Cloven are a pragmatic lot. Life only lasts so long and they are always aware of it. As soon as they become the master they begin looking for students, repeating the cycle that saw them to adulthood. Cloven may have kids of their own but most of their apprentices will not be their own offspring—each successful student is another kid of theirs, to be celebrated and loved with all the same intensity.

Of course the great cycle must turn and many cloven find themselves at the age where considering retirement is inevitable. After informing any students and other family, a

simple celebration of reaching the last trimester of life is often had to commemorate a cloven's accomplishments. As with marriage, those who have done well for themselves go out of their way to show it in an especially extravagant party. This is also a time where guests share the highest deeds of the goat, with a lingering hope that a few more may be managed (retired or not).

As age slows a cloven down they begin to prepare for the end. Last wills are extremely common among cloven and it is considered the height of rudeness to not be clear and direct with how one might want their possessions handled before they shuffle off their mortal coil—it is a final responsibility that no good cloven shirks. Some have a will long before they reach venerable ages especially if they lead a dangerous life, such as that of a soldier or adventurer. When time finally takes a cloven away, their body is respectfully interred in a deceptively frail coffin. To outsiders, it is sometimes baffling as even the richest, most successful, and most renowned cloven are laid to rest in a box that barely looks fit to hold a bunch of oranges, but the goats find the practice quite respectful. Any cloven can serve their community

one final time and so they are laid to rest beneath farmland (tough as those are to find in the mountains) where their material bodies are returned to the earth to start the great cycle anew and help provide for future generations.

Before the burial the great shouting occurs. As the coffin is carried to its final resting point, friends and family of the deceased yell out accomplishments and deeds the dead managed in life. Presuming the dead was not despised, there is always something to be said, even if only to say they were a friend. History was once made when one particularly vile criminal drew many to their shout. A loud fury of voices raged before the remains were settled in the ground. Once the dirt was laid over the coffin, the priest charged with running the ceremony turned to the crowd. "It seems he has made some impression on you," he said, bowed his horned head, and left the stunned crowd. It was then that they realized they had given that criminal a grander sending than many heroes and pioneers, and the community grew quiet for some time.

## STEREOTYPES OF OTHER RACES

**Earth-Bound:** The most stable and reasonable of them all. They are our kin, even if their hooves do not split correctly. A small fault, and one I would suggest you look past—they are a curious but good people.

**Pegasus:** They are good friends with the griffons, which brings them close to us. We're all kids of the mountains and they don't cause too much trouble. A little temperamental and flighty perhaps, but they're alright when handled carefully.

**Unicorn:** They have a horn, but only one, and it points the wrong way. Funny thing, you never see two unicorns test their horns against one another. Instead of practicality, it lets them be lazy and hold themselves higher than others. Be wary, they have no respect for your horns.

**Leatherwing:** They live close to us being mountain-dwellers, but as griffons, pegasi, and cloven live atop these hills, they cower beneath them. They're welcome to share their stories but it is an invitation that often goes unanswered.

**Other Ponies:** They come in so many varieties and shapes. Let's judge them as people and assume they are alright. Ponies are ponies, right?

**Flutterponies:** We bore them. We come in simple shades and often lead simple lives. At least they appreciate our hospitality when they come by, rare as that may be, and they make pleasant guests. They're as capricious as the winds that carry them so tread gently, but know they are good people.

**Griffons:** They proudly claim we belong to them and occasionally their leaders will come and bark orders at ours. Fortunately their commands are few and far between, and



we've—after due process—not found fault in them, so far. Proud and loud the more polite of them are welcome, but the arrogant will learn we can defend ourselves.

**Phoenix Wolves:** The wolves of fire were made by ponies, I hear. They don't seem happy about it. Treat them gently and with respect—whatever their origin, they are welcome here if they come courteously.

**Pursian:** Unlike the terrestrial lions, these winged cats do come to us. They have silver tongues and will try to spin a yarn if it separates you from your gold—still, be nice. Most do have a legitimate ware to offer; listen first and decline later.

**Steel Heart:** They are made, not born. Two of them share in the making, however. Are they like us? They have parents. They do not wish to die. They can share a good story and enjoy good times. They may be sheathed in metal, but a heart of some sort beats in their chests. They deserve kindness until proven otherwise.

**Sun Cat:** Those wandering felines don't often come up this far into the mountains or into the cities of our pony cousins. As a result we don't interact often. Still, they have a love for family that is easily respected.

**Humanoids:** I have no quarrel with them, let me tell you, but it doesn't always go the other way around. We've never had a great nation to impress them so they see us as minor fey at best. Racist as a lot, but the kinder among them are worthy friends. Just watch out—they like getting rides, especially the shorter ones.

## CLOVEN FEATS (PF)

### DEFLECTED AGGRESSION (GENERAL)

*When someone begins speaking at you with anger and fire, bow your head, speak gently, and turn the tables while they're convinced they're getting what they want.*

**Prerequisite:** Cloven

**Benefit:** When intimidated in an attempt to shake you, you may resist with an opposed Diplomacy check (negating the attempt on a success). In addition, you gain a +3 circumstance bonus on Will saves to resist fear.

**Special:** NPCs treat this feat differently. In addition to the normal benefits of this feat, when the NPC is the target of an Intimidation check to alter their disposition towards someone they may willingly oblige the aggressor. If they do so, they may make an immediate Diplomacy check to improve the attitude of the intimidator. Assuming they do well enough, they could even ask the intimidator to reconsider the demand, but otherwise they are obliged to do as asked. This does not allow the NPC to otherwise use Diplomacy to influence player characters.

### SOFT-SPOKEN BULLYING (GENERAL)

*One does not always need to sound angry to make another person feel threatened. Sometimes a gentle reminder of what might happen is all that is required.*

**Prerequisite:** Cloven

**Benefit:** When the effects of your Intimidation checks fade, the target becomes Unfriendly instead of Hostile, presuming they began as Unfriendly or better to begin with.

### ARCANE DISCOVERY: PRACTICAL METAMAGIC

What purpose is there to learning new tricks if you can't use them when you need them? When casting a spell, you may add metamagic you possess to it spontaneously, to a maximum total level of the highest level spell you can cast. Every additional level so added becomes another round of casting before the spell is complete. The spell slot used is unchanged. You must be at least a 5th-level wizard to select this discovery. The spell slot used is unchanged.

### SPRINGY CLIMBER (GENERAL)

*Climbing on its own is boring, which is why you love to spring from platform to platform as you do it, making it fast and interesting.*

**Prerequisite:** Cloven, Climb 6 ranks

**Benefit:** When climbing, you do not take a penalty for moving quickly. You can jump without a running start without penalty, even mid-climb. When falling, you may make an Acrobatics check, even if the fall was unwilling. For every 5 points scored above 15, another 1d6 of falling damage is negated.

### STOIC ACCEPTANCE (GENERAL)

*All things must pass. Allow it to wash over you and you will be through to the other side faster than someone who tries to fight the flow.*

**Prerequisite:** Wis 13, cloven

**Benefit:** When called upon to make a Will save, you may willingly fail the result. If you do so, you may make a new saving throw on your next turn. You gain a bonus to this save equal to half your level. If you succeed this delayed save, it is as if you had passed the original (likely ending the effect).



## TOP OF THE WORLD (GENERAL)

*Just climbing, struggling to reach the highest point—that can be all a cloven needs to feel alive.*

**Prerequisite:** Cloven, Climb 3 ranks

**Benefit:** When attacking an enemy from height, you deal an extra 1d6 precision damage. You also retain your Dexterity bonus to AC while climbing.

## TRUE CONSUMPTION (GENERAL)

*The myth that cloven can eat anything is just that, still... some especially talented souls get close.*

**Prerequisite:** Cloven, level 8+

**Benefit:** Once per day, you can consume any Small or smaller sized object. If the object is attended by someone else and they do not wish it to be devoured, you must make a steal combat maneuver and if successful can consume it as part of the same action. The item is destroyed after 1d4 rounds. If it is magical it is activated with the cloven as the target each round. If the item is poisoned or diseased, the cloven is affected by it only once upon consumption. If the item is an artifact it becomes broken instead, but the cloven receives a hint as to how to truly destroy it.

## CLOVEN FEATS (5E)

### MOUNTAIN BODY AND MIND

*Prerequisite: Cloven*

All things will pass in time. You can weather the coming storm calmly and be ready for the next. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When called on to make an Intelligence or Wisdom saving throw, you may willingly fail it. The next round you may attempt the save with advantage. Succeeding then acts as if you had succeeded the first roll, possibly ending the ongoing effect, if any.
- You can consume any unattended Small or smaller object, destroying it within 1d4 rounds. The item is destroyed after 1d4 rounds. If it is magical it is activated with the cloven as the target each round. If the item is poisoned or diseased, the cloven is affected by it only once upon consumption. If the item is an artifact it becomes broken instead, but the cloven receives a hint as to how to truly destroy it.

## SPRINGY CLIMBER

*Prerequisite: Cloven, Strength or Dexterity 13*

Elevation seems like a thing pegasi have cornered but cloven quietly make their way to and fro, bouncing among tiny ledges on treacherous slopes.

- Climbing does not cost you additional movement.
- You may always jump as though you had a running start, even while climbing
- When falling you may make a Dexterity (Acrobatics) check, subtracting twice your result from the distance you fell for the purpose of determining falling damage.
- When attacking from the higher ground, your attacks deal an additional 1d4 damage.

## CLOVEN RACIAL TRAITS (PATHFINDER)

**Bright Smile:** You can bring a little light into anyone's day with a little effort. You love talking and getting to know people. You gain a +2 trait bonus to Diplomacy checks and gain it as a class skill. You must fail a Diplomacy check by 6 or more to cause a fall in attitude.

**Focused Craftsgoat:** You have an art and you mean to do it well. You practice even when you're not in an ideal situation, always working to improve. You gain a +2 trait bonus to a specific Craft and can make use of it without the proper tools and suffer no penalty.

**Kindness of Strangers:** You learned from a young age the importance of asking the right questions of the right people who have things you do not—gentle cajoling, proper flattery, and a bit of finesse takes you far. When seeking services (such as spellcasting or employing someone temporarily) you enjoy a 10% discount.

**Ornamented Horns:** You take great pride in the condition of your horns, hanging jewelry on them, having them carved in intricate patterns, and otherwise making them into a bold statement. When you are confused and could hurt yourself, you instead spend the round gazing fondly at your horns as best you can.

## CLOVEN MAGIC (PATHFINDER)

### EVOLVED THINKING

**School** transmutation; Level psychic 3, summoner 3

**Casting Time** 1 standard action

**Components** V, S, F (a finely made statuette of a species with at least 5 sub-races worth at least 200 gp)

**Range** short (25 ft + 5 ft/2 levels)

**Target** one living creature

**Duration** 1 min./level

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

Cloven are a remarkably solid and stable race. They never branched out or hybridized with so many other races as ponies have, and they're mostly alright with that. This spell draws in that power for those cloven that are jealous.

You can grant the target any evolution whose total cost does not exceed 2 evolution points. You may only grant one evolution with this spell, even if that evolution can be taken multiple times. You can grant an evolution that allows you to spend additional evolution points to upgrade that evolution. This spell cannot be used to grant an upgrade to an evolution that the target already possesses. The target must meet any prerequisites of the selected evolution with the exception of being an eidolon. The effective summoner level for this effect is equal to the caster's level.

### EVOLVED THINKING, GREATER

**School** transmutation; **Level** psychic 5, summoner 5

This spell functions as *evolved thinking*, except that you can grant any evolution whose total cost does not exceed 4 evolution points.

### JAGGED HORNS

**School** transmutation; **Level** druid 2, hunter 2, ranger 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** self

**Duration** 10 minutes/level

**Save** none; **Spell Resistance** no

This spell causes the caster's cloven horns to grow jagged and wickedly sharp. For the duration of the spell, the caster's gore damage dice increases by one size and its critical range increases by 1 (typically to 19–20). When the caster critically hits a creature, the target loses a gout of blood, taking an additional 1d10 precision damage.

### MOUNTAIN HOME

**School** divination; **Level** druid 2, psychic 2, shaman 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** self

**Duration** 1 hour/level

**Save** none; **Spell Resistance** no

Mountains are home and cloven magic finds it easy to remember that. For the duration of the spell, the caster gains favored terrain (mountain) +2 (as the ranger ability). If the caster already had mountain as a favored terrain, the bonus increases by +2.

### SMALL FAITH

**School** divination; **Level** cleric 1, paladin 1, shaman 1

**Casting Time** 1 standard Action

**Components** V, S, F (a set of prayer beads and assorted holy symbols worth at least 25 gp)

**Range** personal

**Target** self

**Duration** instantaneous

**Save** none; **Spell Resistance** no

The cloven claim no great god of their own. No protecting deity smiles down them, save for a brief mention by the Author. Gathering symbols of other gods, a cloven may make a more generic plea to the cosmos. It often results in little but sometimes a politely worded query may merit a result. The chance of any answer is three times their caster level made into a percentile (for example, a 7<sup>th</sup> level caster succeeds on a d100 roll between 1 and 21). On a success, the god or goddess of the GM's choosing gives a hint to a question. The hint can be no more than three words long. Casting this spell more than once in a week's time with the same question returns the same answer.

### THUNDEROUS CHARGE

**School** evocation; **Level** bloodrager 2, cleric 2, paladin 2, shaman 2, sorcerer/wizard 2

**Casting Time** 1 full-round action

**Components** S

**Range** personal

**Target** self

**Duration** instantaneous

**Save** none; **Spell Resistance** yes (target only)

As part of the casting of the spell, the caster must charge a target with their horns and make a gore attack. On a successful hit the caster deals its normal gore damage and makes an immediate bull rush combat maneuver check with a bonus equal to half caster level + 2 (from charging). The cloven may not move with the victim. If they succeeded by at least 5, the victim is also knocked prone.

### CLOVEN MAGIC (5E)

#### JAGGED HORNS

*2nd-level transmutation*

**Class:** Druid, Ranger

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 hour

This spell causes your cloven horns to grow jagged and wickedly sharp. For the duration of the spell, your gore damage dice increases by one size, and anytime you suc-

cessfully land a critical hit with your gore attack, if the attacked target is a creature other than an undead or a construct, it must succeed on a Constitution saving throw or lose hit points equal to your gore's damage die at the start of each of its turns due to a vicious wound. Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the attacked target receives magical healing.

### MOUNTAIN HOME (RITUAL)

*2nd-level divination*

**Class:** Druid, Ranger

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 8 hours

Mountains are home, and cloven magic finds it easy to remember that. For the duration of the spell, you gain the benefits of the ranger's Natural Explorer feature with Mountains as your favored terrain. If the you already have the Natural Explorer feature and Mountains as your favored terrain, you gain advantage on all Wisdom and Intelligence checks related to Mountainous terrain that you are proficient in, no longer have to travel alone to move stealthily at a normal pace, and find four times as much food and water when you forage instead of twice as much.

### SMALL FAITH (RITUAL)

*1st-level divination*

**Class:** Cleric, Paladin

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a set of prayer beads and assorted holy symbols worth at least 25 gp)

**Duration:** Instantaneous

The Cloven claim no great god of their own. No protecting goddess smiles down them, save for a brief mention by the Author. Gathering symbols of other gods, a cloven may make a more generic plea to the cosmos. It often results in little, but sometimes a politely worded query may turn a result. The chance of any answer is 10 percent. On a success, the god or goddess of the GM's choosing gives a hint to a question. The hint can be no more than three words long. Casting this spell more than once in a week's time with the same question returns the same answer.

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random answer. The GM makes this roll in secret.

**At Higher Levels.** When you cast this spell using a spells lot of 2nd level or higher, for each spell level above the first the chance of receiving an answer increases by 10

percent (to a maximum of 90 percent).

### THUNDEROUS CHARGE

*2nd-level evocation*

**Class:** Cleric, Paladin, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

As part of the casting of the spell, you must move towards a target, up to a maximum of your remaining movement, and make a melee weapon attack. If this attack hits, the target must make a strength save. On failure, the target is forced back 5 feet plus an additional 5 feet for every 10 feet you traveled towards them after casting this spell, and is knocked prone. On success, the target only moves back 5 feet plus an additional 5 feet for every 20 feet traveled and is not knocked prone.





## FLUTTERPONIES

### FLUTTERPONY POWER

Innately creatures of the air, flutterponies seem to have full mastery over their flights, bobbing in place or making sharp turns with ease. Some say that they are like elemental creatures, at ease when air is all around them.

Their origins as hungry packs of tiny flutters have not been forgotten. Their bodies remember it even if they don't think of it, and they can reduce themselves towards their old size for a limited time. They are much larger than they once were and reclaiming their smaller forms completely requires a great deal of effort and training—what is done cannot be so easily undone.

As creatures that are fundamentally of light and color, even in the darkest of places they can shed a little illumination from their antennae. Though not drawn dangerously to flames as some insects, flutters do find them fascinating and will gladly spend a little time admiring the dangerous charms of a wild flame. It seems to relax them, especially in times of stress or fatigue.

Flutterponies do not have brands of destiny no matter how much they might want to be just like their pony peers. Some go as far as to have intricate patterns and pictures painted on their flanks, the more extreme even employing magic to have it made permanent in a display of solidarity with pony kind. A well-designed brand can draw curious stares and some admiration from fellow flutters.

### FLUTTERPONY NAMING

The first name of flutterponies tends to be something that references color, art, or light. A few more common names are Spectrum, Splash, Bright, Purple, Rainbow, and Small.

Flutterponies have last names seemingly at random. They only rarely pass from one generation to the next. Examples include: Flash, Dash, Smash, Lash, Stash, or a profession's title.

### A BRIEF HISTORY OF FLUTTERPONIES

Once wild and dangerous creatures, flutterponies traveled in great swarms that could tear a pony apart while denying them any magic to escape their hungry grasp. They've come a long way since then but of course, even that is just the midpoint of their tale.

It all began long ago, in a time when there were no ponies. Wandering in packs of butterflies, moths, dragonflies, and other delicately winged insects, they tore eagerly at any source of magic they could find. To elves and other early settlers of the land, they were a scourge.

Their god was the Hive Queen, for who else could it be? They were tied strongly to her and thrived despite every attempt at elimination.

Then the ponies came.

## FLUTTERPONY PATHFINDER ATTRIBUTES

**+2 Dexterity, +2 Charisma, –2 Strength:** Flutterponies are agile and likable but not as powerfully built as other ponykind.

**Flutterpony:** Flutterponies are fey with the flutterpony subtype.

**Medium:** Flutterponies are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Flutterponies have a base speed of 30 feet (30 feet bipedal).

**Butterfly Wings:** Flutterponies have a fly speed of 30 feet (average).

**Low-Light Vision:** Flutterponies can see twice as far as humans in conditions of dim light.

**Fingerless:** See fingerless rules on page 2.

**Four-Legged:** Flutterponies gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

**Pony Kin:** Any effect, archetype, bloodline, feat, or item that requires or affects ponykind functions fully for flutterponies.

**Small Origins:** A flutterpony can use *reduce person* once each per day, using its character level as its caster level and affecting itself only.

**Glowing:** As an at-will supernatural ability, flutterponies can emit 5 feet of dim light from their antennae (equivalent to a candle). Igniting or dousing a flutterpony's light is a free action.

**Languages:** Flutterponies begin play speaking Common. Flutterponies with high Intelligence scores can choose from the following: Auran, Elvish, Gnomish, and Sylvan.

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## RACIAL SUBTYPES (PATHFINDER)

### DRAGONFLY

Just as colorful as the butterflies, dragonflies are easy to pick out with their four long wings that beat in different patterns, enabling the flutterpony to fly with uncanny grace. They may be bright and welcoming, but their razor-sharp teeth are a clear reminder that they come from predator stock.

- A dragonfly flutterpony increases its Wisdom by +2, reduces its Charisma by –2, gains a primary bite attack that deals 1d6 slashing and piercing damage, and gains Skill Focus (Fly) as a bonus feat. These replace the glowing and small origins racial traits.

### FERAL

Not all flutterponies have shed their wild origins. Ferals are throwbacks born without the tie to ponykind that others share—unruly by nature, they are watched carefully for misbehavior and can be blamed at times for things they didn't do. They are the most likely to be encountered during the pre- and mid-empire eras before flutterponies settled down as a whole.

- A feral flutterpony increases its Strength by +4, reduces its Dexterity and Charisma by –2, and gains the following ability. This replaces the pony kin trait.
- **Magic Disruption:** Whenever you force a creature to make a concentration check due to damage from a melee attack or casting defensively within your threatened area, the DC is increased by +3.

### MOTH

Pitied by your colorful peers, moths are sturdy souls. Some seek to express the colors inside their souls through art, song, performance, or even martial prowess to prove the rainbow of their species still burns brightly in them.

- A moth flutterpony increases its Constitution and Wisdom by +2 and reduces its Dexterity and Charisma by –2.

## FLUTTERPONY FAVORED CLASS OPTIONS (PATHFINDER)

- Flutterponies have access to ponykind favored class options.

## FLUTTERPONY 5TH EDITION ATTRIBUTES

*These attributes are different than presented in the campaign book, making room for alternative subraces. If you wish to continue being a standard flutterpony, select the butterfly subrace.*

**Ability Score Increase.** Your Dexterity score increases by 2.

**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.

**Fey Born.** You count as fey for all purposes.

**Fingerless.** You may use your mouth as one hand and are considered Small-sized when determining the weapons they are able to wield.

**Four-Legged.** Being a four-legged creature, you can bear greater weights than a human of the same strength without being encumbered (increasing your carrying capacity by 50%). You gain advantage on any ability checks or saving throws to avoid the prone condition.

**Glowing.** You can emit light from your antennae equivalent to a candle (5-foot-radius of bright light plus an additional 5-foot-radius of dim light). You can ignite or douse this light once per turn without needing to use an action to do so.

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

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## RACIAL SUBTYPES (5TH EDITION)

### BUTTERFLY

The most common form of flutterpony, butterfly flutters strut their stuff and proudly display their bold colorations wherever they go. Born aloft on delicate wings, they dance in place with skill that could put many pegasi to shame with the sheer ease of it.

- **Ability Score Increase.** Your Charisma score increases by 1.
- **Butterfly Wings.** You have diaphanous wings. You gain a fly speed of 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.
- **Pony Kin.** Any effect, class specialization, feat, or item that requires or affects ponykind functions fully for you.
- **Small Origins.** You may shrink yourself as per the reduce function of the enlarge/reduce spell. After you use this feature, you can't use it again until you complete long rest.

### DRAGONFLY

Of all the flutterponies none fly more adroitly than dragonflies, their four long wings as colorful as the butterflies but beating in different patterns that grants them their superior mobility. Their ancestors were clearly predators but despite their lethally sharp maws, they tend to be vibrant and genial.

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Dragonfly Wings.** You have diaphanous wings. You gain a fly speed of 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.
- **Sharp Teeth.** You have a built in natural weapon in the form of a bite attack that deals 1d6 slashing damage. You may use this bite attack as though it were a finesse light weapon.
- **Pony Kin.** Any effect, class specialization, feat, or item that requires or affects ponykind functions fully for you.

## RACIAL SUBTYPES (5TH EDITION CONTINUED)

### FERAL

Some flutterponies are born without a deep connection to ponykind, the savageness of their ancestry defining much of their being. Ferals are regarded carefully by their more civilized kin due to their rambunctiousness, often unfairly accused of malfeasance even when innocent. Encounters with ferals are most likely before the flutterponies settled down as a whole (during the pre- and mid-empire eras).

- **Ability Score Increase.** Your Strength score increases by 1.
- **Butterfly Wings.** You have diaphanous wings. You gain a fly speed of 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.
- **Magic Disruption.** Your wrath spells doom to the ongoing spells of others. Whenever you hit with a melee weapon attack a creature who is maintaining a concentration spell, the DC of the Constitution save to not lose the spell is increased by 2.
- **Small Origins.** You may shrink yourself as per the reduce function of the enlarge/reduce spell. After you use this feature, you can't use it again until you complete long rest.

### MOTH

Drab in comparison to their flighted kin, the resilient moths express their colorful souls through artistry, music, performance, or even mastery over the art of combat—proving that their species' rainbow radiates just as strongly within them as any of their more vivid brethren.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Butterfly Wings.** You have diaphanous wings. You gain a fly speed of 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.
- **Pony Kin.** Any effect, class specialization, feat, or item that requires or affects ponykind functions fully for you.
- **Small Origins.** You may shrink yourself as per the reduce function of the enlarge/reduce spell. After you use this feature, you can't use it again until you complete long rest.

The Hive Queen beheld these new creatures and found her wish to remain patron of insects waning. As she grew to admire these ponies, so did the swarm, who were tied so closely to her. They changed bit by bit, generation by generation until they were soon like little ponies with their gossamer wings—still feral, dangerous, and wild, but closer.

Then the Hive Queen formally shed her title. She cast it aside angrily and took up a new name, Kara, and welcomed a tribe of ponies under her: the doppelgangers. This shift did not go unfelt by her true children and they too shed their original purpose. With sudden fury, they weren't satisfied with what they were—they wanted more. They came together in great dense swarms and where there were many, became one. Flutterponies were born.

Even as ponies struggled to form and upkeep their empire, flutterponies were working to realize what they were. They sang praises to their mother, even if they didn't know who she was, even if she never replied. They instinctively knew their praises to the Hive Queen fell on deaf ears but were a constant irritation in Kara's hide.

As they steadily grew more civilized and began to work towards founding their great city of Prisma, flutterpony culture took formal root. While they still sing songs to the original 'mother of the hive', who clearly was the origin of them, they have no idea that Kara is now only what remains of her or that they are being actively ignored by a god that has forsaken their original purpose.

By the time the great city of Prisma was erected—tall and dazzling to the eyes—the Pony Empire was already sliding into ruin. The flutterponies were aghast to know they had been too slow to rise to the pony's level, but they were adamant in doing it right. They opened their doors wide to all ponies; any pony that wished to live among them was welcome. Empire or not they were all ponies, or so flutterponies said.

## LIFE OF FLUTTERPONIES

Taking after ponies, flutterponies often try to arrange themselves in classic marriages of a male and a female. Together they produce a bundle of joy and are usually swept

up in the happiness of raising their youth—at first. It doesn't take long for the excitement of the journey to wear thin for many flutterponies. Some say that the flighty nature of flutterpony relationships reflects the cruel blow dealt to them as a whole by their own progenitor; her rejection of herself and propensity to always seek the better lingers in her colorful children.

To combat this trend Prisma and other flutterpony communities consider it a communal responsibility to support a crèche where flutterponies or ponies that revel in rearing youth are entrusted with the task. If a flutterpony couple tire of raising their young they surrender it to the local crèche and are then free to divorce and pursue their own goals. Sometimes they repeat the process, even with the same flutter (though not often).

Flutterponies, raised by their parent(s) or by a crèche's caretaker, are encouraged from a young age to revel in the color that defines them and their species. They are also given a broad education while those that care for them look for talents, aptitudes, or just things the child particularly likes. Once such a thing is found their learning becomes more focused—flutterponies age quickly so it is considered important to give them the knowledge required to ready them to face the world when they hit maturity in only one decade's time.

Eager to show their colors to the world, most flutterponies are in a hurry to leave the nest and explore as an adult. Before this happens the flutterpony and any friends of the same age are brought together for a great celebration to welcome their arrival at adulthood. If their parents are living and present they are invited to see the youth they created. For some this may be the only time they see their parents—estranged or not, it is an evening for high spirits and usually ends with mirth on all sides.

Once formally inducted into adulthood, the flutterpony is free to begin their life as a grown member of the community. They throw themselves eagerly into their chosen career and seek to show their radiance wherever they can. Among multi-racial settlements, others often find the endless energy of younger adult flutterponies to be a bit troubling.

When a flutter feels they have reached full mastery of their talent they may decide to pursue another path or to dedicate their life entirely to the task. The more ponies—true ponies—they are in contact with, the more likely they are to stick with what they have chosen, attempting to emulate the fate-driven devotion of their equine peers.

For those who do not master a talent, this is the most common time (if they didn't immediately hurl themselves into it) to consider the life of adventure and glory. When asked why the craving for adventure seems to bite so many flutters, the flutters reply with an adage. "We live half as long, shine twice as bright, and who better to show the way in dark places?" While they are not literally half as enduring as ponies, their shorter time to enjoy life is hardly a fact

they can escape.

As a flutterpony reaches their middle ages their color begins to pale. The change is subtle and barely noticeable to pony or human eyes, but to a flutter the change is severe and often terrifying. Flutters are known to enter a state of depression upon realizing their time is reaching an inevitable end despite any jokes they may have cracked about it before. If they live in a flutterpony community, others—friends or not—often gather to encourage such an aging flutterpony. Without being asked they gather all the lore they can of the afflicted flutter and celebrate all the accomplishments their depressed friend has managed, even if those aren't great in number.

After a flutter recovers from that moment they often calm down and begin treating life more seriously. This is when flutters tend to retire to work in a community crèche and engage in other activities to make the future better. When advanced age comes to a flutter their color loss becomes noticeable even to non-flutterpony eyes. Graying with age, reactions vary from flutter to flutter with some growing resentful of their short time while others become even more focused on leaving the world better than they found it. Some choose to laugh at it all away, keeping a smile until the last day.

How a flutter ultimately faces death is a personal journey be it alone or surrounded by friends or family, but it does come. When the death is discovered the reaction is one of shock no matter how old the flutterpony was when age claimed them—to be reminded of their mortality in the most visceral way shakes the heart of those who see it. It is often for this reason that proper funerals are rare.

The most traditional method to bid their fallen friends farewell is to cremate the remains and bury them where they may encourage a tree to grow. Their antennae are saved and given a special alchemical treatment that causes them to glow gently as a reminder of the flutterpony that once bore them. It is often written in the will of a flutterpony who should receive one or both of them.

## STEREOTYPES OF OTHER RACES

**Earth-Bound:** What's not to love about them? They're great to be around and if one decides they like you, you're in forever! Some of them are a bit dazzled by our colors, so be gentle.

**Unicorn:** They think they're the smartest thing around. If that was true, why aren't they twice as bright? They should learn to use magic better.

**Clockworks:** They can and often do paint themselves in wonderful ways. If you know how to paint well, you can become fast friends with them. Just try to avoid asking questions about their, um, condition.

**Chaos Hunter:** So dour, so serious...they're not very



fun to be around but it's for a good cause, I guess?

**Doppelganger:** Something feels natural around them—when I run into a doppelganger, I just want to make a new friend. Sadly, they don't seem to return the sentiment.

**Gem Ponies:** A pony that shimmers in light? It's like they were made for us. They say they represent hope—I can live with that.

**Leatherwing:** I don't understand them. They hide from the light. They hide from everything. Why would anyone be happy that way?

**Short-Legs:** Small ponies. Loving ponies. Happy ponies. If you want a pony for a partner, in love or work, they will accept a sincere offer. They also won't get too pouty when you're done with it. You're a lucky flutterpony if you have a short-leg in your life!

**Sun:** They bake in the sun and call it a swell time. Now I don't mind a little heat, but I don't want to whiten in the sun! How horrible to even consider. I'll stay in the forest and leave the desert to them. If they visit, that's different—they wear colorful clothes and know how to party.

**Tribe of Bones:** They dress in drab colors and celebrate

the end of rainbows. I don't like it.

**Antean:** They're all the great parts of a pony, only bigger! Want to do something fun? Get all your friends, shrink down, and go for a ride. I love these big guys.

**Ghost Ponies:** I never saw one before. I wonder what they're like...

**Sea Ponies:** Ponies of the sea? Curious, but usually nice. If you like swimming, they're your buddy. Dragonflies seem to really get along with them.

**Zebra:** They lack colors on their pelt—as a rule—but there's no hiding the bright shine of their souls. They know things and love speaking with a colorful spray that matches what their pelt lacks. They are worthy of being called peers.

**Cloven:** Gentle dwellers of the hills and mountains. They get along with...everyone, I'm told. There's no reason to be upset about a cloven, except their lack of colors. Ah well—they can't help it.

**Griffons:** They have no respect for us and live far away in mountains. Maybe it's for the best?

**Phoenix Wolves:** There aren't many of them. Did you know they eat ash? How crazy is that...? If I see one, I'm going to try to invite it to a dance.

**Purrsian:** They arrive in colorful clothing, speak colorful words, and act radiantly. If you're not careful, they'll snatch your colors as price for what they're trading. Fun, but dangerous.

**Steel Heart:** I don't get it. Who made them? Did anyone make them? They like colorful metals in their coats, I can appreciate that, but they're also immortal! Entire lines can grow and die in one's lifetime.

**Sun Cat:** They don't often prowl the forests of our home, but they're welcome as they pass by. Rarely do they stay long. Our circles just don't overlap.

**Humanoids:** They come in many shapes and sizes and I can respect that, except each one hates all the other shapes and sizes. Shame. Ponies come in a dizzying variety and we like them all!



## FLUTTERPONY FEATS (PF)

### AERIAL SNATCH (COMBAT)

*Just like a true dragonfly, you can intercept a target mid-air and bring your legs together to trap it securely before delivering the lethal blow.*

**Prerequisite:** Dragonfly subtype

**Benefit:** While flying, you gain a +2 racial bonus to combat maneuver checks to start or maintain a grapple. If you are grappling something smaller

than you, you do not become grappled in return. While grappling, the critical threat range of your bite increases by 1 (normally to 19–20).

### DRAB (GENERAL)

*While many of your peers claim that to be dazzling is to know success, you see your simple patterns as a chance to be grounded.*

**Prerequisite:** Moth subtype

**Benefit:** You gain a +2 circumstance bonus to saves against illusion spells that rely on patterns or figments. Allies affected by a spell that includes you as a target gain this bonus as well.

### DRAGONFLY FLIGHT (GENERAL)

*While all flutterponies are known for their agility, dragonflies take it to the next level.*

**Prerequisite:** Dragonfly subtype

**Benefit:** Any time you are called to make a Fly check, you may roll twice and take the better result. When attacked with a melee weapon as an attack of opportunity, if you are flying you may lower the number of attacks of opportunity you can make this round (minimum 0) to move 5 feet. If this causes you to exit the attacker's reach, the attack gains a 50% miss chance. You must roll Acrobatics to avoid any attacks of opportunity this may provoke from additional creatures. This movement counts against your next round's movement.

### FEATHERED MOTH (GENERAL)

*While most flutterponies are sleek, you buck that trend with a figure that is best described as “fluffy”.*

**Prerequisite:** Moth subtype

**Benefit:** Your fur is especially dense and your antennae are feathered and fluffy to the touch. You gain cold resistance 5 and fire resistance 5. At 10th level, these resistances increase to 10.

### MAGIC FEAST (GENERAL)

*Flutters were originally predators of magic and you have not forgotten this beginning.*

**Prerequisite:** Feral subtype

**Benefit:** You may, as a standard action, attempt to devour a single magic effect as per *dispel magic*, using your character level as your caster level. Doing so makes you fatigued. If you are incapable of becoming fatigued or are already exhausted, you cannot use this ability. If you succeed

at dispelling the target spell, the next caster level check you make within a minute gains a +2 circumstance bonus and you are satiated as if you ate enough food and drank enough water for a day. At 10th level it operates as *greater dispel magic* and can target multiple spells or an area effect. The bonus gained from dispelling a spell does not stack with itself. This is a supernatural ability.

### WING DUST (GENERAL)

*They say moths are drawn to flames, but sometimes they can be the source of the light.*

**Prerequisite:** Moth subtype, level 5+

**Benefit:** Once per day, you can flutter your wings, spreading brightly glowing flecks that stick to everyone around you, operating as a *glitterdust* with you as the target (though you are not affected by it). The caster level is equal to your character level and its DC is based on your Charisma.

### FLUTTERPONY FEATS (5E)

#### AERIAL PREDATOR

*Prerequisite:* Dragonfly subrace

Like a true dragonfly, your abilities to fly and hunt are finely honed. You gain the following benefits:

- While flying, you gain advantage to ability checks to start or to keep a grapple.
- You may prevent a creature you grapple in mid-air from falling.
- When attacking a target with the grappled condition your bite attack scores a critical hit on a roll of 19 or 20.
- You gain advantage on ability checks related to aerial maneuvers and stunts.
- As a reaction, when you are targeted by an opportunity attack while flying you may first make a sudden movement of 5 feet. If this takes you out of the weapon's reach the attack is made with disadvantage. This movement can provoke opportunity attacks from attackers beside the one that triggered the movement.

#### FEATHERED MOTH

*Prerequisite:* Moth subrace

While most flutterponies are sleek, you buck that trend with a figure that is best described as “fluffy”. Your fur, while not as dazzling as most flutters, serves as a centering set of hues.

You gain the following benefits:

- You gain advantage on saving throws against illusions.
- You gain resistance to fire and cold damage.

## FLUTTERPONY CLASS ARCHETYPES (PATHFINDER)

These archetypes are available to flutterponies.

### DAZZLING WARRIOR (FIGHTER)

Flutterponies were made to impress. With bold moves and maneuvers as dazzling as their name, they make an impression on any battlefield.

**Striking Blow:** When a dazzling warrior aims well, they make sure their enemy knows it. Any time a dazzling warrior successfully hits with a weapon attack and exceeds the target's AC by 5 or more, they may spend an immediate action to make an Intimidation check against the target. This ability replaces the 1st-level fighter bonus combat feat.

**Rainbow Assault:** At 6th level, a combination of a dazzling warrior's natural colors and pointed attacks can keep enemies off-kilter and focused on them. Whenever a dazzling warrior takes the full attack action and makes at least two attacks on an enemy that successfully hit, that enemy gains a -1 penalty to hit anyone other than the dazzling warrior until the end of the dazzling warrior's next turn. This penalty increases by 1 for every 3 fighter levels the dazzling warrior has, to a maximum of -7 at 18th level. This ability replaces the 6th-level fighter bonus combat feat.

**Born to Impress:** At 7th level, a dazzling warrior gains the ability to take advantage of their mobility when free of the heavy armors they may have worn while practicing to this point. In medium armor, a dazzling warrior gains a +1 dodge bonus to AC. In light armor, the dazzling warrior gains a +2 dodge bonus to AC. When wearing light armor and not using a shield, this becomes a +3 dodge bonus to AC. This ability replaces armor training 2 (at 11th level the dazzling warrior gains armor training 2 and at 15th level the dazzling warrior gains armor training 3).

## RACIAL CLASS SPECIALTIES (5TH EDITION)

### DAZZLING WARRIOR (MARTIAL ARCHETYPE)

Aces in the air, the maneuvering of dazzling warrior flutterponies make them impressive foes on the battlefield.

**Striking Blow.** When you aim well, you make sure your enemy knows it. Starting at 3rd level when you select this archetype, any time you land a melee weapon attack that exceeds the target's AC by 5 or more on the attack roll, you may attempt to intimidate the target as a reaction. Make a Charisma (Intimidation) ability check opposed by the target's Wisdom (Insight) check. If successful, the target is

frightened until the end of your next turn.

**Artful Movement.** Your movement is a carefully cultivated spectacle. At 3rd level, you gain proficiency with Performance and your proficiency bonus doubles on any Charisma (Performance) checks that involve you dancing (or similar forms of expression).

**Prismatic Display.** Starting at 6th level, you may, as an action, begin a series of mesmerizing movements, forcing all creatures within 15 feet who can see you to make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier). On a failure, a creature becomes charmed until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect until the end of your next turn. While charmed by this effect, victims are considered incapacitated and have their movement reduced to 0. Affected creatures cease to be charmed if they take any damage or if someone else uses an action to snap the creature out of it. Once you use this feature, you must finish a short or long rest before you can use it again.

**Rainbow Assault.** At 10th level, a combination of your natural colors and your pointed attacks can keep enemies off-kilter and focused on you. Whenever you successfully hit with at least two melee weapon attacks on a single target since the start of your last turn, that target has disadvantage on all attack rolls against anyone other than you until the end of your next turn.

**Born to Impress.** At 15th level, you gain the ability to take advantage of your mobility when free of the heavy armors you may have worn while practicing to this point. While you are unarmored and not using a shield, your armor class is 10 + your Dexterity modifier + your Charisma modifier. If you are wearing light armor and not using a shield, you may add your Charisma modifier to your armor class (maximum increase of 3). If you are wearing medium armor or not using a shield while wearing heavy armor, you instead increase your AC by 1.

**Sight to Behold.** Starting at 18th level, whenever you use Striking Blow or Rainbow Assault, you may affect a number of additional targets equal to half your Charisma modifier (minimum 1) in addition to your normal target. Regardless of the number of foes affected, you only make one roll to intimidate when you make a Striking Blow

## FLUTTERPONY RACIAL TRAITS (PATHFINDER)

**Loud Personality:** Being brightly colored isn't quite enough—other people have to hear you and understand the colors inside as well. Flutterponies with this racial trait gain a +1 racial bonus to Diplomacy and Intimidation and choose one of these skills to become a class skill.

**Magic Resistant:** The ancient predation of magic has not left some flutterponies. Flutterponies with this racial

trait gain a +1 racial bonus on saving throws against spells and spell-like abilities.

**Rainbow Defined:** Flutterponies tend to become quite used to bright colors and dizzying patterns. Flutterponies with this racial trait gain a +2 racial bonus on saving throws against pattern effects and spells.

**Swarm Tactics:** Being in confined quarters with allies feels natural to flutterponies, almost comforting. Flutterponies with this racial trait may share space with an ally, gaining a +1 shield bonus to AC while doing so.

## FLUTTERPONY MAGIC (PATHFINDER)

### DISTRACTING PATTERN

**School** illusion [pattern, mind-affecting]; **Level** bard 2, magus 3, psychic 3, summoner 3, sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** personal  
**Target** self  
**Duration** 1 min./level  
**Save** none; **Spell Resistance** no

You become shrouded in otherworldly shades and hues that dance around you. Allies within 30 feet are stimulated just enough to gain a +3 circumstance bonus to saving throws when affected by patterns or other effects that rely on sight (such as a gaze attack). This bonus increases by +1 for every five caster levels.

### HIVE SYMBIOSIS

**School** enchantment; **Level** druid 3, shaman 3  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** touch  
**Target** one creature/3 levels  
**Duration** 1 min./level  
**Save** none; **Spell Resistance** no

Drawing on the old ties between flutterponies and nature itself, even the plants remember when you were a key part of their ecology. For the duration of the spell, those affected by the spell are not hindered by difficult terrain caused by plants. If the plants are magically influenced, you may make a caster level check as you or an ally attempts to move through it against a DC of 11 + the caster level of the spell or effect (minimum DC 12). A success suppresses the effect for 1 minute. While the spell is active, those affected by it are also aware if any given plant within 5 feet is edible or poisonous. They also gain a +3 circumstance bonus to Climb and Stealth checks involving vegetation.

### INSECT HARMONY

**School** conjuration; **Level** bard 4, druid 4, shaman 4, summoner 4  
**Casting Time** 1 standard action  
**Components** V  
**Range** personal  
**Target** self  
**Duration** 10 minutes/level  
**Save** see text; **Spell Resistance** yes

You focus on the ancient ties of your breed with a little song. You were once monarchs of the insect kingdom and traces of that ancestry remain. For the duration of the spell, you are protected from insects, bugs, and related creatures as per *sanctuary*. When you are within 40 feet of a non-intelligent swarm, at the start of your turn there is a 25% chance you may correctly predict what its actions will be that round even if it's not insectoid. You may expend the spell to try to seize control of a single insect's mind (as per *dominate monster*), even if it is normally immune to mind-affecting abilities; this ends the other effects of the spell and the dominate effect persists for the remaining duration.

### PONY'S KIN

**School** conjuration [healing]; **Level** bard 2, summoner 2, witch 2  
**Casting Time** 1 immediate action  
**Components** V, S  
**Range** touch  
**Target** one non-flutterpony ponykind  
**Duration** instantaneous  
**Save** none; **Spell Resistance** yes (harmless)

With an impassioned plea for the safety of your kin and a gentle pat on the area of injury, the kinship of your people for ponykind helps channel a wave of positive energy that heals the target for 2d8 points of damage + 1 point per caster level (maximum +10). If the target is fatigued, shaken, or sickened, one of the conditions (caster's choice) is removed.

### SMALL RUSH

**School** transmutation; **Level** alchemist 2, bloodrager 2, inquisitor 2, paladin 2  
**Casting Time** 1 standard action  
**Components** V  
**Range** personal  
**Target** self  
**Duration** 1 round  
**Save** none; **Spell Resistance** no

With a shrill cry you shrink abruptly, becoming Tiny-sized. You gain a +50 ft. enhancement bonus to your speed and gain a +4 natural armor bonus to your AC until the end of the round. Rolls to start or maintain grapples against you

while this spell is active have a 50% chance of failing entirely.

## FLUTTERPONY MAGIC (5E)

### DISTRACTING PATTERN

*2nd-level illusion*

**Class:** Bard, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Personal

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You become shrouded in otherworldly shades and hues that dance around you. Allies within 30 feet are stimulated just enough to gain advantage on saving throws to resist patterns or other effects that rely on sight (such as a gaze attack).

**At Higher Levels.** When you cast this spell using a spell slot of 3rd-level or higher, those affected gain a +1 bonus to the same saving throw per level above 2nd-level it is cast.

### HIVE SYMBIOSIS

*3rd-level enchantment*

**Class:** Bard, Druid

**Casting Time:** 1 action

**Range:** Touch (two targets)

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Drawing on the old ties between flutterponies and nature itself, even the plants remember when you were a key part of their ecology. The targets of this spell are not hindered by difficult terrain caused by non-magical plants. In addition, whenever the targets attempt to move through plants that are magically influenced, they may make an ability check with your spellcasting ability against DC 8 + the caster's spellcasting ability modifier of the spell or effect (minimum DC 9). A success suppresses the effect for 1 minute and you may only make a single check against a given magical effect once per casting of this spell. While *hive symbiosis* is active, those affected by it are also aware if any given plant within 5 feet is edible or poisonous. They also gain advantage to Climb and Stealth checks involving vegetation.

**At Higher Levels.** When you cast this spell using a spell slot of 4th-level or higher, you may target one additional creature for every spell slot above 3rd.

### INSECT HARMONY

*4th-level conjuration*

**Class:** Bard, Druid, Warlock

**Casting Time:** 1 action

**Range:** Personal

**Components:** V

**Duration:** Concentration, up to 1 hour

You focus the ancient ties of your breed with a little song. You were once monarchs of the insect kingdom, and traces of it remain. For the duration of the spell, you are affected as if by *sanctuary* against insects, bugs, and related creatures. If a swarm with an intelligence of 3 or less within 40 feet of you that can perceive you takes a turn, there is a 25% chance you may determine its actions that round, even if it's not insectoid. You may abandon the normal benefits of this spell as an action to instead try to seize control of a single insect's mind, even if it is normally immune to the charmed condition. This functions as per *dominate beast* and persists for the remaining duration of this spell if successful.

### PONY'S KIN

*2nd-level evocation*

**Class:** Bard, Cleric

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

With an impassioned plea for the safety of your kin and a gentle pat on the area of injury, the kinship of your people for ponykind helps channel a wave of positive energy that heals the target (who must be ponykind, but not a flutterpony). The target regains a number of hit points equal to 2d8 + your spellcasting ability modifier. If has the charmed, frightened, or poisoned condition, one of the conditions (caster's choice) is removed.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd-level or higher, you may select another condition to be removed simultaneously and the healing is increased by 1d8 for every spell slot above 2nd.

### SMALL RUSH

*2nd-level transmutation*

**Class:** Paladin, Warlock

**Casting Time:** 1 action

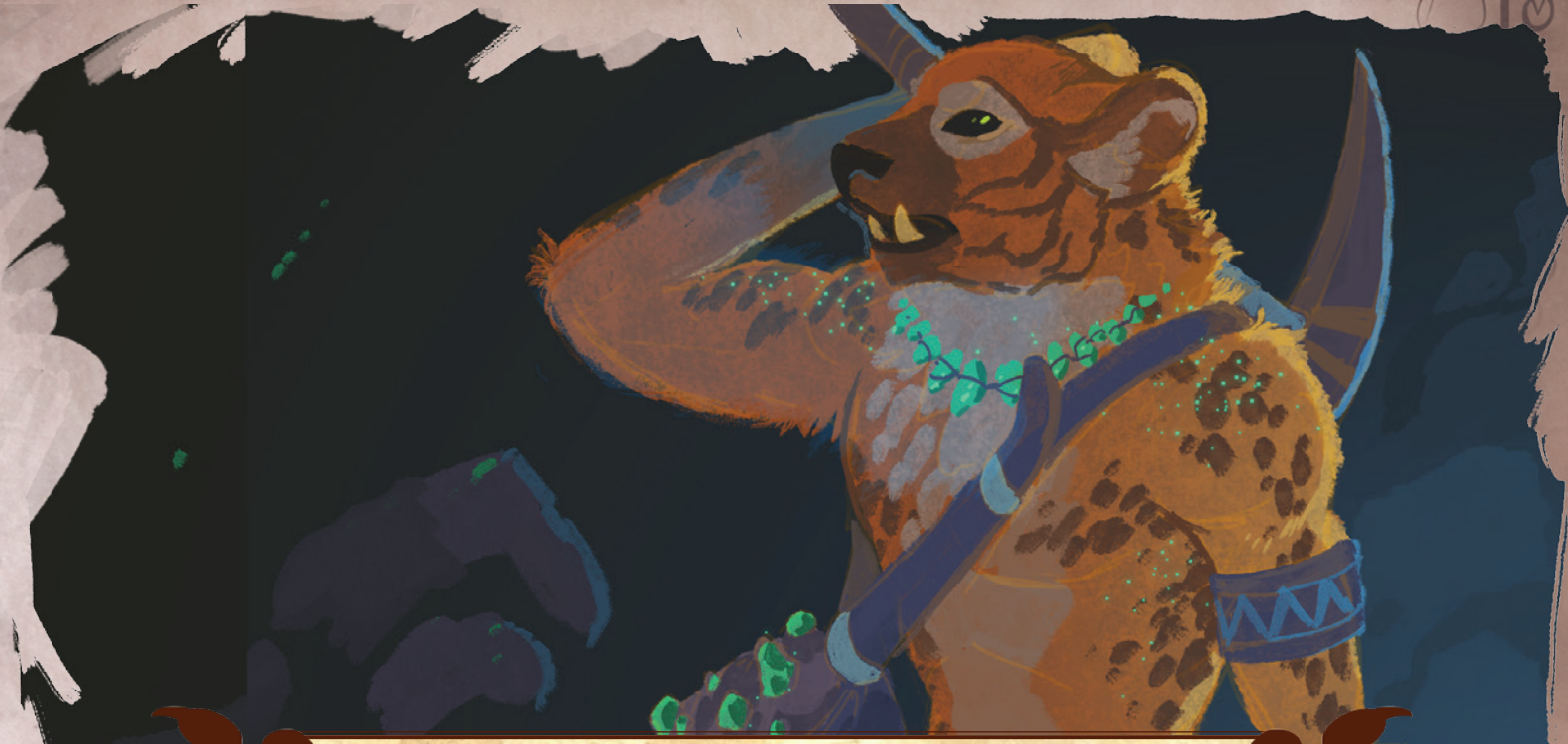
**Range:** Personal

**Components:** V

**Duration:** 1 round

With a shrill cry you abruptly shrink, becoming Tiny. Your speed increases by 50 feet and your armor class increases by 1 until the end of the round. Rolls to start or maintain grapples against you while this spell is active have a 50% chance of failing entirely.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd-level or higher, you may extend the spell by one round per spell slot above 2nd.



## GEM GNOLLS

### GEM GNOLL POWER

Where ordinary gnolls are scourges of plains and hills, gem gnolls felt a calling deep beneath their feet and they adapted to underground life, their eyes evolving to pierce the shadows without costly torches or oil to light the way.

Cowards by nature, a gem gnoll is never far from an escape, thanks largely in part to their ability to dig with fantastic speed in anything less solid than stone. They leave no tunnels behind them and can quickly leave any conflict they've decided is too much for them.

Xenophobic by nature, many gem gnolls only speak their race's language. Though standard gnolls can understand and converse, both sides of this divide swear that the other has a thick accent that immediately places them, comically, akin to a normal gnoll (because large digging paws are not hint enough).

### GEM GNOLL NAMING

The first name of a gem gnoll is often a specific kind of gem but many also taken human-like names, especially those who live anywhere near a city. A gnoll who names their pups after too valuable a gem risks scorn and mocking should their children not live up to their lofty ambition. A few more common names are Ruby, Diamond, Tony, Amethyst, Zircon, Beryl, Pearl, Jim, Aqua.

Gem gnolls do not typically have last names. The few that do have one owe it to a historic gem gnoll who gave one themselves after earning the right and passed it down their lineage. There is no pattern or rhyme to these earned names.

### A BRIEF HISTORY OF GEM GNOLLS

When Apep scorched Everglow with pain and fire, gnolls were sent scattering just as much as any other species. A few outliers felt the only safety was beneath their feet and they began tunneling into the hills they knew as home—by the time Apep was gone and they reemerged, they had become the dominant gnoll species by merit of most of the non-gem gnolls being murdered by the demon god's wrathful march.

Instead of being the mocked minority of the gnolls, they were the top hyenas and spread quickly, both above and below those hills. Other gnolls were subjugated and made to follow their commands, and they became the leading force throughout the gnollish territories while their less populous kin were still reeling from the horror they had barely survived.

If gnolls were more inclined to cooperation they would have been perfectly situated to make a decisive move against all the recovering surface species. As it was, the community spirit of the gem gnolls splintered and broke quickly.

## GEM GNOLL PATHFINDER ATTRIBUTES

**+2 Strength, +2 Constitution:** Gem gnolls are physically powerful and tough.

**Gnoll:** Gem gnolls are humanoids with the gnoll subtype.

**Medium:** Gem gnolls are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Gem gnolls have a base speed of 30 feet and burrow speed of 20 feet.

**Darkvision:** Gem gnolls can see perfectly in the dark up to 60 feet.

**Natural Armor:** Gem gnolls have a +1 natural armor bonus.

**Languages:** Gem gnolls begin play speaking Gnoll. Those with high Intelligence scores can choose from the following languages: Common, Dwarven, Sylvan, and Terran.

## GEM GNOLL 5TH EDITION ATTRIBUTES

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

**Age.** Gem gnolls mature at roughly the age of 14 before they are ready to take their part in the pack.

**Alignment.** Gem gnolls tend towards chaotic evil, with some inherent inclination towards placing themselves before any other and a disregard for most laws enacted on them. There are exceptions and in theory, a gem gnoll can be of any alignment.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 30 feet. You have a burrow speed of 20 feet.

**Darkvision.** You can see in dim light within 90 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.

**Humanoid.** Gem gnolls are humanoids.

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

What was one kingdom fell to squabbling and infighting in short order; they rapidly became a loose collection of bickering tribes, each convinced of its own superiority and constantly trying to win over their neighbors.

When ponies began to spread and build cities the gem gnolls saw two opportunities present themselves—fine targets for raids and easy suppliers of labor. Ponies were strong and durable, and could be made to mine long and hard without nearly half the whining another gnoll would make if forced into the same task.

Then the doppelganger came. They thought this mare or stallion—they were never entirely certain which—was from a new race that would make fine slaves but the gem gnolls were rebuffed easily and given a counteroffer with something that sounded good to their shaggy ears. That doppelganger carried word directly from Kara: they were

being hired. The job was to collect some easy pony slaves that would be scarcely protected. Simply knowing when and where to strike was almost enough and they set out eagerly. The small short-legs they fell upon had no idea what was coming and those not massacred in the attacks were dragged away to work the mines. The extra workforce made that tribe powerful among the others and they eagerly took advantage of the wealth their extra diggers could dredge up.

When not brokering deals with darker pony gods, the gnolls make their living largely by raiding others. Gems, tools, and anything that catches their eye are all valid targets. The gem gnoll motto goes, "If we took it, you didn't deserve it." They are not inept at making their own things however, and some gnolls avoid raiding duty completely by showing talent at smithing or other non-violent craft-

ing tasks to keep the warbands well-equipped and their gear in top condition. These non-combatant gnolls also tend to be the longest-lived and some even become chief of their tribe by sheer age.

When the Pony Empire collapsed the gnolls only took note of how much easier it became to capture and raid the ponies. They eagerly hastened the collapse of the pony civilization without knowing or caring what they were doing at the time. When those pony settlements left became isolated but tougher and difficult to harass, they turned their eyes eastward to the continent beyond Everglow—perhaps they could find good spoils there? They would have to get through the orcs first, but orcs don't dig...

## LIFE OF GEM GNOLLS

Gem gnolls do not often know love as others would know it. Their meetings can be brutal and violent. On rare occasion, two gem gnolls may feel genuine care for one another, but those are the exceptions and most come together in a brutish seizing of physical delight with two to four pups as the result.

The more powerful gem gnoll lays claim to all such pups unless the two are genuine in their feelings. Either way those subordinate to the controlling gnoll are often tasked with assisting with the pups, though slave species are also often tasked with helping rear the offspring. Such a task may be a welcome alternative to mining which results in those who taking the role of caretaker being desperate to do it well and keep that assignment.

When a gem gnoll reaches the time of being a young adult—about the age of nine—the adult who has claimed them begins to take a much more active role in their life. This works as a familial apprenticeship with the cubs being instructed in the parent's way of life. This is also when offspring are expected to begin pulling their weight; they are sent on very serious (but usually short-range) actions or for the children of an artisan, begin to actually help and create right alongside their parent.

This is also when a gem gnoll is awarded their first gem. At the completion of their first task, they are rewarded—often with much pomp and cackling glee—their very first jewel. It is woven into their fur (as most of those that may follow in life are) and treasured highly as proof of their basic worth as a gem gnoll. Only the most heinous crimes or crushing defeats allow for a gem gnoll to snatch that one particular gem without censure from their usually anarchistic kin.

When a gem gnoll proves consistently able or their parent becomes tired of coaching them, they are set out into the world. Rarely, this is done with gentleness and fond fare-

wells—more often the cub is literally booted from the family cave and told to get their own gems. Most gem gnolls do not carry much discourse between generations after this, though especially embarrassing failures or famous victories bring about a gem gnoll's parents to bark at their opinion, for good or ill.

From then on most gem gnolls live a simple life of their given task, seeking to master it and use it to achieve supremacy, secure wealth, and prove their worth to the rest of the tribe. Gnolls do not live as long as most other races. Some argue that this is due to their violent lifestyle but even those few gem gnolls that settle peacefully in cities feel the grip of time before most others. Around thirty years of age a gem gnoll begins to suffer their first graying hairs. For those of warrior leanings, a gem gnoll often plucks such rebellious hairs free and pretends nothing happened. Peaceful or crafting gem gnolls see such grayness is a sign of maturity and power however, evidence of the sheer will to survive.

As time pulls a gem gnoll down the differences between the two main castes grows ever wider until they reach their







venerable years. While a venerable craftsgnoll is seen as a valued asset to the community, a veteran warrior? Now there's a true gem gnoll. Despite a life of conquest, raids, and unending struggle, they still yet live despite their age (which has grown too severe to hide). If there is a venerable warrior available, he will be given the task of chieftan more often than not. Should an upstart youngster demand the position a tribe may yield it, but eyes and ears turn to elder gnolls when things are dire. For all their anarchy, truly earned wisdom is a thing the gem gnolls seem to respect almost instinctively.

The end of a gem gnoll is often swift and violent, another body to be stepped over with the barest of thought but for artisans and chieftains more peaceful ends are possible. The final ceremony for such gem gnolls is simple, performed above ground, the closest friend or family of the fallen digs a hole—but not with their hands. They will use a shovel for the task, taking the time to dig deep and hard, setting the body to rest as a final sign of respect and a showing that they were worth the effort, even dead. Despite the reverence shown in that final act, a gnoll has no claim to their gems in death and few are buried with even their honored first jewel.

## STEREOTYPES OF OTHER RACES

**Ponies:** Stupid things, as if anything on four legs should have gems. Take their gems, sometimes steal them. They're horses—horses are made to work.

**Short Legs:** They are tough despite their size. Such good slaves, literally given by a god. Work them hard and don't let them slack off. They like slacking off if you let them...make one squeal and the rest cry and work twice as hard.

**Cloven:** Waste of time.

**Flutter Ponies:** Shiny! But aren't they just ponies?

**Griffons:** Just as dangerous as the monsters they resemble. Do not raid griffons where they can see you, or you invite big trouble. On the other paw, if you can get into a griffon warehouse without them noticing...

**Phoenix Wolves:** Waste of time! Stop asking me about stupid things.

**Purrsian:** I like them. Not because they good or anything, but because they like gems too. They hoard them all in one place, and hope we don't notice. We notice. Oh yes, we notice...

**Steel Heart:** Some of them have gems in their armor. Know what's funny? A naked steel heart.

**Humanoids:** I remind you, we are one of those. Don't be stupid. They're competition. They are also food, money, and more. Trade if you have to, take what you can.

## GEM GNOLL FEATS (PF)

### BLESSED OF KARA (GENERAL)

*Your kind served Kara well, and her well wishes still echo in your line.*

**Prerequisite:** Gem gnoll, Knowledge (religion) 3 ranks

**Benefit:** When you fail a saving throw to see through an illusion, you get the sense that something is wrong. This does not penetrate the illusion but may yield results where others do not blindly accept the reality they are given.

### BRILLIANT PELT (GENERAL)

*You have woven your hard won gems into your pelt in a breathtaking display of power and wealth.*

**Prerequisite:** Cha 13, gem gnoll

**Benefit:** For every 5% of your wealth by level you have in gem value on display, you gain a +1 racial bonus to any

Charisma-based check (maximum +5).

### CLAWS OF STEEL (GENERAL)

*Most gem gnolls are happy being able to burrow through dirt and sand, but you don't even let solid stone impede you.*

**Prerequisite:** Base attack +6, gem gnoll

**Benefit:** You can burrow through rock and at 12th level even steel. Every 5 feet of rock or steel you burrow through, you take 1d6 damage.

### DARKEST MINES (GENERAL)

*All gem gnolls spend some time in the dark, but you took it to the next level. There is no pit deep enough that would dissuade you. There is no darkness that intimidates you.*

**Prerequisite:** Level 5+, gem gnoll

**Benefit:** Your darkvision extends to 120 feet. At 12th level, you can see perfectly in darkness of any kind, including that created by *deeper darkness*.



## IMPATIENT DIPLOMACY (COMBAT)

*Diplomacy is a tricky thing. When it works, great. But it doesn't always, and being the first to realize it's not working can make all the difference in the world.*

**Prerequisite:** Diplomacy 5 ranks

**Benefit:** After failing a Diplomacy check or having a Diplomacy check failed against you out of combat, you may initiate combat. If you do so, it begins as a surprise round and only creatures that have this feat and hear or see the Diplomacy check can act.

**Special:** NPCs that select this feat are still unable to use the Diplomacy skill against player characters.

## GEM SNIFFER (GENERAL)

*Rumors say all gem gnolls can detect the presence of gems. This is a lie, usually. You're an exception.*

**Prerequisite:** Wis 13, gem gnoll

**Benefit:** You gain the scent ability at 60 feet but it only applies to gemstones and creatures composed of jewels. You may make an Appraise check based entirely off the scent of an item to get a gauge of its worth. If you have *detect magic* or a similar effect active, you can smell any magic it may have and attempt to identify it without line of sight.

## TASKMASTER (GENERAL)

*A loud bark and the right words get your minions working harder, even the ones that think they are not your minions.*

**Prerequisite:** Gem gnoll

**Benefit:** As a standard action, you can give a creature able to hear you within 30 feet a +2 morale bonus to a Strength check they make within a round.

## GEM GNOLL FEATS (5E)

### DUG DEEPER

**Prerequisites:** Gnoll, darkvision, burrow speed

Reaching ever deeper, you've become a master miner. You can see further, smell the tastiest of gems, and let nothing stand between you and your treasure. You gain the following benefits:

- You may burrow through through stone, suffering 1d6 bludgeoning damage for every 5 feet of it you burrow through, or steel, taking a level of fatigue for every round you do so in addition to taking damage.

- You increase the range of your darkvision by 60 feet.
- You may detect gems and anything made from them by scent, and you may use this scent to appraise the value of jewels or utilize supernatural senses you may have access to (such as *detect magic* or *identify*) to analyze gems.

## GEM GNOLL RACIAL TRAITS (PATHFINDER)

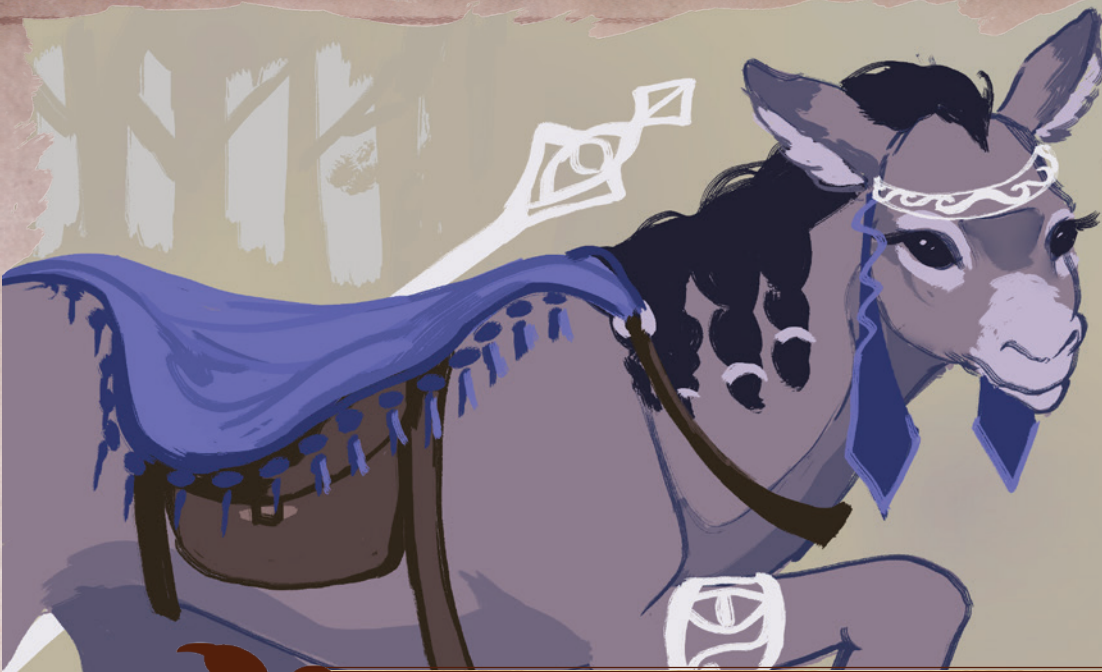
**Famous Parent:** Your mother or father was quite well-regarded in gem gnoll society and others expect much of you. Being constantly judged and tested hardened you in preparation to succeed. You gain a +1 trait bonus to Will saves.

**Light Chaser:** This pejorative title is given to gem gnolls that leave the pack and claim they can find a better life—you are one of those seeking to live outside the usual gem gnoll traditions. You gain a +1 trait bonus to Diplomacy and it becomes a class skill. When dealing with other gem gnolls, you lose this bonus and suffer a -2 penalty to Diplomacy checks against them.

**Menacing Stance:** Walk big, talk big, act big. Sometimes it's the only way to get things done. You gain a +1 trait bonus to Intimidate and Sense motive and choose one to become a class skill.

**Wealth Seeker:** You hunger to expand your collection of jewels and gems. If you spot or know that a target has valuable jewels, you gain +1 trait bonus to attack rolls and damage rolls against them.





## IMPURE

### IMPURE POWER

Donkies are deceptively similar to ponykind but their differences bear out, perverse and unwholesome as their race. Should a pony stoop to courting one, any foals that result are barren and their line is doomed to end with them.

Aloof and quiet by nature, most donkies keep to themselves—they have no grand cities to call their own and no army of the impure ever menaced the land. They have lived with others, occupying small sidelines where the other races have thrived and grown powerful.

Despite their lack of favor, impure do show some physical strengths. They are especially tough and stable, lending themselves to become laborers of the settlements they are part of. Armed with a wicked kick, forwards or back, they have gained a reputation for being ornery no matter how peaceful or violent an individual may be.

Perhaps in spite of the quiet judgment laid upon their people, they have a ready pool of mental fortitude. Attempts to sway impure or beguile them often fail before their single-mindedness despite the oft-spoken claim that is just another sign of their inferiority and stupidity.

### IMPURE NAMING

The first name of an impure can vary wildly, often imitating the naming standards of whatever the dominant species

of the area uses.

Most impure do not have family names—instead, like their first name, last names imitate the conventions of whatever society they are trying to be a part of.

### A BRIEF HISTORY OF IMPURE

It is said that when the Author set down to create an ideal species, she began with the cats and found them lacking in community spirit and kindness. She then made the goats, who were kind and good but had too little ambition to truly make the world their own.

Some think she went on to make ponies, but those who chronicle the impure know better. She attempted an equine and shaped a donkey into something she hoped would be good, yet even as she was doing that she was fashioning the first pony; of the two, her favor was swift and easily chosen. She liked ponies and simply abandoned the donkeys, paying them no further mind.

Where ponies went, the impure were beside them. They were a forgotten race, unwritten of, uncelebrated, and undesired by no few ponies. They typically did nothing overtly wrong but it was quite easy to lay things at their hooves. If there is a draught, it must be the impure's fault. Too much water? Also their fault. Gnoll raid? Impure. Sometimes an impure would be dragged before the town to be heckled and chastised, giving the others something to vent their frustra-

## IMPURE PATHFINDER ATTRIBUTES

**+2 Constitution, +2 Wisdom, -2 Dexterity:** Impure are hardy and possess strong will but slow in comparison to other ponykind.

**Impure:** Impure are fey with the impure subtype.

**Quick:** Impure have a base speed of 40 feet (20 feet bipedal).

**Fingerless:** See fingerless rules on page 2.

**Four-Legged:** Impure gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

**Hoof:** Impure have a primary natural hoof attack that deals 1d4 bludgeoning damage + 1 1/2 their Strength modifier.

**Stable Footing:** Impure gain a +4 racial bonus to CMD when resisting bull rush or trip attempts.

**Stubborn:** Impure gain a +2 racial bonus on Will saves against enchantment (compulsion) and enchantment (charm) effects. When they fail such a save, they receive one more save a round later to throw off the effect (same DC).

**Tough Hide:** Impure gain a +1 natural armor bonus.

**Languages:** Impure begin play speaking Sylvan and Common. Impure with high Intelligence scores can choose from the following: Auran, Elven, Dwarven, and Terran.

## IMPURE 5TH EDITION ATTRIBUTES

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

**Age.** Impure mature at roughly the same age of most Everglow species.

**Alignment.** Impure can be of any alignment, but will often keep that alignment to themselves, rarely making public display of their beliefs.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 40 feet.

**Fey Born.** You count as fey for all purposes.

**Fingerless.** You may use your mouth as one hand and are considered Small-sized when determining the weapons they are able to wield.

**Four-Legged.** Being a four-legged creature, you can bear greater weights than a human of the same strength without being encumbered (increasing your carrying capacity by 50%). You gain advantage on any ability checks or saving throws to avoid the prone condition.

**Hoof.** You gain a hoof attack natural weapon that deals 1d4 bludgeoning damage. You may use this hoof attack as though it were a finesse light weapon.

**Stable Footing.** You gain advantage on ability checks and saving throws to avoid being shoved or otherwise moved against your will.

**Stubborn.** After failing a Wisdom saving throw against an effect with a duration longer than 1 round, at the start of your next turn you may roll your saving throw again at the same DC to end the effect.

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

tion at. The impure are usually unharmed, if one discounted the mental pain of being blamed always.

Things only became violent towards the impure when the Pony Empire slid towards total collapse. Frantic, frightened, and beyond rational thinking, the impure blaming became physical—a single thrown stone become two. The ponies swarmed over the source of all their problems and the impure had no choice but to flee the places they knew as homes. When not being chased away, donkies served as stable and reliable members of their community (favored or not). Some tried to rise above their station by way of adventuring for the ancient stones of lost places or the jaws of frightful beasts care not if one is pony or impure, and there they can succeed or fail entirely on their own terms free of the burden placed on them by ponykind.

Among humanoids the impure are both similar to the rest of ponykind, yet different. No one mistakes an impure for a unicorn or other fanciful creature, but they do speak, use tools, and have that faint touch of fey magic clinging to them. In some ways they are the most approachable of the Everglow races, save perhaps the cloven; they appear largely harmless and act much the same. If an impure wishes to live in a human settlement, they have more to fear in a rancher trying to add them to their livestock than any other harassment or harm.

## LIFE OF IMPURE

The impure are simple when it comes to relationships—when they can find another they like, they attempt to woo them. The method of wooing can vary quite a bit, from romantic poetry, to gifts (both hoof-made and purchased), to singing from their hearts. If their advance is accepted, courtship and then marriage can result. Usually only after married and settled do foals follow, typically a single at a time but sometimes twins.

Foals are raised by their parents, usually home-educated even if there is a school in the area (unless the institution happens to be specifically for the impure, which is vanishingly rare). Those attempting to enroll their foals in school face stiff prejudice. Worries that their young may have difficulty accepting orders from teachers or butt heads with other students will be considered as factual obstacles no matter how docile and kind the foal may be. Rather than face the sting of such rejection, the impure raise their own children as best they can.

A donkey foal often learns harsh lessons. Potential friends are turned away by the other's parents, warned to keep away from the impure and the trouble they can bring. Other impure foals—if any—can become the only source of companionship. Fortunately, foals will be foals. Some rare few ponykind youths seek out impure peers just to spite their

parents, but the impure's own growing insecurity eventually drives many of those away.

Once large and educated enough an impure bids a sad farewell to their parents and sets off on their own, most traveling a great distance away. The young hope to outpace the hurt behind them but rare is the place they can settle without finding their pain has doggedly followed them, spurring some to simply never stop moving. These impure often become adventurers, seeking to prove they are worth admiration and hoping to deflect some of the scorn heaped upon them.

Some succumb to negativity. If everyone believes they are evil, why fight it? They become bandits and outlaws, a few even becoming quite famous for their lives of cruel actions. The other impure sigh and shake their head—why can't they get as much attention when they try to do the right thing?

When an impure begins to feel the spectre of age looming over them, their reaction varies depending on their life. Those that have married take time to thank their spouse and write their children, usually announcing their will in these missives (to be enacted on their actual death). There is good reason to announce so dour a declaration far ahead of time: giving living relations a chance to come swiftly and snatch their things away before others do it for them.

The passing ceremony of impure is a simple affair. If they had family, they are buried without much ceremony. Otherwise their remains are burned to avert disease and any possessions are divided among others or incinerated with the body, cleaning the community of the taint the donkey once represented.

## STEREOTYPES OF OTHER RACES

**Ponies:** Some say we look alike. I'm not sure I can see that anymore. Would anything we could call brother treat us like that?

**Cloven:** They are also kin of ponies, but they never got a bad rap for it. They're polite to a fault. You can do worse than being around them.

**Flutter Ponies:** They say we're not colorful enough. Figures.

**Griffons:** Big, powerful, scary, but also unconcerned if what is in front of them is a pony or a donkey. If you can get into a griffon city, it's not a bad place to live.

**Phoenix Wolves:** They want to be left alone. Fine. I understand the feeling.

**Purrsian:** Anything with coins is equal in their eyes. Meet their fees and they don't care what you are.

**Steel Heart:** Metal ponies? I'm not sure if that's better or not.

**Humanoids:** They see a beast of burden, even lower than a graceful horse. We're good for hauling and labor, maybe riding for those too poor to get a horse. The fact that we talk just makes us curiosities.

## IMPURE FEATS (PF)

### A HEAVY BURDEN (GENERAL)

*Some say the impure are good for manual labor—maybe they aren't wrong.*

**Prerequisite:** Impure

**Benefit:** Treat your Strength score as 4 higher when determining your carrying capacity.

### A THOUSAND LASHES (COMBAT)

*You will not bend a knee to adversity, quietly pressing on when others would succumb.*

**Prerequisite:** Impure

**Benefit:** You gain one hit point per level. If you would perish due to your Constitution reaching 0 from ability damage or ability drain, once per day you may instead have 1 Constitution remaining.

### HOVED MASTER (COMBAT)

*All impure are naturally gifted with lashing out with their hooves but few give it formal practice.*

**Prerequisite:** Impure

**Benefit:** When you take the full attack action with your hoof, you may make a second attack with a -2 penalty. On a successful hit, this second attack deals 1d4 bludgeoning damage + your Strength modifier.

### LAUNCHING HOOVES (COMBAT)

*With a sudden lash your hooves are capable of sending foes flying.*

**Prerequisite:** Impure, base attack bonus +6

**Benefit:** Whenever you hit a creature with a hoof attack, you may make a free bull rush combat maneuver. You do not move with the victim. This bull rush does not provoke attacks of opportunity. If you succeed by 10 or more, the target is also knocked prone.

### MORE ALIKE THAN NOT (GENERAL)

*Sometimes they just seem not so different.*

**Prerequisite:** Impure

**Benefit:** You gain one feat that would normally require you to be an earth-bound as one of its prerequisites.

### STANDING ALONE (COMBAT)

*When all seems lost, you never give up. No matter how vast the enemy you will stay the battle.*

**Prerequisite:** Impure, Iron Will

**Benefit:** When outnumbered at least three to one, you may make a Will save whenever you are damaged, reducing the damage taken by 1 per 5 rolled (keep track of the damage avoided.) Any damage prevented this way is inflicted at once when the threat has passed, or up to 10 minutes/level (whichever is soonest).

### STUBBORN AS A MULE (GENERAL)

*Mules share the reputation of their donkey progenitors, and all are equally impure.*

**Prerequisite:** Wis 13+, impure



**Benefit:** When you make Will saving throw against an attack that has a reduced effect on a successful save, you instead avoid the effect entirely.

## TANNED HIDE (GENERAL)

*Your hide is tougher than others of your kind and they're already known for being born with a natural suit of armor.*

**Prerequisite:** Impure

**Benefit:** Your natural armor increases by +1. At 10th level the bonuses increases by another +1. At 15th level you gain a 25% chance to negate an incoming sneak attack or critical hit. This operates as and does not stack with fortification effects on armor.

## IMPURE FEATS (5E)

### EARTH'S BLESSING

*Prerequisites:* Impure

Your skin can turn aside blades and your endurance in the face of punishment grows more and more astounding with each passing day. Even the foulest attacks falter against your resilient hide. You gain the following benefits:

- When not wearing armor, your AC equals 13 + Dexterity modifier.
- Your hit point maximum increases by an amount equal to your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional hit point.
- When your maximum hp would reduced below an amount equal to your level, it is instead reduced to your level. Once you use this feature, you must finish a long rest before you can use it again.

### HOOFED MASTER

*Prerequisite:* Impure

You exemplify several of the strengths of the impure, able to bear tremendous weights and capable of delivering wicked kicks to anyone that feels the need to cross you. You gain the following benefits:

- When you take the attack action, you may make an additional hoof attack as a bonus action (as two-weapon fighting).
- When you hit a target who is no more than one size category larger than you with a hoof attack, you may, as a bonus action, force the target back 5 feet plus an additional 5 feet for every 5 points your at-

tack roll exceeds the target's AC.

- Treat your Strength score as 4 points higher when determining your carrying capacity

## MORE ALIKE THAN NOT

*Prerequisites:* Impure

Sometimes they just seem not so different. You gain the following benefits

- Select one feat that requires the like a weed or tougher than magic racial features or the earth-bound subrace. You gain this feat as long as you meet all other prerequisites.

## STUBBORN UNTIL THE END

*Prerequisites:* Impure

Not even blades and clubs can dampen your spirit. You will struggle on until your body fails beneath you, your mind still trying for success. You gain the following benefits:

- When you succeed a Wisdom saving throw that would result in a diminished effect, you instead suffer no ill effect.
- While outnumbered at least 3 to 1 and you take damage, you may make a Wisdom saving throw, reducing the damage by 1 for every 3 points of the result. Once any immediate threats have passed or an hour later (whichever comes first), any damage prevented this way is inflicted against you all at once.

## IMPURE RACIAL TRAITS (PATHFINDER)

**In Darkness Equal:** You've learned the solitude and pleasure of being graded solely on your performance in the thrill of adventure. You gain a +1 trait bonus to Climb and Knowledge (dungeoneering) and choose one to become a class skill.

**Love Against Pain:** You refuse to give in to the stereotypes laid on your people's shoulders and keep a smile against it all. You gain a +2 trait bonus to Diplomacy and it becomes a class skill.

**Mule:** You are the product of a donkey and a pony. You suffer social backlash for the fault of your own creation. You gain a +1 trait bonus to Will saves.

**Pretender:** Why suffer as a donkey when, with a little effort, you can just not be one? You've practiced the fine art of passing as a pony. You take no penalties when disguising as any earth-bound pony. Disguise becomes a class skill for you.







## PHOENIX WOLVES

### PHOENIX WOLF POWER

Born from creatures of hell and sharing lineage with wolves, the phoenix wolves blend their ancestries together into an imposing package. Though they have lost their immunity to heat they remain resistant to it—flames have a hard time invading their pelt which already seems to smolder and burn with its own innate fire.

Though less resistant to flames, they have learned to wield them better than their progenitors. Those with enough force of will can make light and fire dance before them, seeming to originate either from their ember-like coat or from their mouths in a throwback to their fire breathing cousins.

Those that are drawn to their flaming heritage find it comes more easily and strongly than an equally matched pony or human. Their link to the infernal planes has been weakened almost to the breaking point, but their affinity to fire is strong and pervasive.

Pack animals by nature, there are some tactics that come to them instinctively—whether alone or in a group they attack from unexpected angles and strike where an enemy is weakest. As hunters they are swift and deadly, often striking by ambush and locking their terrible jaws around a hapless victim.

Unlike ponies phoenix wolves do not have brands of destiny. They are not tied to the will of the gods (at least, not so obviously) and their destinies are their own to make, fail, and remake without any clear sign to provide hints towards it. This suits most of them just fine.

### PHOENIX WOLF NAMING

The first name of phoenix wolves tends to be something that references heat, smoke, or fire. A few more common names are Blaze, Smoke, Shroud, Heat, Ash, Noon, Sum-

mer, Spark, and Ember.

Phoenix Wolves have last names as often as they don't. Many last names are familial, passed from father to child with examples that include Rage, Ashstorm, Darkness, Hell, Onecut, Wind, and Fire.

### A BRIEF HISTORY OF PHOENIX WOLVES

In the tumultuous time before the empire was formed a mare worked busily in a small town that not only allowed but encouraged wild acts of magic. She conjured creatures from far flung planes thinking they held great secrets—most of the time they only held great danger. She made little headway until she conjured a large pack of 30 hell hounds. She hadn't meant to summon them but there they were. Refusing to believe she had simply erred she decided she must do something with the hounds so she studied their nature and found two warring sides. There was a primeval sense of evil in them but there was also heat, fire, and ash. The fire, though intimidating, was not itself evil. If she could separate these components without destroying the creatures, perhaps she could create something worth having? She got to work.

The mare tried many things. She splashed holy water to little effect. She tried reading holy scriptures and reformational dictates to them, also to little effect. In the end, grunting with frustration she decided she had to appeal to their better half—the pure blazes of flame within them. The only cure for these hell hounds was to literally burn the hell out of them. Her peers scoffed at the very notion ready to watch her fail, but she was as stubborn as she was skilled at magic. Despite being normally immune to flames she killed many of them in special furnaces of her own design and it wasn't until she had almost fully expended her supply of

## PHOENIX WOLVES PATHFINDER ATTRIBUTES

**+2 Dexterity, +2 Wisdom, –2 Intelligence:** Phoenix wolves are agile and intuitive but not typically very smart.

**Phoenix Wolf:** Phoenix wolves are fey with the phoenix wolf subtype.

**Medium:** Phoenix wolves are Medium creatures and have no bonuses or penalties due to their size.

**Quick:** Phoenix wolves have a base speed of 40 feet (20 feet bipedal).

**Low-Light Vision:** Phoenix wolves can see twice as far as humans in dim light.

**Fingerless:** See fingerless rules on page 2.

**Four-Legged:** Phoenix wolves gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

**Battle Tactics:** Phoenix wolves gain a +2 racial bonus on attempts to feint and the DC of a check made to feint them increases by +2.

**Bite:** Phoenix wolves gain a bite attack as a primary natural attack that deals 1d6 bludgeoning, slashing, and piercing damage.

**Fiery Pelt:** Phoenix Wolves gain fire resistance 5.

**Fire Heart:** Phoenix wolves with a Charisma score of 11 or higher gain the following spell-like abilities: 1/day—dancing lights, flare, prestidigitation, and produce flame. The caster level for these effects is equal to the phoenix wolf's level.

**Fire Nature:** A phoenix wolf increases its caster level by +1 when casting a spell with the fire descriptor, using powers of the fire elemental bloodline, casting spells from the fire domain, using the revelations of the oracle's flame mystery, or determining the damage of alchemist bombs.

**Languages:** Phoenix wolves begin play speaking Common. Phoenix wolves with high Intelligence scores can choose from the following: Elven, Ignan, Infernal, and Sylvan.

## ALTERNATE RACIAL TRAITS (PATHFINDER)

**Hellish Throwback:** Your connections to hell seem closer to the surface than others. When you harry prey, you discard ruthless efficiency in favor of instilling terror in your prey, gaining an unhealthy amount of enjoyment from their fear. You gain a +2 racial bonus to Intimidate checks, saves against fear, and to the DC of Intimidate checks made against you. This replaces battle tactics.

**Civilized:** You spend most of your time on two legs and use your paws a lot more than other wolves. Other phoenix wolves sneer at your wavering connection to the flame. Your bipedal movement rate increases to 30 feet. This replaces fingerless, fire heart, and fire nature.

## PHOENIX WOLF FAVORED CLASS OPTIONS

The following options are available to all phoenix wolves who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

**Alchemist:** Add +1/2 to the alchemist's bomb damage.

**Arcanist:** Increase the total number of points in the arcanist's arcane reservoir by 1.

**Barbarian:** The barbarian reduces the rounds spent fatigued after coming out of rage by one step, to a minimum of 1 round.

**Bloodrager:** The bloodrager reduces rounds spent fatigued after coming out of rage by one step, to a minimum of 1 round.

**Cavalier:** Add +1/2 to damage while charging.

**Kineticist:** Add +1/3 points of fire damage to fire-element blasts that deal fire damage.

## PHOENIX WOLF FAVORED CLASS OPTIONS (CONTINUED)

**Mesmerist:** Gain a +1/2 bonus on Acrobatics checks to move through a threatened area and a +1/2 bonus on Bluff checks to feint. **Monk:** Add +1/3 resistance fire, cold, or electricity.

**Ranger:** Add +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus skill ranks.

**Rogue:** The rogue gains +1/6 of a rogue talent.

**Skald:** When the skald scores a critical hit or rolls maximum damage with an attack or spell, give all allies in 30 feet a +1 morale bonus to damage for 1 round. Additional points in this favored class option increases the bonus by +1/3 points, to a maximum of 3.

**Sorcerer:** Increase the DC of fire spells you cast by +1/6.

**Summoner:** The eidolon gains or increases fire resistance by 1. If the eidolon is immune to fire, this becomes +1/2 to CMD.

**Witch:** Add +1 dodge bonus to the witch's familiar's AC. If the phoenix wolf ever replaces her familiar, the new familiar gains this bonus. Additional points in this favored class option increases the bonus by +1/4.

## PHOENIX WOLVES 5TH EDITION ATTRIBUTES

*These attributes are different than presented in the campaign book, making room for alternative subraces. If you wish to continue being a standard phoenix wolf, select the common subrace.*

**Ability Score Increase.** Your Dexterity score increases by 1, 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.

**Bite.** You gain a bite attack natural weapon that deals 1d6 piercing damage. You may use this bite attack as though it were a finesse weapon.

**Darkvision.** Your eyes are lit by the embers of your soul. 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.

**Fey Born.** You count as fey for all purposes.

**Four-Legged.** Being a four-legged creature, you can bear greater weights than a human of the same strength without being encumbered (increasing your carrying capacity by 50%). You gain advantage on any ability checks or saving throws to avoid the prone condition.

**Fiery Pelt.** You gain resistance to fire damage.

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



## RACIAL SUBTYPES (5TH EDITION)

### COMMON

The most standard and common phoenix wolves are given neither entirely to the flame nor seduced by the comforts of cities.

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Fingerless.** You may use your mouth as one hand and are considered Small-sized when determining the weapons they are able to wield.
- **Fire Heart.** You learn the dancing lights, prestidigitation and produce flame cantrips. Wisdom is your spellcasting ability for these spells.
- **Fire Nature.** When you cast a spell that deals fire damage you add +1 to your spell saving throw DC (if one is required). In addition, fire spells you cast are considered to be cast at one spell slot higher (this does not allow you to cast spells at a higher level than your highest spell level).

### CIVILIZED

Your more bestial brethren may look down on you for your refined ways but you are much better suited for interacting with the societies of other folk, able to use your paws for far more than pouncing on prey.

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Bipedal Motion.** You may move on two legs with a speed of 30 feet.

### HELLISH

Infernal power courses through your blood in a greater concentration than other phoenix wolves can boast. The hunting and capture of your foes is a sadistic game for you, an entertaining drama that draws out the fear of the kill for your complete enjoyment before the bloody climax.

- **Ability Score Increase.** Your Strength score increases by 1.
- **Fingerless.** You may use your mouth as one hand and are considered small sized for the sake of what you can wield or not.
- **Hellish Heart.** You learn the produce flame and thaumaturgy cantrips. You may also spend an action to exhale smoke with effects identical to poison spray. Wisdom is your spellcasting ability for these spells. This ability counts as fiery heart for the purpose of prerequisites.
- **Loathsome Nature.** Whenever you would cause a foe to make an ability check or saving throw to avoid becoming frightened, you may force them to make this roll with disadvantage. Once you use this feature, you must finish a short or long rest before you can use it again.

hounds that her determination paid off: one alpha male and a handful of females were left standing. They were dizzy, weak, confused, but were they evil? Not inherently. She had won!

The first pack of reformed hell hounds were set free much to the objection of her fellow researchers. They wanted to study the oddities but she wouldn't allow it, setting them loose instead. The pack renamed itself the phoenix wolves and began forging a destiny for themselves free of pony-kind. Despite their general inclination for isolation besides family, some moved into towns or simply didn't move away

when a town sprouted up around them. These 'domestic' phoenix wolves became parts of larger societies.

Despite their rarity phoenix wolves did spread across Everglow, establishing a loose network of communication between packs that shared borders allowing for news to be carried across the realm. Families also came together to arrange marriages between their young. It was very common for proven males to have their parents planning their pack formation around them without much feedback from the new alpha. To be an alpha is considered as much a responsibility as a prize though all parts of the pack were impor-

tant, from top to the bottom.

When the empire began to decline some phoenix wolves withdrew from the pony cities and towns and went back to their simpler lives where they only had to face nature for daily survival, not sapient foes. They generally had no interest in helping their pony neighbors in dealing with war, state, or other such esoteric topics that bored and disgusted them.

After the formal disbanding of the empire it became rarer by the year to even spot a phoenix wolf, let alone live beside one. That isn't to say they decreased in numbers, just that they shifted in location—they claimed the wilds of Everglow. Though the ponies didn't know it, these phoenix wolves kept much worse creatures from pestering the weakened and splintered towns of ponykind.

## LIFE OF PHOENIX WOLVES

Most phoenix wolves are arranged with a single mated pair but especially powerful wolves with strong forces of personality are given a full pack. Such phoenix wolves have an alpha wife and beta females beneath her. Sometimes an omega male would also be assigned or join later in life, but only alpha have children—those who are beta or omega are destined to remain without whelp. It is perhaps for this reason that those who would be a beta in a full pack select instead to form smaller binary pairings.

The pups born of a pack of any size are zealously protected. They are sheltered from outside influences and until they near five years old, no outsiders are allowed to visit their den, even close friends, no matter if they are phoenix wolf or not. Only pack members are allowed in during these formative and young years.

Despite their parents' desire to keep them alone, phoenix wolf pups are insatiably curious at first and stick their little noses into everything they can. This can be quite problematic for city-dwelling wolves. Consequently this curiosity is used to teach a whelp the right way to live, hunt, and generally carry itself. By the time a pup emerges from its time of isolation, it should be ready for its first hunt.

Even the most tamed phoenix wolves take part in the first hunt, pouncing upon the desired prey and taking it down as part of the pack. It is that night that a great fire is built and the body of the hunt tossed on the blaze. The ash of such a pursuit is considered sacred by the wolves and eaten with an intense gravity. To be allowed to attend one of these formative exercises as a non-wolf is a sign of extreme trust and confidence in the individual by a pack and not to be taken lightly. It is only after this hunt that a pup is allowed free of the den and can begin seeking its true purpose and training for the life ahead.

When a wolf reaches adulthood their life is often decided for them. Their parents watch them carefully, waiting to

witness excellence in their offspring to gloat and boast of it to visiting and neighboring packs. This exchange is not for ego (not entirely). Sons and daughters are traded and paired together to form packs both big and small—and is often the time that an adventuring phoenix wolf is made. If a wolf whelp knows that it will not be favorably paired, setting off to prove itself is a common reaction; coming home rich and powerful with tales of adventure is another way to win a worthy mate.

Whether they accept their parents' decision for them or they seek to strike out to prove themselves, a young phoenix wolf is expected to move out. Most phoenix wolves do not persist within the range of any others of their kind unless they are in the same pack and children are not part of the pack once they are old enough to be adults. By marriage or their own choice, young pups are welcomed to adulthood then sent off to carve their own slice of the world. Even visiting home is rare and unlikely, making coming of age a time of true parting. Though some choose to accept this parting stoically others dissolve into tears yet in either event, they must go and are not expected to return. There is room for only one pack.

When age begins to slow down a phoenix wolf it often loses control of its land, an event that may or may not result in its end. If it is wise and willing to share its knowledge a pack may choose to tolerate the presence of such an elder. When this occurs, the elder is formally inducted into the pack, becoming a member and guarded for the rest of its days. An elder that is weak or simply undesirable to be around is chased off and may die before its time, alone and forgotten.

Unlike the outsiders they were created from, phoenix wolves eventually succumb to the march of time. When a wolf takes its last breath its pack constructs a pyre for it to reunite it with the flame they feel such kinship with. If the wolf lived well there is no ash remaining—in such situations, it is thought the wolf was freed to the Elemental Plane of Fire, where it will hunt forever. If there are any ashes however, they are devoured by the remaining pack members.

## STEREOTYPES OF OTHER RACES

**Earth-Bound:** They understand that family is the most important thing. They would be ideal neighbors if they understood that being so close together makes for poor friends.

**Short-Legs:** They are like little pony whelps that never grow up. They die with the same smile that they started with and call it a quality. Perhaps...the few I've met seem to want to get far too close.

**Sun:** They share our love for the sun but they live such nomadic lives. Some few of us can accept a hunting range that moves and may find the sun ponies to be acceptable companions, but most of us like our claims to be as strong

and cemented as we are.

**Tribe of Bones:** In death we are either sent to our true home or we become part of the still living—in neither event do we need a god to see us there. That the ponies do seems a sign of weakness but sees to a need of their pack.

**Unicorn:** We were created by them. Some of them insist we should be thankful for it—don't be.

**Antean:** What do you call an oversized pony? Feast for a week...I shouldn't jest like that. They are gentle giants but they seem useless for their pack. What is the purpose of strength not used?

**Chaos Hunter:** They have a purpose, literally given to them by their gods. I pity them. If one is to have a sad purpose, at least let it be one of their own choosing.

**Clockworks:** The folly of unicorns created us, and cursed their own kind. I feel some sympathy for them, for we are bound in ways that few are.

**Doppelganger:** Ponies that can look like other ponies. The more clever can become other things. Be careful with them. They can be anywhere. Why, I might be one...

**Gem Ponies:** A grand and sad story with a simple morale. Sapients are not meant to be so collected. The ponies think they are wise to build such huge cities, as do many others, but we will outlive them all.

**Ghost:** Who? Ponies from beyond the veil? They claim ties to the outside worlds? Ha. They know nothing...

**Leatherwing:** They live in darkness and hide from danger. We face danger head-on and revel in the sun. Could we be more different? Let them think they own the night, we claim dominion over every hour the sun shines.

**Sea:** Fish of ponies. There's something off about them. They really don't seem quite right...regardless, they're horses like most of the others. They have no special qualities we care for.

**Zebra:** They are elders from a young age and eager to share what they have learned, sometimes too eager. Let them be and learn what you will from them.

**Cloven:** Polite to a fault. They know nothing of the imperfections of the world. Most of them stay bottled up tight, happy in their little city. Let them live, they have little of value to us.

**Flutterponies:** They were once little more than pests. Now they are huge pests. I wonder if a unicorn was involved in their upbringing...that would make much sense.

**Griffons:** Hunters and warriors, I respect that, but they have little concept of family and their sense of honor is not our own. Deal with them cautiously if you have to.

**Purrsian:** Take all the good parts out of a sun cat then give them wings and a sense of importance as vast as the world itself and you have the purrsians. That they are cats is just a topping to an already unappealing dish.

**Steel Heart:** They smell familiar...their factories produce fine ash they define as waste. If you are lucky enough to have one within your range you will never go hungry. They

know purpose but they are machines—what are machines if not devices with purpose? Be wary of becoming sedentary around them. Easily gotten ash can lead to laziness.

**Sun Cat:** Ah, these are a people who understand the proper way. They are a bit nomadic but their packs are strong and solid. They are good people, just beware; cats and dogs argue for a reason.

## PHOENIX WOLF FEATS (PATHFINDER)

### BORN OF FLAME (METAMAGIC)

*Skilled in magic, a phoenix wolf can specialize their spells entirely toward their elemental affinity.*

**Prerequisites:** Elemental Spell (fire), fire heart, caster level 4+

**Benefit:** Applying the Elemental Spell metamagic feat to convert all of a spell's damage to fire no longer requires a higher spell slot and can be done spontaneously, even for casters who normally must prepare their spells.

### BURNING BITE (COMBAT)

*Embracing their heritage of fire and wild savagery, a phoenix wolf can channel the fires that still burn within them into their natural attacks.*

**Prerequisite:** Fire Heart

**Benefit:** Add 1d6 points of fire damage + 1 per HD to natural attacks and unarmed strikes. This counts as the *flaming* weapon quality for purposes of stacking.

### BURNING LIFE (GENERAL)

*Strength and life walk side by side and so as you gain in one the other rises to balance.*

**Prerequisites:** Toughened Hide, fiery pelt, base attack bonus +9

**Benefit:** You gain fast healing 3. This increases by 2 at 15th level and 5 at 20th level.

### FIREFORGED (GENERAL)

*Fire is your birthright, your destiny. Your ally.*

**Prerequisite:** Fiery pelt

**Benefit:** Fire damage and fire effects no longer cause spellcasting distractions or require you to make concentration checks.

### FLAME-DRIPPING FUR (GENERAL)

*Beasts of flame lie more immediately in your ancestry, causing you to take on a much truer likeness to those fell creatures.*

**Prerequisite:** Fiery pelt, fire heart, base attack bonus +5

**Benefit:** Any creature striking you with its body takes 1d4 points of fire damage.

### FORAGED SPELLCASTING (GENERAL)

*Masters of frugally using what their environment provides, phoenix wolf casters can sacrifice power for purpose.*

**Prerequisite:** Phoenix wolf, able to cast arcane or divine spells of 1st-level

**Benefit:** When casting a spell with material components, you can expend spell slots to change the material components to a focus instead. The value of an expended spell slot is calculated by spell level x caster level x 20 gp worth of material components. You cannot create magic items with Foraged Spellcasting.

### PACK TACTICS (COMBAT, TEAMWORK)

*Without words phoenix wolves can employ advanced tactics to harry and threaten prey, leaving them open for surprise attacks.*

**Prerequisite:** Combat Expertise, battle tactics, Int 13

**Benefit:** You are considered flanking any target that is flanked by a companion who also has this feat.

**Normal:** You must be positioned opposite an ally to flank an opponent.

### SEARING (GENERAL)

*You not only love fire but it loves you too, and it hates your enemies.*

**Prerequisite:** Fire heart, base attack bonus +3

**Benefit:** Any time a creature takes fire damage from you they must make a Reflex save DC 10 + half your HD + Charisma modifier, or catch fire, taking 1d6 fire damage per round until they douse themselves with water or spend a full round action to roll and put out the fire (using the original DC).

### SURGING HEALTH (GENERAL)

*Living in the wild gives a superior and almost supernatural boost to your healing.*

**Prerequisite:** Toughened Hide, fiery pelt, base attack

bonus +9

**Benefit:** Any time you take fire damage you gain regeneration 1 for as many rounds as the damage taken (before mitigation or resistance). Taking cold damage immediately ends this effect.

### TOUGHENED HIDE

*Through seasons spent fighting and hunting with their pack, a phoenix wolf will become tougher and significantly harder to hurt.*

**Prerequisite:** Fiery pelt, base attack bonus +3

**Benefit:** You gain DR 2/piercing. This damage reduction increases by +1 at 6th level and every 3 levels thereafter (to a maximum of DR 7/piercing at 18th level).

### PHOENIX WOLF FEATS (5E)

#### BURNING FEAST

*Prerequisites: Fire heart and fiery pelt race features*

Fire was ever your nourishment but you have reached a new level of kinship with the flame. You gain the following benefits:

- You gain immunity to fire.
- When you are targeted by an attack, effect, or spell that deals fire damage, you gain 1 temporary hit point per 5 points of fire damage. These temporary hit points last for 1 minute. While you have these temporary hit points you gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons. When you take cold damage it simultaneously reduces both these temporary hit points and your actual hit points.

#### FLAME-DRIPPING FORM

*Prerequisites: Fiery pelt race feature*

Some say your people were brought straight from the depths of hell itself and now you've begun to look the part. You gain the following benefits:

- Whenever you hit with a melee weapon attack with either a natural weapon or an unarmed strike, the target also takes 1d6 fire damage
- Any creature who hits you with a melee attack takes 1d4 fire damage.
- Anytime a creature takes fire damage from you, it must make a Dexterity saving throw against 8 + your Proficiency bonus + your Charisma modifier or be set on fire, taking 1d6 fire damage at the end of each of



its turns until it takes an action to douse the flame.

## MAGICAL IGNITION

*Prerequisites: Fire nature race feature and ability to cast spells*

Your mastery over the intricate dancing magic of fire has grown to levels other races can barely fathom let alone reach. You gain the following benefits:

- When you cast a spell that deals damage you may change the damage of the spell into fire damage
- Taking fire damage does not interfere with your ability to concentrate on spells
- Whenever you cast a spell with expensive material components that are consumed, you may spend spell slots to preserve the component for a future casting. You must expend a level of spell slot for every 100 gp of the material components' value.

## PHOENIX WOLF CLASS ARCHETYPES

The following racial archetypes are available to phoenix wolves.

### FLAME WARRIOR (FIGHTER)

While biped fighters specialize in wearing heavier armors and perfecting their skill with manufactured weapons, you need neither of these—with your hide to protect you and your teeth bared you will not be underestimated for long.

**Armor and Weapon Proficiencies:** Flame warriors do not begin with any armor or shield proficiencies and are only proficient with simple weapons.

**Natural Armaments (Ex):** Your focus is on your natural weapons, not ones made of steel or other exotic metals. This functions as per weapon training, but at 5th level a flame warrior must take the natural weapon group as their first selection. This modifies weapon training.

**Toughened Hide (Ex):** Slings, arrows and swords stop hurting once you're struck enough times. At 3rd level the flame warrior gains a +1 natural armor bonus to its AC. At 6th level and every 3 levels thereafter this bonus increases by +1 (to a maximum of +6 at 18th level). This replaces armor training.

**Flame Birth (Su):** At 5th level, you gain the ability to wreath your natural and unarmed attacks in flame, granting your melee attacks the *flaming* weapon quality. At 10th level, this becomes *flaming burst*.

## PHOENIX WOLF CLASS SPECIALTIES (5TH EDITION)

### FLAME WARRIOR (MARTIAL ARCHETYPE)

The armaments of civilized fighters would only weigh you down and your teeth are sharper than any blade—you've toughened your hide into armor and your bite into a weapon the equal of any sword.

**Unarmored Defense.** Beginning at 3rd level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your proficiency bonus.

**Kinship of Flame.** Beginning at 7th level, your body and senses become keyed to the fire and its aftermath. Whenever you would make a Wisdom (Perception) check to notice a fire or its direct effects, you are considered to be proficient and double your proficiency modifier.

In addition, you grant yourself and any allies who travel with you advantage on any saving throws or ability checks to endure extreme cold.

**Flame Birth.** Starting at 10th level, your natural weapons and unarmed strikes become wreathed in flame, dealing an extra 1d6 fire damage.

**Heated Aura.** At 15th level, you may, as an action, stoke your passive heat until it makes a haze around you. While this haze persists, attacks against you and creatures within 5 feet suffer disadvantage if they are not made within 5 feet of the target. The haze lasts until the end of your next turn.

**Improved Flame Birth.** Starting at 18th level, when you successfully critically hit with your natural weapons or unarmed strike the fire around your strike explodes, increasing your extra fire damage from 1d6 to 2d10. You may automatically score a critical hit as a bonus action when you hit with a natural weapon or unarmed strike. Afterwards you lose the benefits of the flame birth feature until you use a second wind or finish a short or long rest.

## PHOENIX WOLF RACIAL TRAITS

**Ash Maker:** Your fire was made to reduce the living to ash. You may, as a full-round action, reduce a dead (but not undead) target to ash. Once this is done the body is destroyed and more powerful resurrections are required to raise them and they cannot be raised as undead. More importantly, they make a fine meal.

**Born from Fire:** You always felt a powerful bond with flames, even over that of other flame wolves. You gain a +2 trait bonus to all saves against fire, heat, or related effects.

**Descended from Ash:** You sipped on the ash of a departed elder—they didn't live perfectly but their wisdom and power may allow you to reach higher. Once per day, you may increase a saving throw by +1, even after the result is announced (potentially turning a failed save into a success).

**Fire Starter:** Setting fires comes naturally to you. This was quite troubling before you learned how to use it. You

may use *spark* as a spell-like ability three times per day. Once per day, you may use *burning hands*. The caster level of this is based on your character level and uses Charisma as your spellcasting attribute. It manifests in fiery goutts of flame from your mouth.

## PHOENIX WOLF MAGIC (PATHFINDER)

### HEALING FIRE

**School** evocation [fire]; **Level** bard 2, magus 2, sorcerer/wizard 1  
**Casting Time** 1 standard action  
**Components** V  
**Range** touch  
**Target** one creature  
**Duration** instantaneous  
**Save** Reflex (half, see text); **Spell Resistance** yes

Arcane flames engulf the target, healing 1d8 points of damage + 1 per caster level (maximum +5) and setting them on fire, dealing 1d6 fire damage per round until they douse themselves with water or spend a full-round action to roll and put out the fire (as usual a creature may willingly fail its save). A successful Reflex save halves the amount of hit points restored and prevents immolation (or is required to put out the immolated creature's fire).

### HEALING FIRE, MASS

**School** evocation [fire]; **Level** bard 6, magus 6, sorcerer/wizard 5  
**Casting Time** 1 standard action  
**Components** V  
**Range** close (25 ft. + 5ft./2 levels)  
**Target** one creature/level, no two of which can be more than 30 ft. apart  
**Duration** instantaneous  
**Save** Reflex (half, see text); **Spell Resistance** yes

You channel raw flame to heal 1d8 points of damage + 1 per caster level (maximum +25) on each selected creature and set them on fire, dealing 1d6 fire damage per round until they douse themselves with water or spend a full-round action to roll and put out the fire. A successful Reflex save halves the hit points restored and prevents immolation (or is required to put out an immolated creature's fire). Targets may choose to not roll and accept the full effect.

### INTENSE HEAT

**School** evocation [fire]; **Level** alchemist 3, oracle 2, sorcerer/wizard 2  
**Casting Time** 1 standard action  
**Components** V  
**Range** personal

**Target** you  
**Duration** 1 round/level  
**Save** none; **Spell Resistance** no

You call to the Plane of Fire, opening your own body as a conduit for its energies. For the duration of the spell all damage you deal from spells or effects that do fire damage increase by 1 die step (d4 to d6, d6 to d8, etc.). Effects that linger and do damage (such as immolation) do so with the upgraded damage amount.

### SACRIFICIAL BURN

**School** evocation [fire]; **Level** alchemist 2, bard 2, cleric 2, druid 2, magus 3, paladin 2, sorcerer/wizard 2, warden 3, witch 2  
**Casting Time** 1 standard action  
**Components** V  
**Range** personal  
**Target** you  
**Duration** 1 min./level (D)  
**Save** Reflex (see text); **Spell Resistance** no

Surrounding yourself in flames, you promise any creature that dares attack you a painful reprisal. Whenever a creature strikes you with its body or a handheld weapon, it takes 2d6 fire damage and you take 2d6 fire damage. Both the attacking creature and you receive a Reflex save for half damage.

### SMOLDERING EMBERS

**School** transmutation [fire]; **Level** alchemist 3, bard 3, cleric 3, spiritualist 3, shaman 3, summoner 3  
**Casting Time** 1 standard action  
**Components** V  
**Range** close (25 ft. + 5 ft. per 2 levels)  
**Target** one creature  
**Duration** 1 round/4 levels  
**Save** none; **Spell Resistance** yes

With a sudden shout to the Plane of Fire, a target is wreathed in a protective fiery aura. If they are slain within the duration they revive in a great burst of heat and flame and are healed 1d4 hp per caster level. This fire will not damage the target, their equipment, or anyone around them. The spell is discharged once used. The target does not fall prone.

## PHOENIX WOLF MAGIC (5E)

### HEALING FIRE

*2nd-level evocation*  
**Class:** Bard, Sorcerer, Wizard  
**Casting Time:** 1 action  
**Range:** Touch

**Components:** V

**Duration:** Instantaneous

Arcane flames engulf a creature you touch, requiring the target to make a Dexterity saving throw (which it may willingly fail as usual). On a failed saving throw the target regains a number of hit points equal to 1d8 + your spellcasting ability modifier and is promptly set on fire, causing the target to take 1d8 fire damage at the end of its turn. A successful saving throw reduces the damage healed by half and the target is not caught on fire. This burning effect ends when an immolated target takes an action to douse itself with water or attempts to smother the fire with another Dexterity saving throw. This spell cannot heal undead or constructs but still may set them on fire with a failed Dexterity saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd-level or higher, the healing and fire damage increase by 1d8 for each slot level above 1st.

### HEALING FIRE, MASS

*4th-level evocation*

**Class:** Bard, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

Arcane flames explode out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each creature makes a Dexterity saving throw (which it may willingly fail as usual). On a failure the creature regains hit points equal to 2d8 + your spellcasting ability modifier and is set on fire, causing the creature to take 2d8 fire damage at the end of its turn. A successful saving throw reduces the damage healed by half and the target is not caught on fire. This burning effect ends when an immolated target takes an action to douse itself with water or attempts to smother the fire with another Dexterity saving throw. This spell cannot heal undead or constructs but still may set them on fire with a failed Dexterity saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 5th-level or higher, the healing and fire damage increase by 1d8 for each slot level above 4th.

### INTENSE HEAT

*2nd-level evocation*

**Class:** Sorcerer, Warlock

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

You call to the Plane of Fire, opening your own body as

a conduit for its energies. For the duration of the spell, all spells and other effects that deal fire damage have their damage upgraded one damage die step (d4 to d6, d6 to d8, etc.). Effects that linger and do damage do so with the upgraded damage amount.

## NEW WARLOCK INVOCATION

### CLEANSING HELLFIRE

**Prerequisite:** Phoenix Wolf, 3rd level

You can cast healing fire once using a warlock spell slot. You can't do so again until you finish a long rest. At 7th level, you may use mass healing fire instead of healing fire.

### SACRIFICIAL BURN

*2nd-level evocation*

**Class:** Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** 10 minutes

Surrounding yourself in a blaze, you promise any creature that dares attack you a painful reprisal. Any successful melee attack against you triggers a burst of flame that deals 2d6 fire damage to both the attacker and to you. Both you and the attacker get a may make a Dexterity saving throw to reduce the damage by half.

### SMOLDERING EMBERS

*3rd-level transmutation*

**Class:** Bard, Cleric, Paladin

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Concentration, up to 1 minute

With a sudden shout to the Plane of Fire, a target is wreathed in a protective fiery aura. If they are killed or reduced to 0 hp while the spell is active, the target regains 8d4 hit points as they are revived in a great burst of heat and flame. This fire does not damage the target, their equipment, or any creatures nearby. The spell is discharged once used. The target does not gain the prone condition from being dropped to 0 hp.

**At Higher Levels.** When you cast this spell using a spell slot of 4th-level or higher, the healing increases by 2d4 for each spell slot above 3rd-level.



## PURRSIANS

### PURRSIAN POWER

Some say that purrsians once had the gift of the air and were meant to use their wings far more than they do. Whether that's true or not they are quite happy on the ground, save for when their wings let them avoid danger or better seize an opportunity.

Felines by nature possess sharp claws and fangs, but are loathe to use either in battle. Having taken to the ground they are capable of great sprints, dashing in—or out—of trouble while there's still time to do so. Their grace and speed may be why some say purrsians have more lives than they deserve.

When it comes to bargaining and convincing others to see their side of things, purrsians have an almost supernatural cunning that turns aside the worst of a given situation and allows them to scabble for a faint hint of a resolution where most others would have long been stymied.

Purrsians are not branded by the gods and though they are inherently children of the Sun King, they are not the most pious of people. Some claim they used to have a language of their own, made by purrsians and shared with the other feline races. Others say this is impossible, or for those of the three feline races, recall the most popular theory—

that its removal from Everglow was a punishment by the deities for the purrsians' part in bringing forth Apep.

### PURRSIAN NAMING

The first name of purrsians tends to be something that references wealth, jewelry, or metal. A few more common names are Amethyst, Gold, Silver, Ring, Brooch, Platinum, Rich, Elite, Poor, and Pendant.

Purrsians have last names that are either familial or reflect their current trade. It is not rare for a purrsian to bear both for different situations. Names are traditionally passed from the father, unless the mother is of overwhelmingly higher status. Examples include: Smith, Jeweler, Sellsword, Wizard, Hunter, Guard.

### A BRIEF HISTORY OF PURRSIANS

While griffons demanded the mountains and sun cats spread across the rest of Everglow, purrsians found they enjoyed the warm touch of their father and gravitated towards the warm savannahs of eastern Everglow where they hunted and thrived. Unlike sun cats they were loners by nature, but things changed over time.

## PURRSIAN PATHFINDER ATTRIBUTES

**+2 Dexterity, +2 Charisma, –2 Wisdom:** Purrsians are dexterous and likable but not very wise.

**Purrsian:** Purrsians are fey with the purrsian subtype.

**Medium:** Purrsians are Medium creatures and have no bonuses or penalties due to their size.

**Quick-Footed:** Purrsians have a base speed of 40 feet (30 feet bipedal).

**Winged:** Purrsians have a fly speed of 30 feet (clumsy).

**Low-Light Vision:** Purrsians can see twice as far as humans in dim light.

**Four-Legged:** Purrsians gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

**Fanged:** Purrsians gain a bite attack as a primary natural attack that deals 1d3 bludgeoning, slashing, and piercing damage.

**Feline Charisma:** When a purrsian attempts to change a creature's attitude and fails by 5 or more, it can try again even if 24 hours have not passed.

**Feline Speed:** Purrsians gain a +10 ft. racial bonus to land speed when using the charge, run, or withdraw actions.

**Languages:** Purrsians begin play speaking Common. Purrsians with high Intelligence scores may choose from the following: Auran, Dwarven, Gnomish, and Sylvan.

## PURRSIAN 5TH EDITION ATTRIBUTES

**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.

**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.

**Fey Born.** You count as fey for all purposes.

**Four-Legged.** Being a four-legged creature, you can bear greater weights than a human of the same strength without being encumbered (increasing your carrying capacity by 50%). You gain advantage on any ability checks or saving throws to avoid the prone condition.

**Flight.** You have feathered wings that grant you a fly speed of 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 are at 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.

**Feline Charisma.** When making a Charisma check with the Deception or Persuasion skills, you are never at disadvantage.

**Feline Speed.** You can use a bonus action to Dash or Disengage. Once you have used this feature, you cannot do so again until you have finished 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 either action.

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

Though it is often made romantic that Apep's coming scorched the very savannah into the desert it became, that was not entirely true—it had been drying out slowly over the years. The purrsians fiercely fought with the sun cats as resources became scarcer and scarcer. While some might have moved to more hospitable climes, the purrsians instead adjusted themselves, starting to come together rather than live alone. Loners they remained but they began to learn that there was a value in having neighbors and sharing a common goal, if not being true allies.

Purrsians formed villages that became towns and a few scattered cities, collecting around the greatest oases they could find and controlling the life of the desert they called home. They would savor the sun of their god and not perish for it. But with greater density came new issues—to the prideful purrsian psyche it was unacceptable to be ordinary. How could one stand out amid so many of their peers? As an answer they found new ways to distinguish themselves, crafting exquisite art and sculpting grand statues in their likenesses, chasing after immortality through the praise and approval of everyone around them while often ignoring the attempts of others to do just the same in return. A fierce competitiveness arose that served their people well.

While it was one purrsian—drunk with the possibility of a truly monumental find—that unleashed Apep, all suffered for the mistake. On one paw she had achieved that immortality and though none would forget her deed, she unleashed that demon on Everglow. On the other, none remembered her name, cursed to immortality yet forgotten all at once. The purrsians at the time were too busy fleeing the flaming path of the demon to consider the irony.

Most cities of the cats were put to the demon's torch and reduced to husks to be slowly buried under shifting sands. One survived, however; as purrsians from across the desert fled from city to city, from village to another, the city of Murrage became the last refuge. Its defense—the ability to fade from view both mundane and supernatural—was the only reason it avoided the fell gaze of Apep and the purrsians hid for many years in their one safe place.

Then the ponies came.

They had no claws. They had no sharp teeth. They were prey creatures, but the ones drawn to the desert were a hardy lot and friendly besides. The purrsians saw opportunity and welcomed their new equine neighbors into their cities. These curious creatures became laborers and more importantly, witnesses. They seemed to have no drive, at least not in the purrsian way; for instance, they wore jewelry but more for just enjoying the shine than to prove anything. They were perfect witnesses to purrsian glory.

Purrsians were drawn from their city for if ponies could survive, the troubled times had to be over. Slowly at first, then in greater numbers, brave purrsians set out to leave their mark on Everglow and prove themselves worthy of

remembrance. Each kingdom and empire that the ponies made were shining beacons of opportunity just awaiting a clever feline to turn them into profit and glory to show to their fellows.

When the last, greatest, Pony Empire finally collapsed, fractured and broken, the purrsians turned their eyes to the east. Let the ponies mind their own struggle unless they were paying well. It was a new age, the age of humanoids—a whole new opportunity, one the purrsians swore as a whole they would not miss.

## LIFE OF PURRSIANS

Most purrsians can only tolerate one other cat in their life at any time, usually the feline that becomes their spouse. The relationship can be quite varied with some being as loving as any other race would see it and others in more of a carefully arranged business plan with precise agreements in place for every part. Still others just aren't happy with one—a powerful and wealthy feline may decide to not marry per se but instead to gather partners as another purrsian might collect jewelry or artifacts. They show off those partners and their children with all the zeal that an adventuring purrsian may spin tales of the various artifacts dangling from them.

Even the most loving of parents often find their children gravitating towards one of them. They may never follow in the precise trade of their parents but they look to that parent, watching how they handle themselves and others and picking up countless unspoken lessons in morality and negotiation, and how to approach and deal with problems and people.

If the parents are sufficiently wealthy it is a mark of pride to send a ready kitten off to an accredited school. The more awards the institution has and the more famous its graduates tend to be, the better. Some purrsians spend quite a tidy sum ensuring that their progeny has the best chance for success for even if a purrsian should fail to find that elusive immortality, it may be in the paws of the next generation—the father and mother of famous people are often remembered, after all.

For those less fortunate apprenticeship is the most likely path to education. The kitten seeks those who already know what they wish to do and become a servant to in return for knowledge. It is for some their first major business transaction and helps shape the way they look at the rest of their lives.

Purrsians leave their home with a formal celebration of a grandness directly measured by their parent's worth, so these occasions can vary wildly depending on one's family. Some rare coming of age ceremonies are open to the entire city they take place in, inviting one and all to behold the newly minted adult and welcome them on their first step towards greatness.

The relationship between a purrsian and their parents are equally diverse with some remaining as close friends and others in no small rush to get as far away from their progenitors as possible to begin their lives. Those that maintain any communication with them usually return to formally announce when they've done something worthy of note. The purrsian shows off its jewels and wealth, explaining the adventures it's survived and the rewards obtained for it. Their parents often serve as the sounding board—things that impress them have a chance to impress others while items that fail to get a response are bitterly tossed aside.

Adventure, craftscatship, statescatship, or whatever other path they pursue, a purrsian constantly compares its to its peers, looking for things it surpasses others in and ways in which they could improve or at least prove to the world that they were always better. Continually measuring others and themselves, purrsians spend much of their lives trying to reach ever further.

When a purrsian reaches middle age it isn't as momentous as it might be for some but it can inspire mid-life crises. If the purrsian feels they have not made significant mark on the world by then they may grow desperate to prove their worth spending more than they should on anything that looks promising. Unfortunately other purrsians (especially older ones) know the signs and are quite eager to take advantage of such a stricken feline.

As they approach their elder years a purrsian often tries to mellow out whether successful or not. They spend their time measuring themselves yet not against others, but for once, against themselves. They reflect on their lives as they enjoy their twilight years. They share tales with kittens and

peers but not to boast, just to share, and some others say purrsians are at their best in these fading years, a notion that offends many of them.

When their end finally comes to them, a proper purrsian leaves details on how they want their body and possessions handled. Many seemingly try to take their belongings with them, having their most valued items interred with their body in the most extravagant tomb they can afford to have built. There is a special irony when an adventuring purrsian does this, knowing that later generations of their own ilk will likely plunder their treasure just as they had. Most accept this as a final way to be remembered and construct a tomb too dangerous to plunder or at least risky enough to never be forgotten—that's another way to make a mark, is it not?

## STEREOTYPES OF OTHER RACES

**Earth-Bound:** They're friendly sorts sometimes a little suspicious of outsiders, but once you get past that, friends for life. Take advantage of that but do so mildly—a spurned earth-bound is an enemy for twice as long.

**Unicorn:** They think they're the smartest things around. Let them. The smarter they believe they are, the easier they are to convince your ideas were actually theirs all along.

**Sun:** Our kin of the deserts. Though they lack the finer qualities of a feline they share our cities, pay our taxes, and fight our battles. That's not speaking of the ones that drift like the winds over the sands. They are worthy trading partners but I wouldn't trust them too far.



**Other Ponies:** Big, small, some even metal? Ponies have much variety in their lineage. Does it make them stronger? I would think not. Judge each as a person and find their strengths and weaknesses.

**Cloven:** Polite and drawn to success over most other things. If what you sell works well, they will buy it. They aren't easily taken in by grand promises or extravagant demonstrations, but they appreciate quality, pure and simple. If you have what works, they're the best kind of customer.

**Griffons:** Kin before the Sun King, our feline blood is the beginning and end of our similarity. Well, that and being prouder than sin. We do share that. They're stuffy, war-loving, and stick to their mountain homes. Just let them think they own the world. We did clash once, in a big way—let me remind you that we won despite all their supposed military skill.

**Phoenix Wolves:** Cats and dogs, yes? While we enjoy watching them chase after their own tails they are, despite stereotypes, largely benign. Most live away from cities and thus us, but those that do are reasonable to deal with. The ashes of exotic trees make for a fine greeting gift.

**Steel Heart:** A recent creation. I hear they were made by unicorns. They show no love to ponykind, but they will trade. They live too long and have far too good a recollection of that life. Treat them as if they can see through your every word because they just may have heard your ancestor try the same line.

**Sun Cat:** Once we fought for ownership of the savannah, now they leave us to our desert largely unopposed. Nomadic, aimless, and petty, they have no large part to play on the stage of Everglow. They will live and die, each forgotten and lost to the sands of time. What even motivates them?

**Humanoids:** Each one is its own unique puzzle and many are worth the time to figure them out. The entire East of the world is owned by them and if you want to make a mark there, you'll have to learn their ways. A pity they have so many ways...a purrsian who can make major inroads with them is well on the way to fortune and fame.

## PURRSIAN FEATS (PF)

### CLEVER TAIL (COMBAT)

*Most have no idea a purrsian tail can be prehensile. Even purrsians are caught by surprise when an enterprising cat proves the case.*

**Prerequisite:** Agile Tail, base attack bonus +6

**Benefit:** Whenever you make an attack with a secondary weapon using two-weapon fighting, you may also make a

free attack with an off-hand weapon wielded by your tail. This attack is made using your highest attack bonus -5. Your tail can wield any light weapon with which you are proficient but cannot inflict precision damage (including sneak attack).

### DEMONIC REPENTANCE (GENERAL)

Some purrsians are guilty still for the harm caused by their one curious ancestor.

**Prerequisite:** Purrsian, Knowledge (planes) 8 ranks

**Benefit:** When you critically hit an extraplanar creature it must make a Will save (DC of 10 + ½ your level + your Charisma modifier) or be banished as per the *banishment* spell. A creature that successfully saves is immune to your Demonic Repentance for 24 hours.

### INTELLIGENT ENGINEERING (GENERAL)

*Being nimble is all well and good, but, sometimes, thinking is a better form of acting.*

**Prerequisite:** Int 13

**Benefit:** You may use Intelligence instead of Dexterity for the Disable Device skill. If your Dexterity is at least 13, you gain a +1 racial bonus to Disable Device.

### SILVERED TONGUE (GENERAL)

*They say purrsians love holding onto their money and are good at convincing others to part with it. This is true and purrsians are not shy about admitting as much.*

**Prerequisite:** Purrsian, Diplomacy 5 ranks

**Benefit:** When selling used goods, you get 60% of market value instead of 50%.

### WEALTH IS KNOWLEDGE (GENERAL)

*One could spend days, months, or years learning how to do it right, or just pay for it. When greater rewards are waiting it can be worth the price.*

**Prerequisite:** Purrsian, must worship the Sun King

**Benefit:** By placing gold, jewels, and other valuable assets on the ground and spending an hour in prayer to the Sun King, answers and magic can be called upon. At the GM's discretion, the purrsian may purchase the services of a sage or spellcasting services as if they were in a metropolitan city regardless of their actual location. The money vanishes and the knowledge or spell is given.



## WINGS AGAINST SAND (COMBAT)

*A throwback to ancient times, purrsians can draw forth the power of the air to lash at the groundlings beneath them.*

**Prerequisite:** Purrsian, Graceful Flight

**Benefit:** A purrsian with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a purrsian with this feat hovers within 10 feet of the ground in an area with lots of loose debris or sand, the draft from its wings creates a hemispherical cloud with a radius of 30 feet. The winds generated can snuff out torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

## PURRSIAN FEATS (5E)

### WARRIOR OF THE SAND

*Prerequisite: Purrsian*

You have mastered full use of your unique anatomy to seize the battlefield and ensure that to the victor go the spoils, and you do like spoils. You gain the following benefits:

- You can wield a light weapon in your tail. When you use a bonus action to attack with a light weapon besides that one, you may also attack with that weapon.
- You can hover and if you hover within 10 feet of the ground in an area with lots of loose debris or sand, the draft from your wings creates a hemispherical cloud with a radius of 30 feet. The winds generated can snuff out torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures become lightly obscured at 15 to 20 feet. At 25 feet or more, creatures become heavily obscured.

## PURRSIAN CLASS ARCHETYPES (PATHFINDER)

The following racial archetypes are available to purrsians.

### TRUE ALCHEMIST (ALCHEMIST)

The very name is enough to offend all other alchemists, but purrsians who ascribe to this philosophy are quick to remind others that the original end game of alchemy was to master the physical nature of things to the point that materials could be freely transmuted from one to the next. Lead

to gold? That's just a start!

**Weaponized Alchemy (Su):** At 2nd level, with a standard action you can douse a weapon or up to twenty pieces of identical ammunition in a special brew that temporarily transmutes them to the material of your choice (steel, silver, cold iron, or adamantite). The weapons remain in this state for one minute. Use of this ability requires either expending a spell slot of 1st-level or higher or a use of an alchemist's bomb. This replaces the alchemy discovery gained at second level.

**Resist Transmutation (Ex):** At 2nd level, you begin resisting the efforts of others to transform your body against your will. You gain a +2 circumstance bonus on all saving throws against polymorph effects and petrification. This bonus increases to +4 at 5th level, and then again to +6 at 8th level. At 10th level, an alchemist becomes completely immune to polymorph effects and petrification. This replaces poison resistance and immunity

**Material Transmutation (Ex):** At 12th level, you gain the ability to transform the material of non-magical things. You can increase or decrease the hardness of an object up to one cubic foot per alchemist level. The amount of change is up to 1 point per 2 alchemist levels, to a minimum of 0. If the resulting hardness matches a given material, the alchemist may declare it to resemble that material, though a DC 30 Appraise check sees through the subterfuge. This effect does not stack with itself and persists for one hour per alchemist level. This replaces the alchemy discovery gained at 12th level.

## PURRSIAN RACIAL TRAITS (PATHFINDER)

**Graceful Step:** You gain a +1 trait bonus on Reflex saves made to avoid traps and a +1 trait bonus to AC against attacks made by traps.

**Haggling With the Universe:** You somehow sweet talk the universe itself. You may use components 5% cheaper than normal without reducing the effect of spells you cast.

**One Eye Open:** Becoming famous means drawing enemies and it pays to remain alert. You gain a +2 trait bonus to Perception and Perception checks you make while asleep are only penalized at half the usual amount.

**Waste Not Want Not:** While crafting, you do not allow a single scrap go to waste. Your cost to craft items, magic or otherwise, is reduced by 5%.

## PURRSIAN MAGIC (PATHFINDER)

### ANOTHER LIFE

**School** conjuration [teleportation]; Level magus 5, occultist 5, psychic 5, sorcerer/wizard 5, spiritualist 5, sum-

moner 4, unchained summoner 5, witch 5  
**Casting Time** 1 immediate action  
**Components** V, S  
**Range** unlimited  
**Target** self  
**Duration** instantaneous  
**Save** none; **Spell Resistance** yes (harmless)

They say sometimes purrsians survive that which should have flattened them and this spell lends credence to the claim. With barely a flexed claw and a surprised hiss, the spellcaster vanishes just as doom is crashing on them. They teleport to a predesignated place as per *teleport*. This spell fails if the predesignated place is on another plane or if a place has not been designated. To designate a place requires 1,000 gp of the purrsian's birthstone and an hour-long ritual to attune the target space (at least a 10-ft.-by-10-ft.-square). Once attuned, it remains until the caster sets a new place.

### FIND THE MIDDLE GROUND

**School** enchantment [compulsion, mind-affecting]; **Level** bard 3, mesmerist 3, paladin 3, shaman 3  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** short (25 ft. + 5 ft./2 levels)  
**Target** one creature that can speak a language  
**Duration** instantaneous  
**Save** Will negates; **Spell Resistance** yes

This spell compels the target to make mention of what might change their mind, ideally in such a way that both parties get what they want. For example, a guard may admit that they are short on funds but don't want to be caught taking a bribe, or a criminal may confess that their sibling is being held hostage and they don't have much else invested in the conflict. What exactly is said is up to the GM. If the target has nothing to say they are instead stunned for 1d4 rounds with indecision.

### MAGIC IS WEALTH

**School** conjuration; **Level** magus 3, psychic 3, sorcerer/wizard 3, summoner 3  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** personal  
**Target** self  
**Duration** 1 minute  
**Save** none; **Spell Resistance** no

Upon casting this spell the spellcaster must name a specific spell with a material component. Raw energy gathers before the caster in the form of floating motes of immaterial light. If the target spell is above 3rd-level, this spell must be cast at that level or higher and can be done without metamagic. Prepared spellcasters must prepare this spell at the higher level ahead of time.

When the named spell is cast, the motes are expended, replacing up to 50 gp per spell level in components. This spell can be cast multiple times to stack the savings but they are all expended at once. Magic items with this spell must have a caster level sufficient to naturally cast a spell of the level selected at creation and must expend themselves (most of the time it is used to create wands)..

### WATCH THE MARKET

**School** divination; **Level** bard 3, mesmerist 3, psychic 3  
**Casting Time** 1 day  
**Components** V, S  
**Range** personal  
**Target** self  
**Duration** instantaneous  
**Save** none; **Spell Resistance** no

During the casting of this spell the caster must roam the community in which they plan to buy or sell from sunrise to sunset, clearly speaking figures of trade, inquiring towards their goals, and generally gathering information. The spell's effects begin with the coming of the next dawn. The caster may buy or sell one non-trade item at 10% higher or lower than the usual cost by finding the buyer or seller just right for the task. When cast in a city smaller than a metropolis, there is a cumulative 10% chance of not working for every step smaller the settlement is. This spell is not subtle and the DC of checks made to gather information about the caster during this time are lowered by 5.

### WATCH YOUR BACK

**School** evocation [force]; **Level** cleric 2, inquisitor 2, shaman 2  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** medium (100 ft. + 10 ft./level)  
**Target** self  
**Duration** 1 round/level  
**Save** none; **Spell Resistance** yes

As per *spiritual weapon* save that it does not attack unless provoked. The weapon threatens the current target only but has two attacks of opportunity a round. The weapon gains one additional attack of opportunity per 6 caster levels. When an ally attacks the same target with a melee attack, the weapon swings into position and provides a flanking bonus.

### PURRSIAN MAGIC (5E)

#### ANOTHER LIFE

*5th-level conjuration*  
**Class:** Bard, Sorcerer, Wizard, Warlock  
**Casting Time:** 1 reaction  
**Range:** Infinite

**Components:** V, S  
**Duration:** Instantaneous

They say sometimes purrsians survive that which should have flattened them and this spell lends credence to that claim. With barely a flexed claw and a surprised hiss, the spellcaster vanishes just as doom is crashing on them. They teleport to a predesignated place as per *teleport*. This spell fails if the predesignated place is on another plane or if a place has not been designated. Designating a place requires 1,000 gp of the purrsian's birthstone and an hour-long ritual to attune the target space of up to 10 foot square. Once attuned, it remains until the caster sets a new place.

### FIND THE MIDDLE GROUND

*3rd-level enchantment*  
**Class:** Bard, Paladin  
**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S  
**Duration:** Instantaneous

This spell compels the target to make mention of what might change their mind if the target fails their wisdom saving throw, ideally in such a way that both parties get what they want. For example, a guard may admit that they are short on funds but don't want to be caught taking a bribe, or a criminal may confess that their sibling is being held hostage and they don't have much else invested in the conflict. What exactly is said is up to the GM. If the target has nothing to say, they are instead stunned for 1d4 rounds with indecision.

### MAGIC IS WEALTH

*3rd-level conjuration*  
**Class:** Wizard, Sorcerer, Warlock  
**Casting Time:** 1 action  
**Range:** Personal  
**Components:** V, S  
**Duration:** 1 minute

Upon casting this spell, the caster must name a specific spell of 3rd-level or lower with a material component. Raw energy gathers before them in the form of floating motes of immaterial light. When the targeted spell is cast the motes are expended, replacing up to 150 gp components. This spell can be cast multiple times to stack the savings, but they are all expended at once.

**At Higher Levels.** When you cast this spell using a spell slot of 4th-level or higher, up to 100 gp worth of additional components can be replaced per additional level expended spell slot. In addition, the targeted spell can be of the highest expended spell slot's level or lower.

### WATCH THE MARKET

*4th-level divination*  
**Class:** Bard  
**Casting Time:** 1 day  
**Range:** Personal  
**Components:** V, S  
**Duration:** Instantaneous

During the casting of this spell the caster must roam the community in which they plan to buy or sell from sunrise to sunset, clearly speaking figures of trade, inquiring towards their goals, and generally gathering information. The spell's effects begin with the coming of the next dawn. The caster may buy or sell one non-trade item at 10% higher or lower than the usual cost by finding the buyer or seller just right for the task. When cast in a city smaller than a metropolis, there is a cumulative 10% chance of not working for every step smaller the settlement is. This spell is not subtle and the DC of checks made to gather information about the caster during this time are lowered by 5.

Population	Chance of Success
20	30%
21-60	40%
61-200	50%
201-2,000	60%
2,001-5,000	70%
5,001-10,000	80%
10,0001-25,000	90%
25,001+	100%

### WATCH YOUR BACK

*2nd-level evocation*  
**Class:** Cleric  
**Casting Time:** 1 bonus action  
**Range:** 60 feet  
**Components:** V, S  
**Duration:** 1 minute

As per *spiritual weapon* save that it does not attack unless provoked. The weapon threatens the current target only but has two reactions a round. When an ally attacks the same target with a melee attack, the weapon swings into flanking position (providing advantage to attack rolls against the current target).

**At Higher Levels.** When you cast this spell using a spell slot of 3rd-level or higher, you may launch an additional weapon to harass another target for each additional expended spell slot.



## STEELHEARTS

### STEELHEART POWER

Being a combination of plant and metal, steelhearts have amazing resilience to many dangers that other creatures of Everglow would steer well away from. They lack many of the 'basic' urges that command their neighbors—steelhearts do not sleep at night or feel the need to eat or drink. Their towns show activity at any time of the day with variation only occurring due to the price of lighting when applicable, though magic is a wonderful thing. Pollutants and irritants are known to be ignored around steelheart settlements where they may sting at the eyes and lungs of unfortunate visitors but their industriousness gives them a leg up over others, fitting in more hours in a day, it seems. Even adventurers benefit from a steelheart ally, one able to stand watch all night without effort.

Being sheathed in a shell of metal, electricity runs across their smooth plates and into the ground, dissipating lesser charges of energy harmlessly without any damage to their living cores. Electrical attacks of vicious enough strength can pierce this basic defense but it still leaves them better off than a pony or a human might be in the same situation. Their strength is also the steelhearts' weakness—their alien biology refuses the touch of the divine. *Raise* and *resurrection* spells slip off of their corpses, leaving them as lifeless

as when the priest began. The steelhearts are all the more cautious as a result.; better to consider twice than to make a mistake once. Being a very long-lived race patience is a trait they tend to share provided they avoid being destroyed before their time meets its natural end.

Unlike ponies, steelhearts do not have brands of destiny. The gods do not craft them unique fortunes and they instead must forge their own paths, and with this spirit in mind they craft brands of their own. It is very common for a steelheart to have a faux brand. Good metalcrafters can demand a premium price to forge a brand of great beauty, with details and colors that make ponies flush with envy.

### STEELHEART NAMING

The first names of steelhearts are usually a metal or methodology. Here are some popular ones: Tin, Steady, Steel, Methodical, Patient, Copper, Brass, Impatient, Serious, Quartz, Gold, Slow, Fast

The last name of steelhearts often refers to a preferred activity but can also be a long term quest or ambition. Last names are picked by the Steelheart at maturation, if they wish to have one. Some examples include: Scholar, Explorer, Philosophy, Skeptic, Discoverer, Trade, Builder, Smith, Priest

## STEELHEART PATHFINDER ATTRIBUTES

**+2 Constitution, +2 Intelligence, –2 Wisdom:** Steelhearts are tough and smart but not terrifically intuitive.

**Steelheart:** Steelhearts are fey with the steelheart subtype.

**Medium:** Steelhearts are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Steelhearts have a base speed of 30 feet (20 feet bipedal).

**Low-Light Vision:** Steelhearts can see twice as far as humans in conditions of dim light.

**Cold Heart:** Steelhearts cannot be raised or resurrected by normal means. Returning to a factory and paying for the material components for an equivalent spell can restore them to health with the help of local priests (as if the equivalent spell were cast).

**Conductive:** Steelhearts gain electricity resistance 5.

**Fingerless:** See fingerless rules on page 2.

**Four-Legged:** Steelhearts gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

**Heart of Steel:** Steelhearts gain a +2 racial bonus vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

**Iron Lungs:** Steelhearts do not need to eat, breathe, or sleep. They may do so if they desire, gaining any available benefits from doing so (in the case of potions and the like or meditating to regain power).

**Languages:** Steelhearts begin play speaking Common. Steelhearts with high Intelligence scores can choose from the following: Dwarven, Gnomish, Sylvan, and Terran.

## STEELHEART 5TH EDITION ATTRIBUTES

**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.

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

**Conductive.** You gain resistance to lightning damage.

**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.

**Fey Born.** You count as fey for all purposes.

**Fingerless.** You may use your mouth as one hand and are considered Small-sized for the sake of what they can wield or not.

**Four-Legged.** Being a four-legged creature, you can bear greater weights than a human of the same strength without being encumbered (increasing your carrying capacity by 50%). You gain advantage on any ability checks or saving throws to avoid the prone condition.

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

**Iron Lungs.** Steelhearts do not need to eat, breathe, or sleep. They may do so in order to gain benefit (such as drinking a potion).

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

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

## A BRIEF HISTORY OF STEELHEARTS

A hundred years before the empire was officially formed the presence of the steelhearts became felt when a collective of their explorers came together and founded the race's first town. The steelhearts refuse to say exactly how long they'd been there or how many other towns had come before it, but Kollektive 23 became widely known in short order. When word of their miraculous nature spread with it Iliana sent ponies to investigate and learn—though she had told them only to look and discover, they pushed far further.

The accidental/misguided damaging of one of their sacred factories caused the steelhearts to lose all patience and fear swept through their people like a wildfire—the motion to keep the ponies away by means of violence was swiftly passed and the situation deteriorated from there. The war only lasted about a year and a half, starting in summer IC 3 and ending in the winter of the next year. Many ponies were killed and many steelhearts were dismantled but neither side benefitted from the conflict and Queen Iliana brokered peace with them by coming personally to ask for it. She was accepted and a deal was forged: violence would not be turned towards the ponies, provided the factories of the steelhearts were never again harmed or intruded upon.

With peace brokered the steelhearts became eager to trade, even if they watched their neighbors with caution. Hungry for knowledge and supplies their restrictive laws on outsider presence eroded swiftly but none are allowed near their factories; those found beyond clearly-marked boundaries are arrested. Trespassers possessing obvious destructive abilities have been executed with others simply deported. Friction over their factories aside the steelhearts otherwise enjoyed a full generation of peace until the empire fell into decay with Iliana's passing. She was a curious one to many of them, living long enough to rival even their elders. Was she perhaps a steelheart much more clever at disguise than they could hope to be? Regardless, time comes for all souls and the end of her reign marked a dramatic change in the landscape.

The steelhearts hid behind the pony remnants at first—trading through the border towns to the humans and keeping elves out of their land entirely—but that gradually changed. Within a hundred years traders became bold enough to approach the humanoids directly and began to pry into the curious innovations that humans had made. They weren't a terribly advanced people but their ways were new ways and integrating them into the steelheart knowledge was beneficial to everyone, as well as the great industries that the humanoids seemed more than eager to run, fueling the needs and desires of the steelheart people. As trade partners went they were quite satisfactory and only a few dared to impinge on the factories.

For the steelhearts time passes slowly. An empire came and left, surely another will come behind it. They learn, they build, and they wait. Some caution that any new force

should be negotiated with early to avoid what occurred with the Pony Empire. Though rough at the start relations with them proved far more profitable than the pain of starting them—the past is made to be learned from.

## LIFE OF STEELHEARTS

Unlike ponykind there is no such thing as a tribe or cross-breeding among the steelhearts—one either is or is not, and those that are cannot pair with those that are not and expect children to come as a result. Also unlike their flesh and blood kin, steelhearts have no true gender though some take on the mantle of male or female and decorate themselves to display their decision proudly. When two steelhearts of any or no gender decide they are compatible and wish to produce a child, they report to the closest factory and appeal to the priests there with displays of ability, wit, and properly filled forms. If approved they are allowed to enter and begin fabrication of their child's first shell.

Kept a secret from outsiders, the living tissue of a steelheart (the plant matter that makes up much of their inside) is grown from a massive vine-like tree that inhabits much of the factory. When inserted into a properly consecrated and otherwise prepared shell, a new steelheart is born. Like most sentient youths they are inexperienced and delicate at birth but steelheart parents are legally obligated to see to twenty years of care and preparation, and those that choose to forge their first shell are usually prepared to do it for the long haul. A steelheart's parents are their first and most faithful mentors but not their only ones—often other teachers and trainers are hired to fulfill a youth's goals in life and prepare them for independence. After exactly two decades (no sooner or later) the child is deemed ready and must move out. Such a family can then break apart or stay together but most choose to go their own ways, though some couples remain bonded for longer (sometimes even until death). A child may visit one or the other parent on rare occasions but it is not considered impolite to simply move on into adulthood and not look back.

Unlike their living inside, a steelheart's metallic hide is a choice of functionality and expression as well as a status symbol. Having a shell forged of star metals such as mithral or adamantite shows off the means of the steelheart proudly wearing it. It is possible for a steelheart to survive having this armor removed from them but it is a miserable existence and one any steelheart would seek to remedy it as soon as possible.

Despite reaching adulthood almost no steelheart immediately sets out independently at this point. Having found their desired path they become apprentices, students, and otherwise take on learning the higher level aspects of their field over the next portion of their lives. These steelhearts are still in training but learn to live on their own and without their parent's presence; some few visit at times to speak

fondly with their creators but such is far from required from their society. Despite this parents often keep loose tabs on their creations, watching from a distance as they succeed or fail, taking pride with the successes and shame with the failures. Eventually a steelheart emerges from learning, usually with a home and a fully developed body, mind, and persona all their own, independent and ready for the world.

Though they have little immediate loyalty to their parents, bonds within a steelheart community are strong. Steelheart born of the same factory have an instinctive kinship with one another and often move to each other's aid against obvious threats without being asked. Steelhearts that don't have this connection are still bound by the greater tie of the species as a whole but feel far less instinctual urge to risk their own safety for their fellow brethren. During properly accepted holidays (such as the start of the new year and various religious affairs) steelhearts typically take time to come together in great outdoor collections of festive pony-shaped machines. Outsiders may be confused at the normally stoic people engaging in earnest revelry but the steelhearts care little of their opinion.

Steelhearts that depart the safety of their towns to seek out answers in the wider world usually take one of two routes. Most commonly they become more stoic and reserved, withholding visible displays of faith, emotion, or other such "weaknesses". This only adds to the steelheart's reputation for being cold and distant. The minority buck the trend and try to be outgoing and warm, which can be just as confusing and disconcerting for those they interact with. Most folk are not ready for what appears to be a machine greeting them with earnest sounding warmth, or greeting the day with prayer. Steelhearts have their own pantheon of machine gods with The Machine, a great maze of strict order, being high among them, holder of all machine life and champion against chaos in the world. It has little emotion or warmth but many of the lesser gods—not as perfectly ordered—do likewise.

A steelheart that reaches middle age changes very little on the outside or in terms of behavior. Only other steelhearts are likely to notice the subtle changes in the texture of the wood under their metal that comes with age. For some the idea that the life they have led seemingly without end is showing any signs of eventually ending is something to be denied and ignored, so they pretend nothing has changed at all. Others turn their minds towards the future. Unlike many species steelhearts do most of their reproducing later in life rather than towards the start—young steelhearts are too busy to watch over a foal while older ones find the idea of creating offspring to be romantic and fulfilling.

When a steelheart feels life about to slip from them at last after centuries of existence, they feel compelled to return to the factory of their birth; if they can make it there they produce a sapling then perish. The priests who attend the factory have a choice. By planting it near the tree it be-

comes part of it, strengthening the plant. A sapling can also be taken away and used to begin a new factory, though this is a chancy proposition as a hundred saplings planted this way only one may fully take root and become a functional factory. Either use is considered honorable and a noble last act of any steelheart (one that perishes of age away from a factory does not produce the final sapling.) The priests report if one died well but the nature of the final sapling or even the fact it exists is a guarded secret. Either way once the steelheart has passed on its physical body is considered of little import. If the steelheart was of very high praise its final shell may be saved and mounted somewhere for others to see, otherwise it is recycled for the use of others. The organic body is used as fertilizer in any event, a task their wooden forms serve well as.

## STEREOTYPES OF OTHER TRIBES

**Earth-Bound:** Some say we look like them, if we were soft and fleshy. They cluster together in family units for the duration of their short lives and make claims of fealty that extend beyond it. I have watched one of their clans form and its founders die. I can respect their loyalty.

**Short-Leg:** Small. They talk of things we do not understand. Foolish little ponies, we do not need love to further ourselves. We do not need your god to know what it is to be united as a people.

**Pegasus:** Where the earth-bound know the loyalty of generations a pegasus knows the loyalty of the single life, which they seem eager to cast aside. Foolish as they are they make their tiny time as bright as possible.

**Sun:** Earth-bound with a tan? We don't understand.

**Tribe of Bones:** It confuses us. As short-lived as they are, you'd think they would understand the cyclical nature of the universe, to say nothing of their rapidly formed, aged, and decaying husks. Why turn against those that understand it best of all?

**Unicorn:** Proudful, too clever for their own good, manipulators. They steer ponykind towards ruin. We won't let them drag us along for the ride. Some say they had a hoof in our creation, I would spit on the idea, if I were capable.

**Antean:** Filled with the very definition of large, they are afraid of that destiny which the other ponies fully embrace. We understand that hesitation but we don't agree with hiding from it—find your own path children of titans, lay claim to it, and make it your own. We watch quietly and hopefully.

**Chaos Hunter:** More pre-deterministic attitudes, ruining short lives. At least it's a selfless destiny if nothing else, battling the corruption of the world.

**Clockworks:** Our twisted doubles. They are still ponies but their insides are spinning gears and springs, where as our inside is that of smooth metal and living wood. We are not the same. Perhaps there is something worthwhile about

being friendly, however.

**Doppelganger:** They cannot imitate us. Jesters with false smiles, do be wary of them, but you should be at least minimally wary of any of the ponykind.

**Leatherwing:** We do not traffic with these reclusive ponies often. They seem unsettled by us. Their caves have valuable deposits.

**Gem Ponies:** The literal representation of ponykind's overinflated sense of self-worth. They are a fallen destiny, but they claim it will lead them to one that is better? It defies logic.

**Ghost Ponies:** Who? We know little but rumor of these ponies.

**Sea Horse:** Our biomes are not compatible. Our food is not compatible. Our people are not compatible. Their catches make acceptable oil. At least they are willing to trade.

**Zebra:** They are what we wish the unicorns would be: clever and wise but never pushy about it. A zebra will ask a thousand questions and offer half as many answers, while a unicorn will ask a dozen questions and offer a thousand answers. I would accept a zebra as a friend and join them in discovery.

**Cloven:** Few cloven come this far south to meet us but when they do they are always polite and are humble by breeding. They will live for many generations. Empires will rise and fall but the cloven, they will persist. They are wise in ways they don't even understand.

**Flutterponies:** They are a product of the temperate jungle that birthed them—wet, disgusting, and full of color. They haven't changed much. Their city is like that now—wet, disgusting, and full of color. They make no attempt to understand us but some favor their fabrics to decorate themselves. Minimally valuable trade partners. I would avoid one as a business partner but if you must, be sure to find them things they like—wet, disgusting, and full of color.

**Griffons:** They call themselves the royals of the mountains but what we want lies in the stone, not above it. We have no use for snow-covered peaks or the stubborn and prideful souls that live on them. They are able in battle, this I will grant, and some of them defy their natures to become quite clever indeed.

**Phoenix Wolf:** We feel a kinship for these canines for their diet sets them apart and we do not have one. Many towns have one that we tolerate and why should we not? A phoenix wolf family can feast on the ash we create in industry and make everything neater for it. It's almost as if our species were designed to live in harmony and it pleases us to know that destiny, which has otherwise turned a blind eye to us, smiled in this subtle way.

**Purrsian:** Trade partners—our excess is desirable to

them and their excess is desirable to us. Shrewd negotiators. Never haggle alone with a purrsian. They value your coin more than your business and many hardly know the difference.

**Sun Cat:** Crude and simple. They live the life of beasts, barely sapient, and they like it that way. We will not bother them and they do not bother us.

**Dwarf:** Of the humanoids the dwarves could not be avoided. They are our neighbors. They are also masters of machines. Some of them thought to extend that mastery over us, but that urge was quickly quelled, at least for a time. They live as long as us. They seek to understand the world, as us. They love to build, as many of us. They enjoy alcohol—I did not say we were mirrors. There is still more akin between us than many other races. Pay them due respect but know they are worthy of that respect not only for advantage.

## STEELHEART MAGIC ITEMS (PATHFINDER)

Steelhearts have access to the following magic items but some may find their way into the hooves of other tribes.

### INTERNAL LAMP

**Aura** faint evocation; **CL** 5th

**Slot** body; **Price** 2,500 gp; **Weight** 1 lb.

### DESCRIPTION

This curious lantern-like device is placed inside the shell of a steelheart and helps promote the health and growth of their living segments. They gain 25% more (minimum 1) hit points from a period of rest and gain an extra save against disease at every interval. This extra save can help defeat a disease but has no negative effects on a failure. If worn without pause while gaining all of the experience required to gain a level, the wearer gains one extra hit point upon gaining a level.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *continual flame*;  
**Cost** 1,250 gp

### SHELL APPROVED SEAL

**Aura** light abjuration; **CL** 5th

**Slot** none; **Price** 1,000 gp; **Weight** 0 lbs.

### DESCRIPTION

This trinket resembles a brand chosen by the crafter and can be affixed to armor to allow it to hold magic while being friendly to the core of a steelheart's being. Armor so



enchanted can apply to either natural or armor bonuses, whichever is more advantageous against a given assault (if the attack specifically has reduced or greater effect versus either type). It also lowers arcane spell failure by 10%. Non-steelhearts do not benefit from armor so enchanted. Armor worn this way cannot be removed from the steelheart unwillingly, but can be sundered.

## CONSTRUCTION

**Requirements** Craft Magical Arms and Armor, *haste*;  
**Cost** 500 gp

### STEELHEART EQUIPMENT (5E)

Equipment here is constructed with steelhearts in mind, but may find its way into the hooves of other tribes.

### INTERNAL LAMP

Wondrous item, rare (requires attunement)

This curious lantern-like device is placed inside the shell of a steelheart and helps promote the health and growth of their living segments. They treat any roll of 1 or 2 on a hit die as a 3 when spending hit dice to heal during a short rest, and whenever they would make a saving throw against a disease after contracting it, they may make another saving throw. This extra saving throw can help defeat a disease but has no negative effects on a failure. If worn without pause while gaining all of the experience required to gain a level, the wearer gains one extra hit point upon gaining a level.

### STEELHEART FEATS (PATHFINDER)

#### ARMOR GROWTH (GENERAL)

*Like a living shell, you perfect your armor with time and effort and the proper nutrition.*

**Prerequisites:** Steelheart, Con 13

**Benefit:** You can imbue armor you've worn for a month or gained a level in while using a *shell approved seal*. If the armor is not yet magical you can make it magical and must do so first, though you are treated as having any feats required. Armor that you have created this way can be improved by you without Craft Arms and Armor, using your character level plus your Constitution modifier as the modifier for enchanting rolls.

#### A SHIELD'S FATE (COMBAT)

*A shield exists only to accept the harm meant for its wearer. Never forget that.*

**Prerequisites:** Proficiency with a shield, base attack bonus +3

**Benefit:** When you are struck by a melee attack that does not target your flat-footed AC, you may make an attack of opportunity against the attacker using a shield you are wielding even if they are out of your reach. On a successful hit you deal no damage and instead the attack that prompted it deals its damage to the shield, even damage that would normally not affect objects. Once a shield gains the broken condition it cannot be used with this feat.

#### AUTOMATIC MAINTENANCE (GENERAL)

*Weapons that are integrated into your body can be flushed out and upkept with a little effort.*

**Prerequisites:** Integrated Weapon, steelheart

**Benefit:** As a move action, you can remove the broken condition from a weapon and restore 1 hit point to it. If the weapon takes any damage (even 0 from an attack that fails to penetrate hardness) and is at 50% or less hit points, it becomes broken again. This has no effect on destroyed items.

#### BRAND OF ALLEGIANCE (GENERAL)

*You have willingly branded yourself with the symbol of an adventuring group, city, or other organization. This is more than just decoration—it is a demonstration of commitment.*

**Prerequisite:** Steelheart

**Benefit:** When you take this feat, choose a group to whom you have given allegiance. You gain a +2 morale bonus on any one d20 roll while in the service of that group each day. You may declare the use of this feat after the roll has been made. At 10th level, the bonus increases to +4. You also gain a +2 circumstance bonus on Diplomacy checks with allies of that group, though this becomes a penalty with anyone opposed to them.

#### CONSTITUTION OF STONE (GENERAL)

*When need be, you can assume the physiology of something not alive for a moment, avoiding harm.*

**Prerequisite:** Emergency Shutdown, steelheart

**Benefit:** As an immediate action you can cease being alive for an instant, just long enough to avoid a single attack that requires a living target.

#### DEFENSIVE MATRIX (GENERAL)

*With mastery of force comes practical application that only one with a machine-like mind can master*

**Prerequisite:** Steelheart or clockwork, level 5, Wis 13, kinetic blast class ability

**Benefit:** Your kinetic blast threatens a space of 5 feet around you, allowing you to make attacks of opportunity with a basic blast as if wielding a melee weapon. Blasts fired this way do not provoke attacks of opportunity.

### DIRECTED CURRENT (GENERAL)

*Electrical assaults represent opportunity for you, not misfortune.*

**Prerequisite:** Conductive racial trait

**Benefit:** Your electrical resistance increases by 1 per 2 character levels. For every 5 points of electrical damage you prevent in one blow, you may gain 2 temporary hit points that last for 1 minute, a single round of *haste*, or you may make a new saving throw against an ongoing mental effect. Different attacks do not stack but one large one can; for example, if you prevent 10 points of damage in an attack you could gain 4 temporary hit points or 2 rounds of *haste*, but if you already have temporary hit points from this or *haste*, it will override, not stack.

### EMERGENCY SHUTDOWN (GENERAL)

*When all hope is lost, sometimes just waiting for a better time is the best one can do.*

**Prerequisite:** Level 3, steelheart

**Benefit:** As an immediate action, you can go inert. While inert you are treated as an object with a hardness of 10 in addition to any armor, energy resistance, or damage reduction you may have. You cannot be coup-de-graced or otherwise affected as a living being, nor do you detect as living. You may not take actions. You are dimly aware of your surroundings (–10 penalty to Perception checks). When you leave this state you must immediately spend two full-round actions that provoke attacks of opportunity. When reduced to zero or less hit points, you may reactively activate this ability before losing consciousness.

### HARDY LIKE OAK (GENERAL)

*Your plant-like interior has grown more resilient over time, throwing off disastrous effects as you grow used to the dangers of the world.*

**Prerequisite:** Level 5, steelheart

**Benefit:** You gain a +2 racial bonus on saving throws versus paralysis, polymorph, and stunning effects. In addition, at 10th level you gain immunity to stunning.

### KNOWLEDGE OF MACHINES (GENERAL)

*It takes one to know one, they say. You understand the workings of constructs, and how to dismantle them.*

**Prerequisite:** Steelheart, Int 13

**Benefit:** After identifying a construct, you gain a +2 circumstance bonus to attacks and damage rolls against it. When you critically hit a construct, your critical multiplier is increased by 1. You may critical hit constructs that are normally immune to critical hits, but in these cases your multiplier is not increased.

### METALLIC FEAST (GENERAL)

*You gain a powerful hunger for metal.*

**Prerequisite:** Level 6, steelheart

**Benefit:** You gain a primary bite attack that deals 1d6 damage. When you successfully hit an enemy wearing metal armor or wielding a metal weapon with this bite, you may make a free sunder combat maneuver with a +2 circumstance bonus. This sunder combat maneuver does not provoke attacks of opportunity.

### POWERFUL FINISH (COMBAT)

*You have learned to adjust your aim with each swing, making the last more accurate.*

**Prerequisite:** Power Attack, steelheart, base attack bonus +6

**Benefit:** When you take the full attack action while using Power Attack, do not apply the penalty for power attacking to the final swing with your lowest bonus.

### RUST RESISTANT (GENERAL)

*Your plant-like body secretes oils that protect your shell and any integrated equipment from rusting attacks.*

**Prerequisite:** Steelheart

**Benefit:** Any equipment you are holding, wielding, or wearing ignores any attempt to rust or warp them. This does not affect sundering attempts or other direct damage.

### STEADY SONG (GENERAL)

*Very few things can dissuade you once you've begun to perform, even when your body tries to rebel against you.*

**Prerequisite:** Steelheart, bardic performance ability

**Benefit:** Provided you are conscious, you may continue to use bardic performance despite being confused, stunned, paralyzed, polymorphed, or frightened. This does not allow

you to begin a bardic performance, only to continue one.

### TUCKED SCROLLS (GENERAL)

Besides looking interesting, you've gained a habit of stuffing some of your joints with scrolls. They make you look learned. They also work.

**Prerequisite:** Steelheart, Int 13

**Benefit:** You can, as a full-round action that provokes attacks of opportunity, stuff a scroll away into your shell or retrieve one. You can have 1 scroll plus 1 scroll per 4 levels tucked away at a time. Assuming you have the ability to read the scroll normally, you can activate a tucked scroll without retrieving it first. Said scrolls gain +1 caster level when cast this way.

### STEELHEART FEATS (5E)

#### DIRECTED CURRENT

*Prerequisite: Conductive race feature*

Electrical assaults represent opportunity for you, not misfortune. You gain the following benefits:

- Anytime you reduce lightning damage dealt to you through either resistance or immunity, for every 5 points of damage prevented you may gain one of the following: the effects of the *haste* spell for 1 round, 2 temporary hit points for 1 minute, or a new Charisma, Wisdom, or Intelligence saving throw against an ongoing effect. Benefits stack from the same instance of lightning damage, but benefits from multiple instances of lightning damage do not stack.
- At 10th level you gain immunity to lightning damage.

#### IRONSIDES

*Prerequisites: Steelheart, Constitution 13 or higher*

You have gained new affinity for what you use and your tools are literal extensions of your form. You gain the following benefits:

- You may integrate armor into your body after wearing it for a month or when you gain a level. You are considered to be proficient with any armor integrated this way and it does not count against your carry weight. Armor you have integrated cannot be removed involuntarily.
- Any equipment you are holding, wielding, or wearing is immune to rust or supernatural warping.
- Anytime you would heal hit points, you may instead restore hit points to any equipment that is considered

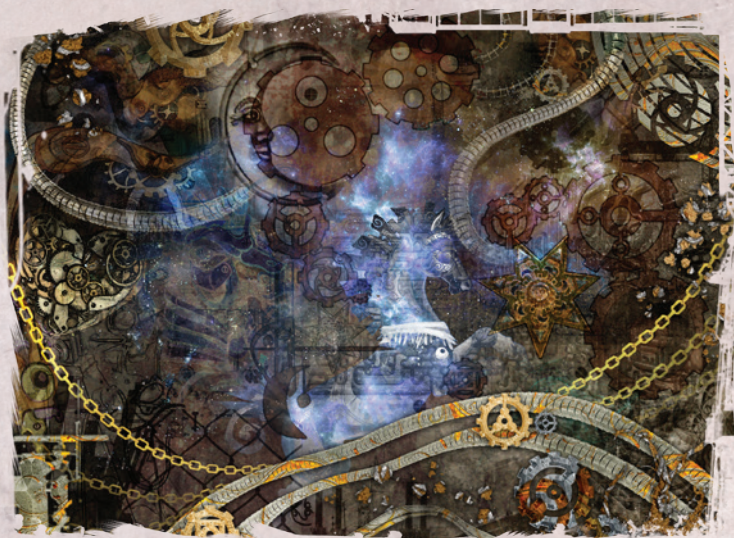
to be part of your body.

### STEEL SOUL

*Prerequisite: Cold Heart race feature*

Your mastery over your living and inert parts and how they work together enables you to survive where others would meet their end. You gain the following benefits:

- As a reaction, you may go into an inert state in which you are treated as an inanimate object. You cannot take actions and cannot move while in this state, and ignore anything that affects a living creature unless it can also affect objects. You are dimly aware of your surroundings while in this state, suffering disadvantage on Wisdom (Perception) checks and a -5 penalty to your passive Perception. You may leave this state anytime but you cannot take actions or move for the following two rounds. This state may be entered when your hit points are reduced to 0, making you stable until you are no longer inert.
- As a reaction when you are targeted by an effect that requires a living creature as a target, you may temporarily count as non-living to avoid the effect.
- You gain advantage on saving throws against becoming paralyzed or stunned, as well as any effect that would alter your form (such as the *polymorph* spell).



### THE MAZE (LN)

Ruler of all machine kind, The Maze assigns every device to its proper place within its dizzying innards that theoretically span all of existence. The turning of the sun, stars, and moon, the coming of the seasons, and more are all aspects of the machinery within The Maze. Despite housing it all The Maze does not itself control these cosmological constants—it is enough to house them and to understand them in a way mortals can only dream of knowing.

Its interest in its dedicants can feel distant at times but bringing order where there is chaos is in its nature; the difficulty comes when there is order beyond the understanding of mortals. The seemingly entropic, such as the roll of a die, is bound by the mechanics of the universe itself that The Maze understands and accepts. Few things are truly random. Those who would do battle with true chaos—such as creatures of primal chaos and aberrations, as well those who abuse magic of any kind, especially for selfish ends—can earn the favor of The Maze.

**Original Worshippers:** The Maze was first discovered after the first factory was founded. It is written that the first of the steelhearts saw a vision of this immense palace of machinery and became lost for three years. They returned slightly unhinged from how much wonder they had witnessed, but they knew a small fragment of The Truth. It was this that became the book of the same name and led other steelhearts to learn their place, as well as how to grow and prosper. The Maze is not the only god of the steelhearts but it is by far the largest, holding all other machine gods within its infinite splendor.

**Revelations:** The Maze can grant limited glimpses of its innards to those of orderly thought, allowing them a glimpse of the machines that surround what they need to see. The nature of this revelation can often be confusing but it is difficult to mistake it for anything else—the challenge to the faithful is to understand how the turning of a distant world and the coming of heavy rains might influence their decision to support a local politician.

**Visitation:** Having no discrete body that can exist within the universe, it is difficult for The Maze to visit its faithful. Instead it sends servitors to deliver messages that are brief and direct, yet difficult to understand. Their words are clear and precise but they often present solutions that feel entirely unintuitive. The Maze only interferes when some portion of the cosmos is threatened in its core stability, an event that occurs more often than The Maze prefers.

**Favored Weapon:** Spiked chain

**Domains:** Artifice, Construct, Earth, Metal, Law, Inevitable, Luck, Fate, Knowledge, Thought, Memory

**Holy Symbol:** A hedge maze comprised of metal cubes.

**Obedience:** Assemble and repair machines for an hour. The faithful must count prime numbers while doing so and are granted a +4 sacred or profane bonus (depending on alignment) to Knowledge (engineering) and Disable Device checks for 10 minutes.

**Boons:** 1. *make whole* 2. *rapid repair* 3. *divination*

## STEELHEART RACIAL TRAITS

**Especially Conductive:** When you roll a natural 20 on a saving throw against an electrical effect that would normally have a reduced the damage it deals, the effect is en-

tirely negated instead.

**Heavy Steps:** When you trigger a mechanical trap by stepping onto or into it, there is a 15% chance it is destroyed instead and does not activate.

**Impressively Stoic:** You gain a +1 trait bonus to Intimidate and Sense Motive, and choose one of these skills to become a class skill.

**Plant Ties:** Plants do not inherently regard you as interesting, even the animated varieties. If you don't attack one it won't attack you. If you do attack it, it targets other viable targets in range before you.

## STEELHEART MAGIC (PATHFINDER)

### ALIEN MIND

**School** enchantment (mind-affecting); **Level** bloodrager 1, inquisitor 1, psychic 1, ranger 1, shaman 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Target** personal

**Range** self

**Duration** 1 min./level

**Save** none; **Spell Resistance** no

You shroud your thoughts behind a wall of alien impulses and urges. You gain a +2 insight bonus versus mind-affecting abilities and spells for the duration.

### CANNIBALIZE CONSTRUCT

**School** transmutation; **Level** bloodrager 3, occultist 3, psychic 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Target** one construct

**Range** medium (100 ft. + 10 ft./level)

**Duration** instantaneous

**Save** none; **Spell Resistance** yes

The target construct suffers 1d8 damage per 2 caster levels, to a maximum of 10d8. You gain temporary hit points equal to half the damage dealt (these temporary hit points persist for one minute). If you destroy a construct with this spell and have the Knowledge of the Machines feat, you learn how to construct this particular construct (if possible). This damage cannot be prevented by any DR short of epic.

### LIKE A MACHINE

**School** divination; **Level** cleric 4, medium 4, oracle 4, paladin 3

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** self

**Duration** 10 mins./level

**Save** no; **Spell Resistance** no

Casting your thoughts into The Maze and beholding a small portion of its vastness, you attempt to understand the future as relevant to yourself by seeing the infinite machinery that will lead to it. There is nothing random, only limitations in one's understanding of it. Make a Knowledge (engineering) check. You may replace an attack roll, caster level check, or saving throw with this roll at any time during the effect and may choose to do so after making the roll. The effective roll decreases by -10, but you may do so again while the spell persists (decreasing another -10).

### MACHINED AMMUNITION

**School** transmutation; **Level** alchemist 2, bard 2, cleric 2, psychic 2, ranger 2, sorcerer/wizard 2, summoner 2

**Casting Time** 1 standard action

**Components** S, V

**Range** touch

**Target** up to 50 pieces of identical ammunition

**Duration** 1 minute/level

**Save** none; **Spell Resistance** no

The touched ammunition becomes perfectly machined, gaining a +1 circumstance bonus to attack rolls. If the ammunition would normally be destroyed, there's a 50% chance it is not destroyed (even if magical).

### STEELHEART MAGIC (5E)

#### ALIEN MIND

*1st-level enchantment*

**Class:** Ranger, Warlock, Wizard

**Casting Time:** 1 action

**Range:** Self

**Components:** None

**Duration:** Concentration, up to 10 minutes

You shroud your thoughts behind a wall of alien impulses and urges. You gain advantage on any check or save that would prevent you from becoming charmed or frightened. You gain resistance to psychic damage.

#### MACHINED AMMUNITION

*2nd-level transmutation*

**Class:** Bard, Cleric, Ranger, Wizard

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (up to 50 pieces of identical ammunition)

**Duration:** 10 minutes

The touched ammunition becomes perfectly machined, gaining a +1 bonus to hit. In addition, after the battle you can recover 75% of the ammunition instead of just half, and any magical piece of ammunition has a 50% chance of keeping its enchantment if it would normally lose it (even after it has hit the target).

### CANNIBALIZE CONSTRUCT

*3rd-level transmutation*

**Class:** Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

This spell targets a construct, dealing 5d8 damage. You gain temporary hit points equal to half the damage dealt. These temporary hit points last for 1 minute. If you destroy a construct with this spell and have a copy of the *manual of golems*, you can learn how to construct this particular construct with this copy of the manual instead of the normal golem it would produce.

**At Higher Levels.** When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d8 for each slot level above 3rd.

### LIKE A MACHINE

*4th-level divination*

**Class:** Cleric, Paladin

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 8 hours

Casting your thoughts into The Maze and beholding a small portion of its vastness, you attempt to understand the future as relevant to yourself by seeing the infinite machinery that will lead to it. There is nothing random, only limitations in one's understanding of it. Make an Intelligence check, adding your proficiency bonus. You may replace an attack roll or saving throw you make with this roll at any time during the effect and may choose to do so after making the roll, but before it is determined if the roll would succeed or fail. You may do this multiple times while the spell persists, but each time after the first suffers a cumulative -5 penalty to the results.

**At Higher Levels.** When you cast this spell using a spell slot of 5th-level or higher, increase the result of the Intelligence roll by 3 for each slot level above 4th.

An illustration of a Sun Cat character, a yellow feline with dark brown fur on its head and ears, and red stripes on its cheeks. The character is holding a spear with a black arrowhead and a red ribbon tied around the shaft. The background is a stylized landscape with blue and purple hues. The title 'SUN CATS' is written in a gold banner across the middle of the illustration, flanked by dark brown paw prints.

## SUN CATS

### SUN CAT POWER

One of the first creatures of Everglow, the sun cats lived by being able predators capable of terrific sprints ending in lethal flashes of sharpened claws and teeth, few prey catching sight of their attackers more than once. Strong of limb and sharp of senses, sun cats are natural at their position in life and proud of it. Other races call them simple—a title they object to. They are masters of their craft, that craft just doesn't include what other, sedentary, races consider vital.

Some postulate that the Sun King's arrival inspired the ascension of the feline species but the sun cats do not, as a whole, share this thought. To them the order matters little; they exist for the Sun King, and he for them. To quibble over that progression is to lose focus on what truly matters.

Natural creatures, sun cats are loathe to form in groups of any significant size. The largest prides of them number around a hundred and those are quite rare indeed. Most have a dozen or less cats at a time and possess an intense bonding with their pride, even with other cats who may not have a bond of blood. If another cat earns entry into a pride they are family until death, a tight bond that has lent their magic and tactics to becoming very communal.

### SUN CAT NAMING

The first name of sun cats tends to be something that references the sky, a hunting style, or speed. A few more common names are Clear, Fierce, Swift, Overcast, Careful,

Sudden, Noon, Ambush, Blur.

Sun cats have last names so long as they belong to a pride. All cats of the same pride share that name, the only exception being when a sun cat is the last surviving member of their pride. They retain the name with the suffix of -dath, a solemn way to tell other sun cats that the pride has passed.

### A BRIEF HISTORY OF SUN CATS

In the early days of Everglow there were elves scattered across the land but they did not tread easily between their delicate cities of wood and grace. There were predators they feared—the sun cats one of many reasons that elves had fled so long ago, leaving the land free for the fey to own. The felines claimed much of that free land; the griffons called the mountains their own, and most sun cats were fine with avoiding the high places; the purrsians claimed the heated savannahs, and the sun cats were less willing. Their conflicts were fierce but always isolated and in time the two grew to a grudging respect. The purrsians could not match the sun cat's natural skill but countered it with cleverness and the advanced tactics that their civil lifestyle allowed for.

When the feline species had settled into their ruts the sun cats roamed far and wide, laying claim to the widest expanse of Everglow. That proved to be much to their detriment with the coming of Apep. The raging lord of demons rained fire and death wherever he went and few survived the seeing of the beast to warn others of the event. Scat-

## SUN CAT PATHFINDER ATTRIBUTES

**+2 Strength, +2 Wisdom, -2 Intelligence:** Sun cats are physically powerful and intuitive but not quick of wit.

**Sun Cat:** Sun cats are fey with the sun cat subtype.

**Quick:** Sun cats have a base speed of 40 feet (20 feet bipedal).

**Low-Light Vision:** Sun cats can see twice as far as humans in dim light.

**Four-Legged:** Sun cats gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

**Claws:** Sun cats gain two claw attacks as secondary attacks that deal 1d4 bludgeoning and slashing damage.

**Fangs:** Sun cats gain a bite attack as a primary natural attack that deals 1d3 bludgeoning, piercing, and slashing damage.

**Feline Speed:** Sun cats gain a +10 ft. racial bonus to speed when using the charge, run, or withdraw actions.

**Predator:** Perception and Stealth are always class skills for sun cats.

**Scent:** Sun cats gain the scent ability.

**Languages:** Sun cats begin play speaking Common. Sun cats with a high Intelligence score may select from Elven, Gnollish, Ignan, and Sylvan.

**Alternate Racial Traits (Pathfinder and 5e):** While sun cats have many varieties they are more akin to ethnic groupings than true subraces. Spotted leopards, shadowy panthers, and striped tigers are just the start of the variety in builds and patterns found in sun cats but they are all sun cats, in the end: feline children of the Sun King and the Huntress.

## SUN CAT 5TH EDITION ATTRIBUTES

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

**Age.** Sun cats mature a little faster than ponies and live slightly shorter lives.

**Alignment.** Sun cats tend towards good and neutral alignments, holding the good of those in their inner circle over their own needs.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 40 feet.

**Darkvision.** Your eyes are lit by the embers of your soul. You can see in dim light within 120 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.

**Fang and Claw.** You gain a bite attack natural weapon that deals 1d4 piercing damage and a claw attack natural weapon that deals 1d4 slashing damage. You may use both as though they were finesse weapons. You can use your bonus action to make either a bite or claw attack but you do not add your relevant ability modifier to damage when you do so.

**Feline Speed.** You can use a bonus action to Dash or Disengage. Once you have used this feature you cannot do so again until after you have finished a long rest. If you later gain the ability to Dash or Disengage as a bonus action, add 10 feet to your movement any time when doing so.

**Fey Born.** You count as fey for all purposes.

**Four-Legged.** Being a four-legged creature, you can bear greater weights than a human of the same strength without being encumbered (increasing your carrying capacity by 50%). You gain advantage on any ability checks or saving throws to avoid the prone condition.

**Predator.** You have a natural affinity for being tactical and gain proficiency in either Perception or Stealth.

**Scent.** You have an amazing sense of smell and suffer no penalty to perceive invisible targets within 60 feet unless they have no scent. When you successfully win a Wisdom (Perception) check opposed by an invisible creature's Dexterity (Stealth) check, you treat the target as if they were not invisible. You gain advantage on Survival checks to track by smell.

**Suncat Tactics.** You qualify for advanced the advanced tactics of the sun cats.

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

tered by nature, sun cat prides met Apep on their own and died the same way. When he was defeated the feline species could try to recover, but the zenith for the purrsians and sun cats had already come and gone.

Then the ponies came.

Soft of flesh and lacking in natural weapons of much any kind, at first they seemed an ideal new source of food and were were greeted with claws and teeth. The ponies learned quickly to defend themselves and met the cats with maces and swords—the price of raiding quickly rose beyond the reward and came to a stop.

It was many years later that a kitten gazed at one of their little stone villages and could not resist the urge to explore it and its strangely-shaped inhabitants despite all warnings to stay away from them. The ponies, also having forgotten much of the cats besides a need to be wary, panicked at the sight of the exploring youth. Guards rushed to meet him but the kitten smiled up at them, not seeing them as a threat. He offered his name and asked for theirs, and why they were dressed that way, and what they held in their mouths. It was difficult for even ponies to remain entirely on-guard when faced with such a small cat with so great a curiosity.

The youth never made an aggressive move and seemed genuinely interested. Soon the answers came. The kitten wanted some armor for himself. He wanted weapons he could hold. The ponies worried he might try to take these things, but he did not. He pulled off his jeweled headwrap and offered it in trade. The kitten returned home, head held high. Though his mane no longer flowed with the glittering jewels his parents had gifted him, he had a stout helmet instead and a dagger held to his side that he swung whenever he had the chance. He came to his people with the treasures of ponykind and threw open a new door, a door that would never be closed.

The ponies had several kingdoms and empires that came and left but that mattered little to the sun cats, though they did come to trade. They would fashion jewels and tribal trinkets for which the ponies would give worked metal that the cats could not make in their nomadic lifestyle; they never stayed for long but in this way, the races became close despite their horrible beginnings.

When the last, greatest, empire collapsed, the sun cats left the cities (what few had settled in them). It was taken as a sign that such sedentary lifestyles were ultimately self-destructive and the sun cats withdrew back into the wild that had held them dear for so long.

## LIFE OF SUN CATS

Sun cats breed within their pride. Though the alpha male has the first pick to select a partner lesser males are allowed to produce young, especially those who have proven loyal and true to the family as a whole. The resulting kittens are

considered children of the entire pride with the specific father and mother often swiftly forgotten, and all adults respond to the cry of a kitten and work together to provide a safe and nourishing home.

From a young age sun cats are trained to hunt, kill, prepare and work together to ensure the future of the pride. Those who are born and raised in a city find their instincts at odds with the world around them often getting into trouble trying to secure shining things or being distracted by anything that makes a sudden move. In either event a kitten is considered a young adult with the coming of their first decade, becoming adults halfway before their next.

This is a time for the first true pain that a sun cat may face. The pride gathers all the kittens of the same age and host a great feast, inviting other prides to come and celebrate. This brings other kittens into contact, some for the first time but far from the last. At the end of the day none of the kittens are permitted to return home to their original pride—they must make their own with the other kittens or set out alone.

In part due to instinct and in part due to society, kittens are encouraged to not form prides with their direct brothers or sisters. Kittens of the same gender may join side by side but there are too many risks otherwise so when a new prides form, there are some kittens that are inevitably left out. They either aren't ready to join a pride or simply aren't desired. Whichever the case they set off alone into the dark to find their own path and, perhaps, win their way into a pride later.

Those lone cats are the ones most often found in the adventuring life. A single male or female that wants to prove themselves joins with others of varying races, ready to show their prowess and win their way into a pride. Many fail, but not directly—they learn to love and respect those that adventure with them, eventually losing the desire to find a pride because they've found one in the form of their adventuring companions.

Alone or not, sun cats prowl through their lives always seeking to improve themselves as hunters in all the many ways one can hunt. A cat will usually be content with this life until time begins to wear on it, showing signs of the fading of the sun; for every dawn, there is a dusk. Sun cats face the approaching night with a natural understanding that all things born must die. If they lived their life well and shone with the glory of the Sun King, they know they'll be welcomed in his hunting fields to share tales of a life worth living to other sun cats between their chases.

Preparations for the end are slim. If the cat was an alpha they are typically challenged and deposed of the title long before they become venerable. If the alpha served their pride well they become a revered elder often consulted for wisdom but for those who are unliked their final years may be spent as an outcast the moment they are too weak to re-



sist being overthrown.

In either event a sun cat gets a strong feeling when their final day is on them. Such a cat says their farewells and leaves everything behind. They chase the sun across the fields as if they could somehow live forever if they could just remain in its light—in a sense it's true, for when their strength finally fails them and they fade from the world, it's to the Sun King's eternal summer home they retire.

## STEREOTYPES OF OTHER RACES

**Earth-Bound:** They understand the concept of a pride, and are fiercely loyal to their own—in their prey way. I can respect that.

**Unicorn:** They think. That's really what they do. What do they think about? Mostly nothing. They will lecture you for hours on the importance of their nothings.

**Clockworks:** It gets worse. They are not very good prey. They are not predators. What purpose do they fulfill?

**Gem Ponies:** We didn't want a taste of that even before we came to an agreement...

**Leatherwing and Sea Pony:** They show hints that ponies have a predatorial side. Sharp teeth alone don't qualify a creature, however—don't be fooled.

**Other Ponies:** Timid prey, hiding in large cities behind thick walls to keep the predators out. We don't hunt them anymore but they know when a predator walks among them. Tread gently or you may cause a stampede.

**Cloven:** Prey. The griffons claimed them and keep them in a pasture to exploit like any good prey. They are fair traders.

**Griffons:** Before the Sun King, they are brothers. Be fully aware that though they may be brothers, their tribe is not ours. Treat them with caution and respect. They are true predators and deserve that.

**Phoenix Wolves:** What if the Sun King had been canine? The phoenix wolves offer a possibility. Don't think about it too hard. They have their own prides and their own ways, but I can feel a kinship there when I don't want to tear

their faces off. So close, yet so far apart. I'm never sure how I feel about them.

**Purrsian:** Don't make me hiss. If griffons are brothers we consider with wary eyes as competition, purrsians are the runt of the litter that will steal, lie, and worse to get what they want. They stood in our way when we were both young. Now they are older, and fatter. They have wings and barely give them a flap, enjoying expensive wines in expensive houses. Can they buy their way to fulfillment?

**Steel Heart:** There's a difference between them and clockworks? I don't see it...

**Humanoids:** They believe themselves to be the world's greatest predators. It can be enjoyable to prove them wrong...they come in many sizes. If you live near them, you would be wise to learn them apart.



## SUN CAT FEATS (PF)

### FEROCIOUS APPROACH (COMBAT)

*With a sudden dash across a battlefield, you come down like an angry bolt from a god. The target of your anger will know only pain, and that briefly.*

**Prerequisites:** Sun cat, base attack bonus +10

**Benefit:** You gain the pounce ability, allowing you to make a full attack at the end of a charge instead of a single attack.

### FOUR-CLAW DRIVE (COMBAT)

*While many sun cats focus on their forepaws, others learn that their back ones are just as sharp—and just as ready.*

**Prerequisite:** Sun cat, base attack bonus +5

**Benefit:** You gain two rake attacks that have the same bonus and damage as the your claw attacks. They can be used when starting the round in a grapple or when using the pounce ability.

### HARRYING TACTICS (COMBAT, TEAMWORK)

*Where one might meet failure and danger, two are more likely to win success, three even more so. Remain true to the pride and no enemy is too large.*

**Prerequisite:** Sun cat, base attack bonus +3

**Benefit:** Whenever two or more allies with this feat threaten the same target, the target suffers a penalty to attack rolls and AC equal to the number of allies threatening it with this feat (maximum -3).

### DISTRACTED LUNGE (COMBAT)

*Opportunity need not always be made by the one taking advantage of them.*

**Prerequisite:** Sun cat, sneak attack 3d6

**Benefit:** Whenever an opponent is flanked, it is susceptible to your sneak attack as if you were flanking it. You also gain the +2 flanking bonus to attack.

### WALKING IN LIGHT (GENERAL)

*You take the light bringing archetype of paladins to a new extreme. Darkness has no place to hide in your presence, wreathed in the might of the Sun King.*

**Prerequisite:** Sun cat, must worship a sun god, smite evil

**Benefit:** While you have smite evil active, you project 30 feet of bright light and light within 60 feet is increased by one level. This light is bright enough to trigger sensitivity to light, but not inflict direct harm. If the aura of the bright light comes into contact with a *darkness* or similar spell of 5th-level or lower, it is immediately ended. If you are in natural sunlight, the smite evil can be redirected once upon defeat of the first target the instant the first dies. This ability can only be used once per smite evil.

### WATCH MY BACK (COMBAT, TEAMWORK)

*A friend at your back is as valuable as any shield.*

**Prerequisite:** Base attack bonus +3, Sense Motive 3 ranks

**Benefit:** For every ally within 5 feet that has this feat, you gain 10% fortification against sneak attacks and critical hits (maximum 30%). A successful aversion causes the source of the attack to provoke an attack of opportunity from all allies with this feat.

## SUN CAT FEATS (5E)

### PRIDE HUNTER

*Prerequisite:* Sun cat

You have honed your hunting skills to work best alongside your fellow sun cats. You gain the following benefits:

- Whenever two or more allies with this feat are within 5 feet of the same target, the target suffers a disadvantage to attack rolls to attack one of them each turn (the first ally with this feat chooses at the start of its turn). If three or more allies are within 5 feet of the same target, all of those allies gain advantage to strike the victim.
- For every ally who has sun cat tactics within 10 feet of you, you have a 10% chance to negate the extra damage from a sneak attack or critical hit (maximum 30%).
- Your Charisma or Dexterity increases by 1, to a maximum of 20.

### SUDDEN PREDATOR

*Prerequisite:* Sun cat

Your prey rarely get the chance to know they are being hunted before they are ended. You gain the following benefits:

- When you attack with your bite or claws, you may, as a bonus action, make an additional single attack with

your claw.

- When you use the attack action on a target with the grappled condition, you may make an additional claw attack.
- If three or more allies, including yourself, are within 5 feet of the target, you deal an extra 1d6 damage with the first successful attack you make against it in a round.

## NEW DOMAINS (PATHFINDER)

### PRIDE

*The pride is the essential body of sun cat social structures. Good sun cats serve the pride, just as it serves them. Through combined strength, few can match.*

**Associated Domain:** Community.

**Gods:** Sun King, Huntress

**Replacement Power:** The following granted power replaces the calming touch ability of the Community domain.

**Synergistic Touch (Sp):** You can touch a creature as a standard action to confer upon it the benefits of any one Teamwork feat that you possess. This effect persists for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 4th—*blessing of fervor*, 7th—*regenerate*

This subdomain can be taken by the named gods' divine casters whether or not their deity possesses the community domain.

## NEW DOMAINS (5E)

### UNITY DOMAIN

#### Unity domain spells

1st	<i>bless, guiding bolt</i>
3rd	<i>aid, staunch wounds</i>
5th	<i>haste, mass healing word</i>
7th	<i>guardian of faith, move in tandem</i>
9th	<i>mass cure wounds, seeming</i>

#### Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency in heavy armor.

### Group Tactics

Also starting at 1st level, you can offer uncanny insight in coordinating the flow of battle. When you take the Help action to aid an ally in attacking a creature, you may do so as long as you are within 30 feet of the target of the attack and the ally can see and hear you.

Additionally you may use the Help action as a bonus action a number of times equal to your Wisdom modifier (minimum 1). Once you have finished a long rest you regain all your uses of this feature.

### Channel Divinity: Shared Burdens

Beginning at 2nd level, as an action, you may use your channel divinity to allow your vigorous allies to help shoulder the burden for the more infirm. You may reduce the current hit points of yourself and other willing allies within 30 feet by any amount to create a pool of shared healing. Any creature reduced to 0 hp by this effect is rendered unconscious but stable. You may then heal yourself or any other allies any amount of hit points as long as the total hit points healed across all allies does not exceed those in the pool of shared healing.

### Focused Protection

Starting at 6th level, you may, as an action, designate an ally within 30 feet as your Ward. Once per turn, when your Ward is attacked, you or an ally may make one melee or ranged weapon attack against the attacker as a reaction. The creature ceases to be your Ward after 1 minute or when you use this ability again. You may use this feature a number of times equal to your wisdom modifier (minimum 1). Once you have finished a long rest you regain all your uses of this feature.

### Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

### Strength in Numbers

At 17th level, as long as at least one ally is within 5 feet of you, you gain a +1 bonus to your armor class and a +1 bonus to all saving throws. In addition, each ally within 5 feet of you is inspired by your presence and guidance, dealing additional damage on all their attacks equal to your Wisdom modifier.

## SUN CAT RACIAL TRAITS (PATHFINDER)

**All The Light Touches:** The world belongs to you, or so you've been taught. Others may think they have a say, and

that amuses you. Being in charge is your natural birthright. Your Leadership score gains a +2 trait bonus and Sense Motive becomes a class skill for you.

**Flame Singed:** Your ancestors escaped the reach of Apep, but just barely. Every kitten born in your line has no tuft of fur at the end of their tail—instead it is a singed and burnt-looking end. You cannot forget that heat. You gain a +2 trait bonus to saving throws against fire and a +1 trait bonus to attack rolls against creatures with the fire subtype.

**Human Hunter:** Humanoids have always been lesser before the sun cats and you mean to prove it. You gain a +1 trait bonus to attack rolls and weapon damage rolls against humanoids.

**No Worries:** You left your pride to go your own way and have become more friendly with the other races of Everglow. You gain a +2 trait bonus to Bluff checks and Diplomacy checks when dealing with non-sun cat fey.

**Predatory Stance:** You have grown used to the natural fear of beings for anyone armed as you. You gain a +2 trait bonus to Intimidate and it becomes a class skill for you

## SUN CAT MAGIC (PATHFINDER)

### HONED CLAWS

**School** transmutation; **Level** bloodrager 4, druid 4, summoner 4, warpriest 4

**Casting Time** 1 standard action

**Components** V

**Range** personal

**Target** self

**Duration** 10 mins./level

**Save** no; **Spell Resistance** no

With a mighty roar, your claws become cruel and wicked, ready to tear your prey to shreds. They deal an extra 1d6 bludgeoning and slashing damage, their critical threat range is increased by 1 (to 19–20) and their critical multiplier increases by 1 (to x3). Upon scoring a critical hit, you may end the effect to inflict 1d6 extra damage per level. The extra damage is not multiplied by the critical hit.

### LONE DESPERATION

**School** transmutation; **Level** alchemist 2, bloodrager 2, inquisitor 2, paladin 2

**Casting Time** 1 swift action

**Components** V, S

**Range** personal

**Target** self

**Duration** 1 round/2 levels

**Save** none; **Spell Resistance** no

Sometimes teamwork requires acting alone. When one is called upon to make a decisive action without the support

of their pride mates, this spell is there to help. Upon casting, you gain 2 temporary hit points per caster level. So long as no allies are within 10 feet, the caster gains a +2 dodge bonus to AC, +2 insight bonus to attack rolls, and a +5 ft. enhancement bonus to all forms of movement.

### MOVE IN TANDEM

**School** divination; **Level** cleric 4, psychic 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one creature/3 levels

**Duration** 1 minute/level.

**Save** none; **Spell Resistance** no

With this spell, the sun cat binds their allies with a greater sense of the other's actions and condition. All targets of the spell gain the benefit of *status* for all other targets of the spell. Any teamwork feat that a target has can be triggered by another member of the targets that doesn't, but only up to one artificial feat holder can be created this way at any given time.

### RETRIBUTIVE STRIKE

**School** divination; **Level** bloodrager 3, inquisitor 3, paladin 3

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** self

**Duration** 1 round/level

**Save** none; **Spell Resistance** no

While this spell is active the sun cat is sharply aware of the subtle cues of his enemies, specifically when they try to attack him. Any foe that attempts to attack the caster within threat range of their natural weapons provokes an attack of opportunity from the caster. The attack of opportunity need not be a natural weapon. Every 5 damage dealt by that opportunity attack gives a cumulative –1 penalty to the attack that triggered it.

### STAUNCH WOUNDS

**School** conjuration (healing); **Level** druid 2, ranger 2

**Casting Time** 1 standard action

**Components** V, S, M (assorted dried herbs)

**Range** touch

**Target** one living target

**Duration** instantaneous

**Save** none; **Spell Resistance** no

This spell is made to avoid death, but little more. It only functions on targets with 50% or less hit points and can heal them to no more than 50% of their maximum hit points. On

casting, the target regains 2d8 hit points + 1 per level. If the target is still under 50% of their hit points, they may spend a standard action on their next turn specifically conserving their mobility to restore the same number of hit points again, to the maximum of 50%. This extra healing is only available once per casting.

## SUN CAT MAGIC (5E)

### HONED CLAWS

*4th-level transmutation*

**Class:** Druid, Warlock

**Casting Time:** 1 action

**Range:** Personal

**Components:** V

**Duration:** Concentration, up to 1 hour

With a mighty roar, your claws become cruel and wicked, ready to tear your prey to shreds. They deal an extra 1d6 damage, they score a critical hit on a roll of 19 or 20, and you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. Upon scoring a critical, you may end the effect to inflict 4d6 extra damage, added to your claws as part of its normal damage. The extra damage is not affected by the critical.

**At Higher Levels.** When you cast this spell using a spell slot of 5th-level or higher, the extra damage dealt by ending the spell early increases by 2d6 for each slot level above 4th.

### LONE DESPERATION

*2nd-level transmutation*

**Class:** Paladin, Warlock

**Casting Time:** 1 bonus action

**Range:** Personal

**Components:** V

**Duration:** Concentration, up to 5 rounds

Sometimes teamwork requires acting alone. When one is called upon to make a decisive action without the support of their pride mates, this spell is there to help. Upon casting, you gain 10 temporary hit points. So long as no allies are within 10 feet, you gain a +2 bonus to armor class, +2 bonus to attack rolls, and all of your movement speeds increase by 5 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd-level or higher, you may extend the spell by one round and increase the temporary hit points gained by 4 for every level above 4th.

### MOVE IN TANDEM

*4th-level divination*

**Class:** Cleric

**Casting Time:** 1 action

**Range:** Touch (three targets)

**Components:** V, S

**Duration:** Concentration, up to 1 minute

With this spell, the sun cat binds their allies with a greater sense of the other's actions and condition. All targets of the spell know if any other member of the spell is suffering any condition and if they are healthy, injured, or dead. In addition, anyone under the effects of this spell has advantage on attack rolls against creatures as long as another ally affected by this spell is within 5 feet of the target of the attack and is not incapacitated.

**At Higher Levels.** When you cast this spell using a spell slot of 5th-level or higher, you may target another creature for every level above 4th.

### RETRIBUTIVE STRIKE

*3rd-level divination*

**Class:** Paladin

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

While this spell is active, the sun cat is sharply aware of the subtle cues of his enemies, specifically when they try to attack him. Any foe that attempts to attack the caster within reach of their natural weapons provokes an opportunity attack. The opportunity attack need not be a natural weapon. If at least 5 damage is dealt by the opportunity attack, the attack that triggered it gains disadvantage.

### STAUNCH WOUNDS

*2nd-level evocation*

**Class:** Druid, Ranger

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

This spell is made to avoid death, but little more. It only functions on targets with 50% or less hit points and can heal them to no more than 50% of their maximum hit points. On casting, the target regains 2d8 hit points plus your spellcasting ability modifier. If the target is still under 50% of their hit points, they may spend an action on their next turn specifically conserving their mobility to restore the same number of hit points again, to the maximum of 50%. This extra healing is only available once per casting.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd-level or higher, the healing increases by 1d8 for each slot level above 2nd.

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