

Ponyfinder

Everglow Bestiary



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Written by

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Everglow Bestiary

Dawn of the Fifth Age

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BRASS CHAOS BULL

Looking like a small bull made from a shiny golden metal, this mechanical beast strikes a sharp hoof at the ground, steam pouring from its nostrils. It looks more than ready to attack.



CR 6 (XP 2,400)

Animated object (medium)

CN Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception -5



DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 52 (5d10+25)

Fort +5, **Ref** +7, **Will** +0

Defensive Abilities hardness 10; Immune construct traits

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (1d8+4)

Special Attacks Chaos Blink (Sp)

STATISTICS

Str 18, **Dex** 14, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +5; **CMB** +9; **CMD** 21

Feats Toughness

SPECIAL ABILITIES

Chaos Blink (Sp): This ability takes an entire round to use. During that time the bull is standing still but starting to shimmer and blur. Losing hit points or failing any save during that time will automatically interrupt the ability. If it is not interrupted the bull will disappear at the start of its next round and reappear in any free square within 400', it can act immediately upon arriving, including making a full attack.

ECOLOGY

Environment Underground and areas of high chaotic influence

Organization solitary or herd (2 to 6)

Treasure None

Medium Construct, chaotic neutral

Armor Class 15 (natural armor)

Hit points 150 (20d8 + 60)

Speed 30 ft.



Str	Dex	Con	Int	Wis	Cha
20 (+5)	14 (+2)	16 (+3)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 6

Languages —

Challenge: 6 (2,300 XP)

ACTIONS

Multiattack. The bull makes three attacks; two slam attacks and a gore attack

Gore. *Melee Weapon Attack*, +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage

Slam. *Melee Weapon Attack*, +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage

Chaos Blink. The bull stands still but starts to shimmer and blur. At the start of the next turn, the bull will disappear and reappear in any free square within 400'. If it moves, loses hit points, or fails any save before it's next turn, this ability fails.

Manufactured using strange chaotic magics, these automata serve as fine 'guard dogs' for any artificer who has more taste than to use organic beasts.

CHAOS OOZE

A shimmering pond of wild colors suddenly stirs at your presence. It takes a form much like your own for only a moment before falling back into a puddle of constantly shifting hues.

CR 4 (XP 1,200)

N Large ooze

Init -1; **Senses** blindsight 60 ft.; Perception -5



DEFENSE

AC 10, touch 8, flat-footed 10 (-1 Dex, +2 natural, -1 size)

hp 52 (8d8+16); regeneration 3, lawful

Fort +4, **Ref** +1, **Will** -3

Immune ooze traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft., climb 15 ft.

Melee slam +9 (1d6+6 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks chaotic embrace, constrict (1d6+4)

STATISTICS

Str 18, **Dex** 8, **Con** 14, **Int** —, **Wis** 1, **Cha** 1

Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 20 (can't be tripped)

Skills Acrobatics -1 (-5 to jump), Climb +12

SPECIAL ABILITIES

Chaotic Embrace (At will, DC 16) (Su) Whenever it enters a grapple, is grappled, or continues a grapple, all creatures so held are subjected to a *dispel magic* effect with a caster level equal to its hit dice and not limited in level. A reflex save avoids this effect for the round. Every dispelled effect gives the chaos ooze 5 temporary hit points.

ECOLOGY

Environment Underground and areas of high magical influence

Organization solitary

Treasure None



GEM GNOLLS

Large ooze, unaligned

Armor Class 10

Hit points 105 (14d10 + 28)

Speed 20 ft., climb 15 ft.



Str	Dex	Con	Int	Wis	Cha
18 (+4)	10 (+0)	14 (+2)	1 (-5)	6 (-2)	2 (-4)

Damage Vulnerability lightning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (Blind outside of this radius), passive Perception 8

Languages —

Challenge: 3 (700 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing

Chaotic Embrace. Whenever the chaos ooze is grappled or causes a creature to become grappled, the other creature must attempt a Dexterity saving throw (DC 15). On a failed save, all active spells on the creature are removed, and each spell removed this way gives the chaos ooze 5 temporary hit points. These points stack with themselves but not other sources of temporary hit points. An unattended magic item is rendered non-magical for an hour on contact and gives the ooze five temporary hit points.

Regeneration. The chaos ooze regains 10 hit points at the start of its turn as long as it has at least 1 hit point.

ACTIONS

Constrict. *Melee Weapon Attack*, +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the Chaos ooze can't constrict another target.

Some say these are the leftover shreds of power cast off when the Unspoken rose to power. Whatever their true origins, chaos oozes love the taste of orderly magic, and thrive on tearing apart a spell and releasing the energy within. They can sense potentially foiled magic within their blindsight and will go for it above any other target if they can reach it by any means. A living creature without such magic is of little interest to a chaos ooze unless it has been some time since it last fed.

A common foe for ponies across Everglow, Gem Gnolls can seemingly pop out of nowhere with most of their number able to burrow through dirt and soil to launch devastating sneak attacks on otherwise defensible positions. Despite their reputation for being dull-witted, they are fully sapient and clever creatures, especially when it comes to hoarding their favorite of possessions, gems.

GEM GNOLL RAIDER

A huge hyena ridden by a gem gnoll comes charging towards you. The gem gnoll shouts a war cry echoed by his bestial mount.



CR 3 (XP 800)

Gem Gnoll Fighter 1

Chaotic Evil Medium Humanoid

Init +2; **Senses** darkvision 60;
Perception +3



DEFENSE

AC 18, Touch 12, flat footed 16
(+2 Dex, +1 Natural, +4 armour, +1 shield)

hp 36 (3d8+1d10+12+1);

Fort +8, **Ref** +3, **Will** +2

OFFENSE

Speed 20

Melee Spear +7 (1d8+3 X3)

Ranged Shortspear Thrown +5 (1d6+3) range 20

STATISTICS

Str 16, **Dex** 14, **Con** 16, **Int** 10, **Wis** 13, **Cha** 7

Base Attack 3 **CMB** 6 ; **CMD** 18

Feats Ride-by Attack, Mounted Combat, Power Attack

Skills Climb 4, Handle Animal 2, Intimidate -2, Perception 3, Ride 8, Survival 1, Swim -3

Languages Gnoll

ECOLOGY

Environment Warm or temperate aboveground, or any underground

Organization rider and mount (1 dire hyena), hunting party (1 to 6 raiders all mounted on dire hyena accompanied by 1 to 6 standard hyena).

Treasure NPC Gear (Masterwork Spear, armored coat, 3*shortspear, exotic military saddle (dire hyena), gem encrusted shield, various gems.

The raider is always mounted on a Dire Hyena, using the usual statistics from the Pathfinder Bestiary. You should factor in the combined threat of both mount and rider when balancing any encounter including the raider.

The shield is a light wooden shield that has been decorated with gems, they provide no military or magical advantage but do give the shield a value of 250 gp. They could also be removed and sold separately for 250 gp but removing them will destroy the shield. The gem gnoll raider wears an armband and a wristband each holding a large ruby worth 100 gp. His clothing also has other gems sewn into it with a total value of 50 gp.

In combat the raider will try to use his Ride-by At-

tack ability to harass isolated players without being attacked himself. The description of Ride-by Attack is unclear so we recommend ruling that the person with it has to move in a straight line through any square adjacent to the target. They can make the attack from the first square during that move where they are able to reach the target.

Medium humanoid (gnoll), chaotic evil

Armor Class 17

(leather armor with shield)

Hit points 72 (9d8 + 27)

Speed 30 ft., burrow 20 ft.



Str	Dex	Con	Int	Wis	Cha
16 (+3)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Skills Animal Handling +3

Senses darkvision 90 ft., passive Perception 11

Languages Gnoll

Challenge: 3 (700 XP)

Riding Rampage. When the gem gnoll raider reduces a creature to 0 hit points with a melee attack on its turn, the gem gnoll can take a bonus action to cause their mount to move up to half its speed and either the gem gnoll or it's mount makes a bite attack.

Ride-by. The Gem Gnoll Raider and its mount do not provoke opportunity attacks when it rides out of an enemy's reach

ACTIONS

Lance. *Melee Weapon Attack*, +5 to hit, reach 10 ft., one target. *Hit:* 10 (1d12+3) piercing damage

Bite. *Melee Weapon Attack*, +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage

The raider is always mounted on a Giant Hyena, using the usual statistics. You should factor in the combined threat of both mount and rider when balancing any encounter including the raider.

The shield is a wooden shield that has been decorated with gems, they provide no military or magical advantage but do give the shield a value of 250gp. They could also be removed and sold separately for 250gp but removing them will destroy the shield. The gem gnoll raider wears an armband and a wristband each holding a large ruby worth 100gp. His clothing also has other gems sewn into it with a total value of 50gp.

In combat the raider will try to use his Ride-by Attack ability to harass isolated players without being attacked himself.

GEM GNOLL WAR LEADER

A heavy-set bipedal shaggy creature of canine or hyena descent bares its jagged teeth at you, a heavy pick held firmly in paws just a little too large for its frame at the end of sinewed arms. Distracting from its physical prowess are a small collection of scattered gemstones woven into its fur.



Out of the rabble of the average gem gnolls arise the war leaders, proving their worth in viciousness and their ability to lead their fellows to victory and back with the fewest losses. Unlike many war-loving savage races, gem gnolls are known to turn against leaders who don't see to the victory of those around them, but they are just as quick to applaud and celebrate a war leader that brings them prosperity.

CR 3 (XP 800)

Gem gnoll barbarian 2

CE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.;

Perception +7



DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 38 (5 HD; 3d8+2d12+12)

While Raging: **AC** 14, 10 temporary hit points

Fort +6, **Ref** +4, **Will** +1(+2 while raging)

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee mwk heavy pick +7 (1d6+12/×4) or mwk heavy pick +9 (1d6+12/×4) (full attack)

While Raging mwk heavy pick +9 (1d6+15/×4) or mwk heavy pick +11 (1d6+15/×4), bite +3 (1d4+5)

Special Attacks rage (8 rounds/day), rage power (animal fury)

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 8, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +6; **CMD** 19

Feats Furious Focus^{APG}, Power Attack

Skills Acrobatics -1 (+3 to jump), Appraise +5, Climb +6, Perception +7, Survival +4

Languages Common, Gnoll

SQ fast movement

Other Gear chain shirt, mwk heavy pick

SPECIAL ABILITIES

Animal Fury (Ex) Gain a d4 bite attack while raging

Furious Focus If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage. (Included in stats)

Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed.

ECOLOGY

Environment Warm or temperate aboveground, or

any underground

Organization solitary, pair, hunting party (1 war leader, 2–5 gem gnolls and 1–2 hyenas), band (10–100 adults plus 50% noncombatant children, 1 war leader of 3rd level per 20 adults, 1 keeper of the flame or other gem gnoll of 4th–6th level, and 5–8 hyenas), or tribe (20–200 plus 1 war leader of 3rd level per 20 adults, 1 or 2 gem gnolls of 4th or 5th level, 1 keeper of the flame or other gem gnoll of 6th–8th level, 7–12 hyenas, and 4–7 hyaenodons)

Treasure NPC Gear (masterwork heavy pick, chain shirt, other treasure)



Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit points 105 (14d8 + 42)

Speed 30 ft., burrow 20 ft.



Str	Dex	Con	Int	Wis	Cha
18 (+4)	14 (+2)	16 (+3)	8 (-1)	11 (+0)	13 (+1)

Saving Throws Wis +2

Senses darkvision 90 ft., passive Perception 10

Languages Gnoll, Common

Challenge: 4 (1,100 XP)

Rampage When the war leader reduces a creature to 0 hit points with a melee attack on its turn, the war lord can take a bonus action to move up to half its speed and make a bite attack

Reckless At the start of its turn, the war leader can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn

ACTIONS

Frenzy (Recharge 5-6). The war leader gains 10 temporary hit points that last until the start of its next turn, then makes two Heavy Pick attacks.

Multiattack. The war leader makes a Heavy pick attack and a bite attack.

Heavy Pick. *Melee Weapon Attack*, +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) Piercing damage

Bite. *Melee Weapon Attack*, +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) Piercing damage

GEM GNOLL KEEPER OF THE FLAMES

Looking thin almost to the point of emaciation, this hide covered creature resembles a wolf or hyena biped. Its grin is unsettling, a smile showing off fangs that look perfectly up to the task of rending flesh from bone. The long mane of fur leading down their back looks singed in places, woven thickly with gems.

Keepers of the Flames are a central figure in a den. They care not for the individual struggles or fights among packmates, but instead guide their brethren, bringing fire to warm, fire to cook, and fire to kill. Not to be underestimated in physical traits, however, they are always prepared to stand their ground and defend the den from outside attackers.

CR 8 (XP 4,800)

Gem gnoll druid 7

CN Medium humanoid (gnoll)

Init +5; **Senses** darkvision 120 ft.; Perception +12



DEFENSE

AC 19, touch 11, flat-footed 18 (+7 armor, +1 Dex, +1 natural)

hp 82 (10d8+37)

Fort +9, **Ref** +6, **Will** +9; +4 vs. fey and plant-targeted effects

OFFENSE

Speed 30 ft. (20 ft. in armor), burrow 20 ft.

Melee +1 *longspear* +10/+5 (1d8+4/×3)

Special Attacks wild shape 2/day

Domain Spell-Like Abilities (CL 7th; concentration +10)

6/day—acid dart (1d6+3 acid)

Druid Spells Prepared (CL 7th; concentration +10)

4th—*flame strike* (DC 17), *spike stones*^D (DC 17)

3rd—*furrier*, *pup shape*^{UC} (2, DC 16), *spiked pit*^{D,APG} (DC 16)

2nd—*bull's strength* (2), *burning gaze*^{APG} (DC 15), *create pit*^{D,APG} (DC 15), *flame blade*

1st—*cure light wounds* (2), *magic stone*^D, *mutating gift* (2, DC 14), *pass without trace*

o (at will)—*create water* (2), *flare* (DC 13), *know direction*

^DDomain spell

Domain Earth (Caves domain subdomain)

STATISTICS

Str 14, **Dex** 12, **Con** 16, **Int** 8, **Wis** 16, **Cha** 12

Base Atk +7; **CMB** +9; **CMD** 20

Feats Combat Casting, Deep Sight^{APG}, Improved Initiative, Power Attack

Skills Acrobatics -3 (-7 to jump), Appraise +6, Handle Animal +6, Perception +12, Spellcraft +6, Stealth +2, Survival +11

Languages Common, Druidic, Gnoll

SQ nature bond (Caves domain^{APG}), nature sense, trackless step, wild empathy +8, woodland stride

Combat Gear *potion of cure serious wounds* (2);
Other Gear +1 ironwood chainmail, +1 longspear, flint and steel, pot, spell component pouch

SPECIAL ABILITIES

Acid Dart 1d6+3 acid (6/day) (Sp) As a standard action, ranged touch attack deals acid damage to foe in 30 ft.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Trackless Step (Ex) You do not leave a trail as you move through natural surroundings.

Wild Empathy +8 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

ECOLOGY

Environment Warm or temperate aboveground, or any underground

Organization solitary, pair, hunting party (1 keeper of the flame, 1 war leader, 1–3 gem gnolls and 1–2 hyenas), band (10–100 adults plus 50% noncombatant children, 1 war leader of 3rd level per 20 adults, 1 keeper of the flame or other gem gnoll of 4th–6th level, and 5–8 hyenas), or tribe (20–200 plus 1 war leader of 3rd level per 20 adults, 1 or 2 gem gnolls of 4th or 5th level, 1 keeper of the flame or other gem gnoll of 6th–8th level, 7–12 hyenas, and 4–7 hyaenodons)

Treasure NPC Gear (potion of cure serious wounds (2), +1 ironwood chainmail, +1 longspear, flint and steel, pot, spell component pouch, other treasure)

Medium Humanoid (gnoll), chaotic neutral

Armor Class 14 (Chain shirt)

Hit points 104 (13d8 + 39)

Speed 30 ft., burrow 20 ft.



Str	Dex	Con	Int	Wis	Cha
14 (+2)	12 (+1)	16 (+3)	10 (+0)	16 (+3)	14 (+2)

Skills Perception +6, Survival +6

Senses darkvision 90 ft., passive Perception 16

Languages Gnoll, Common

Challenge: 6 (2,300 XP)

Spellcasting. The Keeper of the flames is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
1st level (4 slots): *cure wounds*, *long strider*
2nd level (3 slots): *enhance ability*, *flame blade*, *heat metal*, *pass without trace*
3rd level (3 slots): *conjure animals*, *meld into stone*
4th level (1 Slot): *conjure minor elemental*, *wall of fire*

ACTIONS

Produce Flame. *Ranged Spell Attack*, +6 to hit, range 30 ft., one target. *Hit:* 12 (2d8+3) fire damage

Quarterstaff. *Melee Weapon Attack:* +5 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage, 6 (1d8+2) bludgeoning damage if wielded with two hands, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*

Totemic Summon. The Keeper of the flame may spend a 3rd level slot or higher to summon a fiery Giant Hyena in an unoccupied space within 60 ft. This hyena is an elemental instead of a beast, deals an extra 1d4 fire damage with any of its natural attacks, and has 7 temporary hitpoints and fire resistance. It acts as an ally of its summoner and remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action. Once this ability is used, it cannot be used again until the previous summon dissipates.



GEM TROLL

A hulking form lumbers towards you looking like an oversized hyena-biped. Raising horribly filthy talons, its fang-filled grin sends every hair you have on end.

CR 5 (XP 1,600)

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8



DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft. burrow 20 ft.

Melee bite +7 (1d8+4), 2 claws +7 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 1d6+7)

STATISTICS

Str 19, **Dex** 14, **Con** 23, **Int** 8, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant, Gnoll

ECOLOGY

Environment any

Organization solitary, gang (2-4), tribe (2-4 gem trolls and 5-20 gem gnolls)

Treasure 1d4*100 gp worth of gems



Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit points 73 (7d10 + 35)

Speed 30 ft., burrow 20 ft.



Str	Dex	Con	Int	Wis	Cha
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant, Gnoll

Challenge: 5 (1,800 XP)

Keen Senses. The gem troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The gem troll regains 10 hit points at the start of its turn. If the gem troll takes acid or fire damage, this trait doesn't function at the start of the gem troll's next turn. The gem troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The gem troll makes three attacks: one with its bite and two with its claws

Bite. *Melee Weapon Attack*, +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

Claw. *Melee Weapon Attack*, +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

Because of their regenerative abilities, gem trolls are just as fearless as other trolls. They are smart enough though to recognise the threat posed by flame or acid and will try to avoid such attacks, or withdraw from the fight for long enough to regenerate before returning.

Gem trolls were originally formed by the interbreeding of gem gnolls and trolls. While still rare they have formed a new sub-species and are successfully breeding and reproducing themselves. They are spreading slowly throughout gem gnoll lands where they are feared and respected in equal measure.

Gem trolls are not quite as strong as their troll ancestors, but are also not quite so stupid. Their claws have inherited the digging abilities of gem gnolls and are capable of digging through earth as easily as flesh.

GRIFFONS

Xenophobic beyond the point of reason, these cultists work in and around the griffon empire to push their agenda both upon fellow griffons and outsiders alike. Believing that the griffon race is weakened by outside influences, they primarily target pegasi and cloven since of the races, they have had both the most impact on griffons and they are closer. A dark smear on an otherwise noble race, the cult work always in the shadows until just the right moment to strike.

GRIFFON CULTIST

A raven-looking griffon, looking grim and haughty, they don't seem to carry weapon and, rather than immediately attacking, seem more interested in talking.



The Cult of the Bound Griffons worship an ideal above all others. They believe that the trading and befriending of outside races has weakened and subjugated their whole race. Working mostly within their own empire, these followers seem more bent toward subjugation of other species than outright destruction. Employing mind-warping magics, they seek the day they can throw away their symbol and claim the griffon race as being bound no more.

CR 1/2 (XP 200)

Griffon (scavenger aspect) sorcerer 1
LE Medium fey (griffon)

Init +0; **Senses** low-light vision;
Perception +0



DEFENSE

AC 10, touch 10, flat-footed 10

hp 4 (1d6+1)

Fort +0, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft., fly 40 ft. (poor)

Melee bite +1 (1d6+1)

Ranged light crossbow +0 (1d8/19-20)

Bloodline Spell-Like Abilities (CL 1st; concentration +1)

3/day—laughing touch

Sorcerer Spells Known (CL 1st; concentration +1)

1st (3/day)—*hypnotism* (DC 14), *vanish*^{APG} (DC 11)

0 (at will)—*detect magic*, *light*, *mage hand*, *ray of frost*

Bloodline Fey

STATISTICS

Str 12, **Dex** 10, **Con** 11, **Int** 11, **Wis** 10, **Cha** 11

Base Atk +0; **CMB** +1; **CMD** 11 (15 vs. trip)

Feats Eschew Materials, Spell Focus (enchantment)

Skills Bluff +4, Fly +0

Languages Common

SQ cloud walker, winged flight

Combat Gear *potion of cure light wounds*; **Other Gear** crossbow bolts (10), light crossbow, wooden symbol of Crossed and Bound Tallons, fetters (barbed)^{ARG} (6), manacles (barbed)^{ARG} (6)

SPECIAL ABILITIES

Cloud Walker (Su) The creature treats any kind of cloud or fog as if it were solid.

Laughing Touch (4/day) (Sp) As a standard action, if melee touch hits, foe can take only move actions for 1 rd.

ECOLOGY

Environment Cool to warm mountains

Organization Solitary, raiding party (2-4 cultists, cult bodyguard), slave caravan (8-14 cultist, 2-4 cult bodyguards, 30-50 non-griffon slaves)

Treasure NPC Gear (light crossbow and bolts, fetters, manacles, *potion of cure light wounds*, other treasure)

Medium fey (griffon), lawful evil

Armor Class 12 (studded leather)

Hit points 10 (2d8)

Speed 30 ft., fly 40 ft.



Str	Dex	Con	Int	Wis	Cha
12 (+1)	10 (+0)	11 (+0)	11 (+0)	10 (+0)	14 (+2)

Saving Throws Wis +2

Skills Deception +4

Senses passive Perception 10

Languages Common, Auran

Challenge: 1/2 (100 XP)

Cloud Walker. The creature treats any kind of cloud or fog as if it were solid.

Subtle Enchantment. When a creature is charmed by the griffon cultist, it must make a Wisdom saving throw against the cultists spell save dc when the effect ends to realize that it was charmed.

Spellcasting. The griffon cultist is a 1st-level spellcaster. Its spellcasting ability is Charisma(spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *light, ray of frost*
1st level (2 slots): *bane, charm person, hideous laughter*

ACTIONS

Beak. *Melee Type Attack*, +2 to hit, reach 5ft., one target. *Hit:* 3 (1d6) piercing damage

GRIFFON INDOCTRINATOR

Leading a mismatched band of creatures, a lone raven-headed griffon smiles as he meets you. "More friends." They look quite pleased indeed.

This canny and calm enchanter will always be accompanied by slaves, creatures whose will they have broken and worn down until the only light in their lives is servitude. Always seeking to show griffons how much better than the other races they are, these higher-ranking followers of the Cult of the Bound Griffons will often happily try and trade with those they meet, seeking to sell the crown they carry to the bravest and strongest 'lesser beasts' they meet, returning later to capture their newest slave.

CR 6 (XP 2,400)

Griffon (scavenger aspect) sorcerer 7

LE Medium fey (griffon)

Init +4; **Senses** low-light vision; Perception +1



DEFENSE

AC 10, touch 10, flat-footed 10

hp 38 (7d6+14)

Fort +3, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft., fly 40 ft. (poor)

Melee bite +5 (1d6+3)

Ranged +1 *light crossbow* +4 (1d8+1/19-20)

Bloodline Spell-Like Abilities (CL 7th; concentration +9)

5/day—laughing touch

Sorcerer Spells Known (CL 7th; concentration +9)

3rd (4/day)—*deep slumber* (DC 19), *rage, suggestion* (DC 19)

2nd (7/day)—*adoration*^{UC}, *blur, hideous laughter* (DC 18), *hypnotic pattern* (DC 14)

1st (7/day)—*entangle* (DC 13), *grease, hypnotism* (DC 17), *mage armor, magic missile, vanish*^{APG} (DC 13)

0 (at will)—*arcane mark, bleed* (DC 12), *detect magic, light, mage hand, ray of frost, read magic*

Bloodline Fey

STATISTICS

Str 14, **Dex** 10, **Con** 13, **Int** 14, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 15 (19 vs. trip)

Feats Combat Casting, Eschew Materials, Flyby Attack, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment)

Skills Bluff +12, Diplomacy +9, Fly +6, Perception +1, Spellcraft +11

Languages Common

SQ cloud walker, winged flight, woodland stride

Combat Gear *oil of darkness, potion of cure moderate wounds, potion of darkvision*; **Other Gear** crossbow bolts (10), +1 *light crossbow, crown of blindness*^{APG}, fetters - masterwork (barbed)^{ARG} (6), manacles masterwork (barbed)^{ARG} (6), wooden symbol of Crossed and Bound Tallons

SPECIAL ABILITIES

Cloud Walker (Su) The creature treats any kind of cloud or fog as if it were solid.

Flyby Attack You can take a standard action during your move action while flying.

Laughing Touch (5/day) (Sp) As a standard action, if melee touch hits, foe can take only move actions for 1 rd.

Woodland Stride (Ex) Move through undergrowth at normal speed.

ECOLOGY

Environment Cool to warm mountains, low grounds surrounding mountains

Organization Solitary, raiding party (indoctrinator, 4-8 cultists, 1-2 cult bodyguard), slave tradehouse (2-3 indoctrinators, 6-12 cultists, 3-6 cult bodyguards, 20-100 slaves)

Treasure NPC Gear (+1 crossbow and bolts, fetters, manacles, *potion of cure moderate wounds*, *potion of darkvision*, *oil of darkness*, *crown of blindness* (cursed), other treasure)

New 5e MAGIC ITEM: CROWN OF BLINDNESS

Wondrous Item, Rare (Requires Attunement)

While wearing this crown, you have advantage on perception checks related to vision.

Curse: This crown is cursed, which is revealed when you attune to it or use the identify spell on it. Attuning to this crown curses you until you are targeted by remove curse or similar magic, breaking the curse and ending the attunement. Removing the crown does not remove the curse. While cursed, you are blinded.

Medium fey (griffon), lawful evil

Armor Class 11 (14 with *mage armor*)

Hit points 91 (14d8 + 28)

Speed 30 ft., fly 40 ft.



Str	Dex	Con	Int	Wis	Cha
14 (+2)	13 (+1)	15 (+2)	14 (+2)	10 (+0)	20 (+5)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common, Auran

Challenge: 4 (1,000 XP)

Cloud Walker. The creature can treat any kind of cloud or fog as if it were solid.

Subtle Enchantment. When a creature is charmed by the Indoctrinator, it must make a Wisdom saving throw against the indoctrinator's spell save DC when the effect ends to realize that it was charmed.

Spellcasting. The griffon indoctrinator is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *light*, *message*, *ray of frost*
1st level (4 slots): *charm person*, *heroism*, *hideous laughter*, *mage armor*

2nd Level (3 Slots): *calm emotions*, *hold person*, *suggestion*

3rd Level (2 Slots): *hypnotic pattern*

ACTIONS

Beak. *Melee Type Attack*, +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6+2) piercing damage



CULT BODYGUARD

Silent apart from the clanks of their armor, this steel-wrapped pony advances on you, bringing the hooked tip of their lance to bear.

CR 4 (XP 1,200)

Pony (pegasus) fighter 5
N Medium fey (ponykind)

Init +6; **Senses** low-light vision;
Perception +5



DEFENSE

AC 23, touch 12, flat-footed 21 (+9 armor, +2 Dex, +2 shield)

hp 28 (5d10+1)

Fort +3, **Ref** +3, **Will** +2 (+1 vs. fear)

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee mwk hooked lance +6 (1d8+1/×4)

Special Attacks weapon training (pole arms +1)

STATISTICS

Str 9, **Dex** 15, **Con** 9, **Int** 13, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +7 (+9 trip); **CMD** 16 (22 vs. trip)

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Improved Initiative, Improved Trip, Pack Attack^{UC}, Tandem Trip^{UC}

Skills Fly +3, Perception +5, Profession (Slave) +8, Survival +6

Languages Common, Sylvan

SQ armor training 1, brand of destiny, cloud walker, fingerless, unique destiny, winged flight, fatigued

Other Gear full plate (destroyed if removed), heavy wooden shield, mwk hooked lance^{UC}, *mask of obedience* (cannot be removed), saddle rack

SPECIAL ABILITIES

Cloud Walker (Su) The creature treats any kind of cloud or fog as if it were solid.

Combat Reflexes (3 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Fatigued Unable to remove their armor, these warrior-slaves are always fatigued, gaining a -2 to Str and Dex at all times and can neither run nor charge.

Improved Trip You don't provoke attacks of opportunity when tripping.

Pack Attack Ally's attack allows you to take a 5-foot step

Tandem Trip When you make a trip against an opponent threatened by any ally, roll twice and take the higher result

ECOLOGY

Environment Cool to warm mountains, low grounds surrounding mountains

Organization scouting party (2-4 cultists, cult bodyguard), raiding party (indoctrinator, 4-8 cultists, 1-2 cult bodyguard), slave tradehouse (2-3 indoctrinators, 6-12 cultists, 3-6 cult bodyguards, 20-100 slaves)

Treasure NPC Gear (masterwork hooked lance, saddle rack, heavy wooden shield)



Medium fey (ponykind), neutral

Armor Class 18 (plate)

Hit points 75 (10d8 + 30)

Speed 30 ft.



Str	Dex	Con	Int	Wis	Cha
16 (+3)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	8 (-1)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge: 4 (1,100 XP)

Cloud Walker. The creature can treat any kind of cloud or fog as if it were solid.

ACTIONS

Multiattack. The Bodyguard makes two lance attacks.

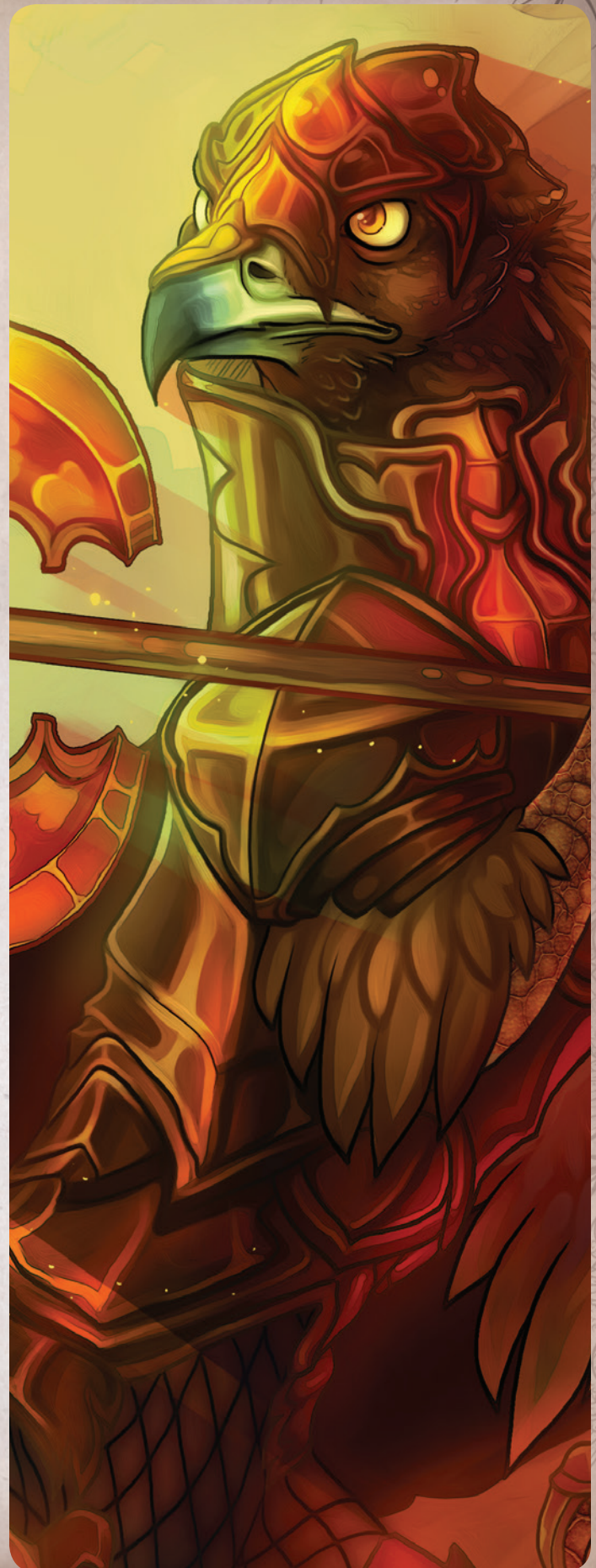
Lance. *Melee Weapon Attack*, +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12+3) piercing damage

REACTIONS

Coordinated Assault. When an ally hits with a melee weapon attack, the bodyguard moves up to half their movement towards the target of the allies attack. This movement does not provoke opportunity attacks.

Guardian. When an ally within 5 ft. of the bodyguard is targeted by an attack, the bodyguard can use its reaction to cause the attack to have disadvantage.

These mind-broken ponies, forever robbed of flight by the heavy armor that has been riveted onto them are silent under the masks they wear. The mask itself would fetch a hefty price, if it could ever be removed, but the key that fits it is neither kept on the slave or their owner. Unswerving in their obedience to their griffon master, they will fight until death at their command. Intelligent despite their trained devotion, they will work together to bring a foe down and secure them for their masters.



LIGHTNING CLOCKWORK PONY

Resembling a clockwork pony, this creature's eyes crackle with electricity, quickly leading you to realize that they are not likely to want to make friends.



CR 6 (XP 2,400)

CE Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +10**DEFENSE****AC** 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 natural)**hp** 64 (8d10+20)**Fort** +4, **Ref** +6, **Will** +4**Defensive Abilities** hardness 5; Immune construct traits; Immune electricity**OFFENSE****Speed** 40 ft.**Melee** 2 hooves +10 (1d8+3+2d6 electricity)**Spell-Like Abilities** (CL 8th; concentration +8)

At will—call lightning (DC 15)

2/day—lightning bolt (DC 15)

STATISTICS**Str** 16, **Dex** 14, **Con** —, **Int** 12, **Wis** 14, **Cha** 10**Base Atk** +8; **CMB** +11; **CMD** 23 (27 vs. trip)**Feats** Elemental Focus, Great Fortitude, Lightning Reflexes, Spell Focus (evocation)**Skills** Acrobatics +9 (+13 to jump), Intimidate +8, Perception +10**Languages** Sylvan**Other Gear** +1 lesser electricity resistance lamellar (leather) armor**SPECIAL ABILITIES****Lightning Hooves (Ex)** The lightning clockwork pony's attacks deal 2d6 electricity damage in addition to their normal damage.**Lesser Electricity Resistance** adds 2000gp to the value of a set of armour and absorbs the first 5 points of electricity damage from any attack on the wearer.**ECOLOGY****Environment** Any**Organization** solitary, pair or squad (1 or 2 Lightning Clockwork Ponies accompanied by 1 to 10 Clockwork Ponies or 1 to 5 Lightning Elementals)**Treasure** None*Medium construct, chaotic evil***Armor Class** 15 (chain shirt)**Hit points** 104 (16d8 + 32)**Speed** 40 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+1)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Damage Resistance poison**Damage Immunities** lightning**Senses** passive Perception 13**Languages** Sylvan**Challenge:** 5 (1,800 XP)**Lighting Hooves.** The lightning clockwork pony's attacks deal 2d6 lightning damage in addition to their normal damage (Included in the attack).**Tenacity of Gears.** The lightning clockwork pony do not need to sleep, eat, or breathe but can still do so to gain their benefits (such as drinking potions). They also have advantage against effects that confer the charmed, exhaustion, and poisoned conditions, as well as against any disease effects and are not subject to spells that restore life to the dead.**Innate Spellcasting.** The lightning clockwork pony innate spellcasting ability is Wisdom (Spell Save DC of 14). It can innately cast the following spells, requiring no material components:At will: *call lightning*2/day: *lightning bolt***ACTIONS****Multiattack.** The lightning Clockwork pony makes two hoof attacks**Hoof.** *Melee Weapon Attack*, +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and 7 (2d6) lightning damage

When the curse struck down the ponies who dared to challenge the gods some were hit harder than others. Twisted by storms of magic they emerged as fully mechanical beings driven by malice and rage. With energy still surging through their clockwork frames they can call lightning and shape it to their bidding.



SIMPLE TEMPLATE: LIVING ART



A creature that has the living art template appears as a flat drawing of its standard appearance, sometimes with bright colors and other times missing all colors at all and just appearing as an outline. Some say such creatures are the work of the Author, or at least the result of some great artifact of hers gone awry. A living art's CR increases by 1 only if the base creature has 5 or more HD.

Rebuild Rules: The creature gains the construct type but retains any old subtypes and gains its old type as a subtype, allowing it to be affected by effects that target the original type; Senses gains darkvision 60 ft.; Defensive Abilities gains a miss chance against all attacks as attacks pass through its hollow points and against its outlandish two-dimensional nature. True sight or other similar effects do not reduce this miss chance.

Hit Dice	Miss Chance
1-4	10%
5-10	30%
11+	50%

LIVING ART TEMPLATE



A creature that has the living art template appears as a flat drawing of its standard appearance, sometimes with bright colors and other times missing all colors at all and just appearing as an outline. Some say such creatures are the work of the Author, or at least the result of some great artifact of hers gone awry. When a creature becomes Living art, it retains all its statistics, except as noted below.

Challenge. A Living art's challenge is 1 higher than the original creature

Type. The living art type changes to construct but retains any old subtypes and gains its old type as a subtype, allowing it to be affected by effects that target the original type. It no longer requires air, food, drink, or sleep.

Senses. If the living art did not already have darkvision, it gains darkvision out to 60 ft.

Two-dimensional. The Living Art may move through any opening that is large enough to fit either the height, width, or length of the original creature. All Weapon attacks have disadvantage against the Living Art, as weapons pass through its hollow points and against its outlandish two-dimensional nature.

MAHR

Resembling a flutter in size, this tiny bat-winged pony is more intent on mayhem. With a red glow in it's tiny eyes, it flaps tiny wings and advances.



Mahr seek only to mess with ponies. They love it. Using stealth and sneakiness, the tiny demons will seek to bring their foes to a catatonic state and invade the dreams of the most tasty-looking adventurer. Of course, if their spells are rebuffed, they will resort to fangs and hooves to beat a foe into submission, an unconscious foe is still a sleeping foe. Upon awaking from their time spent at the tender hooves of a mahr, even if not subject to a fever dream, ponies will find their tail tied in enough knots that it will take a week of time to untangle.

Once a mahr finds a snack it likes the taste of, it will frequently follow them for quite some time, avoiding confrontation and using stealth to seek the sleeping meal.

CR 2 (XP 600)

CE Tiny outsider
(chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft.;
Perception +7

**DEFENSE**

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 13 (3d10-3); fast healing

Fort +0, **Ref** +4, **Will** +4

DR 5/cold iron or good; **Immune** electricity, poison;
Resist acid 10, cold 10, fire 10

OFFENSE

Speed 25 ft., fly 45 ft. (good)

Melee bite +4 (1d3-1) + poison, 2 hooves -1 (1d2-1)

Space 2½ ft.; **Reach** 0 ft.

Special Attacks poison

Spell-Like Abilities (CL 3rd; concentration +4)

At will—*detect magic*, *invisibility (self only)*,
lullaby (DC 11)
1/day—*sleep* (DC 12)

STATISTICS

Str 8, **Dex** 12, **Con** 8, **Int** 13, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +2; **CMD** 11 (15 vs. trip)

Feats Acrobatic, Improved Initiative

Skills Acrobatics +9 (+5 to jump), Bluff +7, Fly +17,
Perception +7, Spellcraft +7, Stealth +15, Use Magic
Device +7

Languages Abyssal, Sylvan

SQ fever dream

Other Gear gems (worth 35 gp)

SPECIAL ABILITIES

Fever Dream (1/day) (Su) Once per day a Mahr may infect the dreams of a single fey creature they touch, plaguing them with nightmares and fear. The subject will awaken normally but be fatigued for 24hrs. The dreams of mages are particularly sweet, any arcane spells cast by the subject of a fever dream, while they are fatigued, will have -1 penalty to their save DC.

Poison: - Injury (DC 9) (Ex) Poison—Injury; save Fort DC 9; freq 1/rd rd; effect sleep for ; cure 2 saves.

ECOLOGY

Environment any (abyss)

Organization Solitary or pair

Treasure gems worth 35 gp

Tiny fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit points 20 (8d4)

Speed 25 ft., fly 45ft.



Str	Dex	Con	Int	Wis	Cha
8 (-1)	16 (+3)	10 (+0)	13 (+1)	12 (+1)	15 (+2)

Skills Stealth +7

Damage Resistance cold, fire, lightning; bludgeoning, piercing, or slashing from non-magical weapons.

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Sylvan

Challenge: 2 (450 XP)

Innate Spellcasting. The Mahr's innate spellcasting ability is Charisma (Spell Save DC of 12). It can innately cast the following spells, requiring no material components:

1/day: *sleep*

ACTIONS

Fever Dream(1/day). The Mahr may touch a single fey creature who is Unconscious or sleeping and afflict it with nightmares and fear. The target, when it awakens or regains consciousness as normal, does not recover a level of exhaustion if they just finished a long rest and suffers an additional level of exhaustion, though this cannot push the target beyond the third level of exhaustion.

Invisibility. The Mahr magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the Mahr wears or carries is invisible with it.

Bite. *Melee Weapon Attack*, +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

MARCHING HORDE

Spitting smoke and ash, their limbs wreathed in fire, a red-maned horror of a pony looks ready to attack. Their form covered in scars and wounds that though healed, their front hooves are twisted into talons and their mouth, curved into a cruel and sadistic smile, reveals large fangs.

CR 8 (XP 4,800)

CE Medium outsider
(chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.;
Perception +13



DEFENSE

AC 23, touch 12, flat-footed 21 (+2 armor, +2 Dex, +9 natural)

hp 104 (11d10+44)

Fort +11, **Ref** +5, **Will** +6

Defensive Abilities Blood of Hate; **DR** 10/good or cold iron; **Immune** electricity, poison, acid; **Resist** cold 10, fire 10; **SR** 18

OFFENSE

Speed 40 ft.

Melee bite +13 (1d8+11), 2 claws +14 (1d6+11), 2 hooves +8 (1d4+5)

Special Attacks rend (2 claws, 1d3+7)

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 13, **Wis** 8, **Cha** 11

Base Atk +11; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Dazzling Display, Gory Finish^{UC}, Improved Initiative, Intimidating Prowess, Power Attack, Weapon Focus (claw)

Skills Acrobatics +13 (+17 to jump), Climb +16, Intimidate +19, Perception +13, Sense Motive +13, Spellcraft +11, Survival +7, Use Magic Device +13

Languages Abyssal, Celestial, Draconic

SQ born of flame, chilling shock

Other Gear *unholy bracers of rage* (*Bracers of Armor* +2), iron unholy symbol of Apep

SPECIAL ABILITIES

Born of Flame (Su) A Marching Horde has fire resistance, but the element of their birth strengthens and fuels them. Upon taking fire damage, a Marching Horde enters a Rage, as per the barbarian ability, until the end of its next turn. They still take the damage and leaving the rage does not fatigue them.

Chilling Shock (Su) Where fire brings strength, cold slows. Upon taking cold damage a Marching Horde will become slowed, as per the spell, until the end of its next turn. They still take the damage.

Blood of Hate (DC 19) (Ex) Creatures that strike the demon in combat with a piercing or slashing weapon must make a fortitude save or, until the end of their next turn, must attack a random adjacent target, friend or foe. If none are adjacent, they will engage the nearest target. This save is constitution based.

ECOLOGY

Environment any (abyss)

Organization Pair, skirmish (4-12 marching horde), army (20-50 marching hoard), hoard (100+ marching hoard)

Treasure NPC Gear (+2 bracers of armor, other treasure)

The Marching Horde are a nameless mass of demons that seek just one thing, battle. Their mighty queen they saw leave them, rising to fight the very godshemselves. During her battle, the horde sought their own wars, attempting to mirror the reflections of her fight with the gods in their own lesser battles. She never returned to them, she didn't answer their calls, or appear when they slaughtered armies in her name. Reluctantly, the demonic warhost turned to another great demon, swearing to Apep's name that they will avenge their fallen queen.

Medium fiend(demon), chaotic evil

Armor Class 16 (natural armor)

Hit points 127 (15d8 + 60)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
20 (+5)	15 (+2)	18 (+4)	13 (+1)	8 (-1)	11 (+0)

Skills Intimidation +3, Perception +2

Damage Resistance cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Celestial, Draconic

Challenge: 8 (3,900 XP)

Blood of Hate. When a creature deals slashing or piercing damage to the marching horde with an attack while within 5ft, the attacking creature must make a DC 15 Constitution saving throw. On a failed save, the creature must attack any adjacent creatures randomly

until the end of their next turn. If no creature is adjacent, the affected creature instead targets the closest creature.

Born of Flames. When the marching horde takes fire damage, they gain 12 Temporary Hit Points that last until the start of their next turn. In addition, until the end of the marching horde's next turn, they make an additional claw and hoof attack when they use multiattack.

Chilling Shock. When the marching horde takes cold damage, until the end of their next turn, they cannot take reactions, reduces its speed by half, and cannot use multiattack.

ACTIONS

Multiattack. The marching horde makes a bite attack, a claw attacks, and a hoof attack.

Bite. *Melee Weapon Attack*, +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage

Claw. *Melee Weapon Attack*, +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage

Hoof. *Melee Weapon Attack*, +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage



REPTILIN SHAMAN

Looking brutal and mean, this armed snake-creature waves it's long-spear and calls out in an unknown language, pausing just a moment, ready to attack.

These reptiles are a newly evolved species, young as races go but fiercely protective of their culture. They only understand their own language and consider anything that doesn't speak it prey.



Unlike their fellow Reptilin's, the shaman of the tribes believe that there are other intelligent creatures and have begun to search for proof. Their initial meeting with any creature will be to demand they speak words and then use their Tongues ability to try and discern if their foe has intelligence. Of course, even if they find intelligent creatures, that doesn't mean they will not react to hostility.

CR 4 (XP 1,200)

Reptilin shaman 2

N Large Fey (reptilian)

Init +4; **Senses** low-light vision; Perception +5; Tremorsense 10 ft.



DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 size)

hp 30 (4 HD; 2d8+2d10+10)

Fort +5, **Ref** +3, **Will** +4

OFFENSE

Speed 20 ft. (15 ft. in armor), climb 20 ft., swim 15 ft.

Melee obsidian longspear (reach) +6 (2d6+6/×3) or tail slap +6 (1d6+6 plus grab, primary)

Space 10 ft.; **Reach** 5 ft.

Special Attacks constrict (1d4+4), hexes (tongues^{APG}, ward^{APG})

Shaman Spells Prepared (CL 2nd; concentration +3)

1st—*entangle* (DC 12), *goodberry*, *mutating gift* (DC 12); *charm animal*^S (DC 12)

0 (at will)—*create water*, *purify food and drink* (DC 11), *read magic*, *stabilize*

^Sspirit magic spell;

Spirit Nature Wandering Spirit

STATISTICS

Str 18, **Dex** 11, **Con** 15, **Int** 9, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 18 (can't be tripped)

Feats Extra Hex^{APG}, Improved Initiative

Skills Acrobatics +2 (-6 to jump), Bluff +2, Climb +13, Handle Animal +5, Perception +5, Swim +13

Languages Reptim

SQ spirit animal (snake, viper), storm burst

Other Gear hide armor, obsidian longspear, trail rations (2), waterskin

SPECIAL ABILITIES

Grab (Large, Tail Slap) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Spirit Animal (spirit animal (snake, viper)) If spirit animal is slain, cannot use spirit magic or prepare new spells.

Storm Burst (2/day) (Su) As a standard action, foe in 30 ft. treats all others as concealed for 1 rd.

Tongues (2 minutes/day) (Su) Understand any spoken language, as comprehend languages.

Ward +2 (1 at a time) (Su) Ward another, granting +2 to AC and saves until hit or fail a save.

ECOLOGY

Environment tropical forest/jungle

Organization Solitary, pair (master and apprentice shaman, apply the young simple template to one), village (8-12 reptilin stranglers, 1 reptilin shaman, 10-40 adult reptilin plus 50% children)

Treasure NPC Gear (hide armor, fragile longspear, rations, waterskin, other treasure)



ARCANE FAMILIAR

Viper snake

N Tiny magical beast (animal)

Init +3; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 15 (1d8-1)

Fort +2, **Ref** +6, **Will** +4

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +8 (1d2-3 plus poison)

Space 2 ft.; **Reach** 0 ft.

Special Attacks poison

STATISTICS

Str 4, **Dex** 17, **Con** 8, **Int** 6, **Wis** 13, **Cha** 2

Base Atk +3; **CMB** +4; **CMD** 11 (can't be tripped)

Feats Weapon Finesse^B

Tricks Attack, Down, Fetch, Heel, Hunting, Seek, Track

Skills Acrobatics +8 (+4 to jump), Climb +15, Handle Animal -1, Perception +9, Stealth +15, Swim +15; **Racial Modifiers** +4 Perception, +4 Stealth

SQ hunting, improved evasion, spirit animal (nature)

SPECIAL ABILITIES

Hunting [Trick] The animal has been trained for hunting.

Low-Light Vision See twice as far as a human in dim light, distinguishing color and detail.

Poison (DC 9) (Ex) Poison: Bite—injury; save Fort DC 9; frequency 1/day for 6 days; effect 1d2 Con; cure 1 save.

Spirit Animal (Nature) Move through undergrowth without harm/slowing & no Fly penalties up to wind-storm strength.

Medium fey (reptilian), neutral

Armor Class 13 (Hide Armor)

Hit points 75 (10d8 + 30)

Speed 30 ft., Climb 20 ft., Swim 20 ft.



Str	Dex	Con	Int	Wis	Cha
16 (+3)	12 (+1)	16 (+3)	9 (-1)	16 (+3)	8 (-1)

Senses passive Perception 13

Languages Reptim

Challenge: 2 (450 XP)

Mighty Coil. The Reptilin has advantage on any saving throw or ability check to avoid being knocked prone

Spellcasting. The Reptilin is a 2nd-level spellcaster. Its spellcasting ability is wisdom (spell save dc 13, +5 to hit with spell attacks). The Reptilin has the following druid spells prepared

Cantrips (*at-will*): *shillelagh*, *guidance*

1st level (3 slots): *entangle*, *goodberry*, *purify food and drink*, *speak with animals*, *thunderwave*

ACTIONS

Quarterstaff. *Melee weapon Attack*, +5 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, or 7 (1d8+3) bludgeoning damage with *shillelagh*

Tail Slap. *Melee weapon attack* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage

Gift of the Serpent's Tongue. The Reptilin shaman targets one creature within 30 ft. that it can see. The targeted creature is unable speak or understand any other language other than Reptim for the next hour unless they succeed a Wisdom saving throw against the Reptilin Shaman's spell save DC. An afflicted creature may attempt this save again at the end of each of its turns. Once a creature is targeted by this ability, they cannot be affected again until they finish a long rest.

REPTILIN STRANGLER

A long, fierce, snake-like reptile wearing hides has two arms holding a crude long-spear with a dark black stone as the point. It yells something unintelligible and, getting no response, attacks.

CR 3 (XP 800)

Reptilin barbarian (unchained) 1

N Large Fey (reptilian)

Init +4; **Senses** low-light vision; Perception +5; Tremorsense 10 ft.



DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 size)

hp 24 (3 HD; 2d10+1d12+7)

Fort +7, **Ref** +3, **Will** +1

OFFENSE

Speed 30 ft. (20 ft. in armor), climb 20 ft., swim 15 ft.

Melee obsidian longspear (reach) +5 (2d6+9/×3) or tail slap +5 (1d6+9 plus grab, primary)

Space 10 ft.; **Reach** 5 ft.

Special Attacks rage (6 rounds/day), constrict (1d4+4)

STATISTICS

Str 18, **Dex** 11, **Con** 15, **Int** 9, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 18 (can't be tripped)

Feats Improved Initiative, Power Attack

Skills Acrobatics +2 (-2 to jump), Climb +13, Perception +5, Swim +13

Languages Reptim

SQ fast movement

Other Gear hide armor, obsidian longspear, trail rations (2), waterskin

SPECIAL ABILITIES

Grab (Large, Tail slap) (Ex) Can start a grapple as a free action if you hit with the designated weapon.

ECOLOGY

Environment tropical forest/jungle

Organization Solitary, pair, hunting party (4-6 reptilin stranglers), village (8-12 reptilin stranglers, 1 reptilin shaman, 10-40 adult reptilin plus 50% children)

Treasure NPC Gear (hide armor, fragile longspear, rations, waterskin, other treasure)



Medium fey, neutral

Armor Class 14

(unarmored defense)

Hit points 60 (8d8 + 24)

Speed 30 ft., Climb 20 ft., Swim 20 ft.



Str	Dex	Con	Int	Wis	Cha
18 (+4)	12 (+1)	16 (+3)	9 (-1)	12 (+1)	8 (-1)

Senses passive Perception 11

Languages Reptim

Challenge: 1 (200 XP)

Mighty Coil. The Reptilin has advantage on any saving throw or ability check to avoid being knocked prone

ACTIONS

Obsidian Longspear. *Melee Weapon attack*, +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) piercing damage

Tail Slap. *Melee Weapon Attack*, +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage and the target is pulled 5ft towards the Reptilin Strangler.

Constrict. *Melee weapon attack*, +6 to hit, reach 5 ft., one target. *Hit:* 7(1d6+4) bludgeoning damage and the target is grappled (escape DC 14). Until the grapple ends, the target is restrained and the Reptilin Strangler cannot constrict or tail slap another target.

RIFT DRAGON

Rift dragons are drawn to, and some suggest born from, elemental imbalances. Anywhere the elemental planes clash and cross with the prime material a rift dragon may appear, and will act to defend it from interference. They have a strong resistance to the direct touch of the divine, and to the forged metal of civilization, as if made to counter sentience itself.

Left to their own devices, they will attempt to become rulers of any given location of planar interference, drawing on the power of the friction generated between two competing planes of reality. They fiercely defend such places and will attack foolhardy adventurers or soldiers who attempt to dispel such dangerous places.

Approached carefully, and making no attempt to harm their home, rift dragons can be spoken with and even enjoy a good conversation. Not inherently evil, they can be reasoned with, but they are as mercurial as the disturbances they call home.



A reptilian creature with agitated looking wings shimmers with the energy around it. Sharp claws swipe at the air as it bares the sharp blades that fill its snout.

RIFT DRAGON



CR 5 (XP 1,600)

CN Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 42 (5d12+10)

Fort +6, **Ref** +6, **Will** +3; -4 against psychic spells and effects

DR 10/wood; **Immune** paralysis, sleep; **Resist** divine power 10, fire 5

Weaknesses vulnerable to psychic magic

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Special Attack rift breath (DC 14, 5d6, 30' cone)

Melee bite +9 (1d6+4), claw +9 (1d4+4), claw +9 (1d4+4)

Sorcerer Spells Known (CL 5th; concentration +6)

2nd (4/day)—*false life, invisibility*

1st (7/day)—*fair shot, mage armor, protection from law, shield*

0 (at will)—*acid splash, dancing lights, detect magic, mage hand, mending, prestidigitation*

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 12, **Wis** 8, **Cha** 12

Base Atk +5; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Death From Above^{UC}, Stealthy, Surprise Attack

Skills Escape Artist +4, Fly +10, Knowledge (planes) +9, Linguistics +9, Perception +7, Sense Motive +7, Spellcraft +9, Stealth +12, Survival +6

Languages Aquan, Common, Draconic, Dwarven, Ignan, Sylvan

SPECIAL ABILITIES

Damage Reduction (10/wood) You have Damage Reduction against all except Wood attacks (this includes weapons with a wooden shaft, such as arrows, bolts, spears, and javelins).

Death from Above Gain +5 bonus on attack rolls when charging from higher ground or flying

Surprise Attack During the surprise round, you can take a full round of actions if you can normally act.

Vulnerable to Psychic Magic You take a -4 penalty

on saves vs. psychic spells and effects.

Rift Breath Only usable while inside an area charged with elemental energy, and coinciding with the same energy type, rift breath can be used every 1d4 rounds from the last time it was used. Saving throw is based on constitution.

ECOLOGY

Environment Anywhere more than one plane touches.

Organization solitary, pair, or flight (2 rift dragons within one age category and 1-2 rift dragon wyrmlings (rift dragon with young template))

Treasure Double

RIFT DRAGON, GREATER



CR 8 (XP 4,800)

CN Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)

hp 90 (10d12+30)

Fort +10, **Ref** +9, **Will** +6; -4 against psychic spells and effects

DR 15/wood; **Immune** paralysis, sleep; **Resist** divine power 20, fire 10

Weaknesses vulnerable to psychic magic

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Special Attack rift breath (DC 18, 10d6, 30' cone), rend (2 claws, 1d4+7)

Melee bite +15 (1d6+5), claw +15 (1d4+5), claw +15 (1d4+5)

Sorcerer Spells Known (CL 10th; concentration +12)

5th (3/day)—*persistent image* (DC 17)

4th (5/day)—*dragon's breath*^{APG} (DC 16), *earth glide*^{ARG}

3rd (6/day)—*clairaudience/clairvoyance, dispel magic, haste*

2nd (7/day)—*blur, darkness, false life, invisibility*

1st (7/day)—*disguise self, fair shot, mage armor, protection from law, shield*

o (at will)—*acid splash, arcane mark, dancing lights, detect magic, mage hand, mending, open/close* (DC 12), *prestidigitation, read magic*

STATISTICS

Str 20, **Dex** 14, **Con** 16, **Int** 12, **Wis** 8, **Cha** 15

Base Atk +10; **CMB** +15; **CMD** 27 (31 vs. trip)

Feats Death From Above^{UC}, Empower Spell, Focused Spell^{APG}, Stealthy, Surprise Attack

Skills Diplomacy +8, Escape Artist +4, Fly +11, Knowledge (planes) +14, Linguistics +9, Perception +12, Sense Motive +12, Spellcraft +14, Stealth +19, Survival +10, Use Magic Device +7

Languages Aquan, Common, Draconic, Dwarven, Ignan, Sylvan

SPECIAL ABILITIES

Damage Reduction (15/wood) You have Damage Reduction against all except Wood attacks (this includes weapons with a wooden shaft, such as arrows, bolts, spears, and javelins).

Death from Above Gain +5 bonus on attack rolls when charging from higher ground or flying

Surprise Attack During the surprise round, you can take a full round of actions if you can normally act.

Vulnerable to Psychic Magic You take a -4 penalty on saves vs. psychic spells and effects.

Rift Breath Only usable while inside an area charged with elemental energy, and coinciding with the same energy type, rift breath can be used every 1d4 rounds from the last time it was used. Saving throw is based on constitution.

RIFT DRAGON, ELDER

CR 14 (XP 38,400)

CN Large dragon

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +16



DEFENSE

AC 29, touch 10, flat-footed 28 (+1 Dex, +19 natural, -1 size)

hp 161 (14d12+70)

Fort +14, **Ref** +10, **Will** +8; -4 against psychic spells and effects

DR 20/wood; **Immune** paralysis, sleep; **Resist** acid 10, cold 10, divine power 20, electricity 10, fire 10

Weaknesses vulnerable to psychic magic

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee bite +22 (1d8+9), 2 claws +22 (1d6+9), tail slap +17 (1d6+4), 2 wings +17 (1d6+4)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite).

Special Attacks rend (2 claws, 1d6+13), rift breath (DC 22, 14d6, 30' cone)

Sorcerer Spells Known (CL 14th; concentration +17)

7th (3/day)—*prismatic spray*

6th (5/day)—*chain lightning* (DC 19), *mass eagle's splendor*

5th (6/day)—*hold monster* (DC 18), *persistent image* (DC 18), *wall of force*

4th (6/day)—*dragon's breath*^{APG} (DC 17), *earth glide*^{ARG}, *ice storm, greater invisibility*

3rd (7/day)—*clairaudience/clairvoyance, dispel magic, haste, tongues*

2nd (7/day)—*blur, darkness, false life, invisibility, resist energy*

1st (7/day)—*disguise self, fair shot, mage armor, protection from law, shield*

o (at will)—*acid splash, arcane mark, dancing lights, detect magic, mage hand, mending, open/close* (DC 13), *prestidigitation, read magic*

STATISTICS

Str 28, **Dex** 12, **Con** 20, **Int** 12, **Wis** 8, **Cha** 17

Base Atk +14; **CMB** +24; **CMD** 35 (39 vs. trip)

Feats Death From Above^{UC}, Empower Spell, Focused Spell^{APG}, Silent Spell, Stealthy, Still Spell, Surprise Attack

Skills Diplomacy +9, Escape Artist +3, Fly +14, Knowledge (arcana) +14, Knowledge (planes) +14, Linguistics +9, Perception +16, Sense Motive +16, Spellcraft +18, Stealth +14, Survival +10, Use Magic Device +8

Languages Aquan, Common, Draconic, Dwarven, Ignan, Sylvan

SPECIAL ABILITIES

Damage Reduction (20/wood) You have Damage Reduction against all except Wood attacks (this includes weapons with a wooden shaft, such as arrows, bolts, spears, and javelins).

Death from Above Gain +5 bonus on attack rolls when charging from higher ground or flying

Surprise Attack During the surprise round, you can take a full round of actions if you can normally act.

Vulnerable to Psychic Magic You take a -4 penalty on saves vs. psychic spells and effects.

Rift Breath Only usable while inside an area charged with elemental energy, and coinciding with the same energy type, rift breath can be used every 1d4 rounds from the last time it was used. Saving throw is based on constitution.

RIFT DRAGON, GREAT WYRM

CR 18 (XP 153,600)

CN Huge dragon

Init +0; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision; Perception +16



DEFENSE

AC 33, touch 8, flat-footed 33 (+25 natural, -2 size)

hp 304 (21d12+168)

Fort +19, **Ref** +12, **Will** +11; -4 against psychic spells and effects

DR 10/non-wood, 20/wood; **Immune** paralysis, sleep; **Resist** acid 10, cold 10, divine power 20, electricity 10, fire 10

Weaknesses vulnerable to psychic magic

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee bite +26 (1d8+25), 2 claws +27 (1d6+25), tail slap +21 (1d6+12), 2 wings +21 (1d6+12)

Space 15 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 1d6+19), rift breath (DC 32, 21d6, 30' cone)

Sorcerer Spells Known (CL 14th; concentration +17)

7th (3/day)—*prismatic spray*

6th (5/day)—*chain lightning* (DC 19), *mass eagle's splendor*

5th (6/day)—*hold monster* (DC 18), *persistent image* (DC 18), *wall of force*

4th (6/day)—*dragon's breath*^{APG} (DC 17), *earth glide*^{ARG}, *ice storm*, *greater invisibility*

3rd (7/day)—*clairaudience/clairvoyance*, *dispel magic*, *haste*, *tongues*

2nd (7/day)—*blur*, *darkness*, *false life*, *invisibility*, *resist energy*

1st (7/day)—*disguise self*, *fair shot*, *mage armor*, *protection from law*, *shield*

0 (at will)—*acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *mending*, *open/close* (DC 13), *prestidigitation*, *read magic*

STATISTICS

Str 36, **Dex** 10, **Con** 24, **Int** 12, **Wis** 8, **Cha** 17

Base Atk +21; **CMB** +30; **CMD** 46 (50 vs. trip)

Feats Death From Above^{UC}, Empower Spell, Focused Spell^{APG}, Power Attack, Silent Spell, Stealthy, Still Spell, Stunning Assault^{APG}, Surprise Attack, Toughness, Weapon Focus (claw)

Skills Bluff +18, Diplomacy +21, Escape Artist +2, Fly +11, Intimidate +18, Knowledge (arcana) +14, Knowledge (planes) +14, Linguistics +9, Perception +16, Sense Motive +16, Spellcraft +18, Stealth +9, Survival +10, Use Magic Device +21

Languages Aquan, Common, Draconic, Dwarven, Ignan, Sylvan

SPECIAL ABILITIES

Damage Reduction (20/wood) You have Damage Reduction against all except Wood attacks (this includes weapons with a wooden shaft, such as arrows, bolts, spears, and javelins).

Damage Reduction (10/non-wood) You have Damage Reduction against Wooden weapons.

Death from Above Gain +5 bonus on attack rolls when charging from higher ground or flying

Surprise Attack During the surprise round, you can take a full round of actions if you can normally act.

Vulnerable to Psychic Magic You take a -4 penalty on saves vs. psychic spells and effects.

Rift Breath Only usable while inside an area charged with elemental energy, and coinciding with the same energy type, rift breath can be used every 1d4 rounds from the last time it was used. Saving throw is based on constitution.

RIFT DRAGON WYRMLING

Medium Dragon, chaotic neutral

Armor Class 16 (natural armor)

Hit points 49 (9d8 + 9)

Speed 30 ft., fly 60 ft.



Str	Dex	Con	Int	Wis	Cha
17 (+3)	14 (+2)	12 (+1)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +3, Wis +2, Cha +4

Skills Perception +4, Stealth +4

Damage Vulnerability psychic

Damage Resistance bludgeoning, piercing, or slashing damage from nonmagical weapons that aren't wooden

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic, Primordial

Challenge: 4 (1,100 XP)

Resist Divinity. The Rift dragon has advantage on saves against any cleric's or paladin's spells or a similar divine source as well as resistance against any damage it may inflict.

Elemental Adaptation. When the rift dragon is in an area that is charged with elemental energy, they gain resistance to an energy type that matches the element (Fire - Fire damage, Water - Cold damage, Earth - Acid damage, Air - Lightning damage, Light - Radiant, Dark - Necrotic).

ACTIONS

Bite. *Melee Weapon Attack*, +5 to hit, reach 5 ft., one targets. *Hit:* 8 (1d10+3) piercing damage

Breath Weapon (recharge 5-6). The dragon exhales elemental energy in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 18 (4d8) damage on a failed save, or half as much damage on a successful one. The rift dragon can only use its breath weapon in areas that are elementally charged and the damage type matches the rift dragon's current elemental adaptation.

YOUNG RIFT DRAGON

Large dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit points 102(12d10 + 36)



Speed 40 ft., fly 80 ft.

Str	Dex	Con	Int	Wis	Cha
21 (+5)	14 (+2)	16 (+3)	14 (+2)	11 (+0)	17 (+3)

Saving Throws Dex +5, Con +6, Wis +3, Cha +6

Skills Insight +3, Perception +6, Stealth +5

Damage Vulnerability psychic

Damage Resistance bludgeoning, piercing, or slashing damage from nonmagical weapons that aren't wooden

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Draconic, Primordial, Common, Sylvan

Challenge: 8 (3,900 XP)

Resist Divinity. The Rift dragon has advantage on saves against any cleric's or paladin's spells or a similar divine source as well as resistance against any damage it may inflict.

Elemental Adaptation. When the rift dragon is in an area that is charged with elemental energy, they gain resistance to a damage type that matches the element (Fire - Fire damage, Water - Cold damage, Earth - Acid damage, Air - Lightning damage, Light - Radiant, Dark - Necrotic).

ACTIONS

Multiattack. The rift dragon makes a bite attack and two claw attacks

Bite. *Melee Weapon Attack*, +8 to hit, reach 10 ft., one targets. *Hit:* 16 (2d10+5) piercing damage

Claw. *Melee Weapon Attack*, +8 to hit, reach 5 ft., one targets. *Hit:* 12 (2d6+5) slashing damage

Breath Weapon (recharge 5-6). The dragon exhales elemental energy in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 40 (9d8) damage on a failed save, or half as much damage on a successful one. The rift dragon can only use its breath weapon in areas that are elementally charged and the damage type matches the rift dragon's current elemental adaptation.



ADULT RIFT DRAGON

Huge dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit points 195 (17d12 + 85)

Speed 40 ft., fly 80 ft.



Str	Dex	Con	Int	Wis	Cha
25 (+7)	14 (+2)	20 (+5)	16 (+3)	13 (+1)	19 (+4)

Saving Throws Dex +7, Con +11, Wis +6, Cha +9

Skills Arcana +8, Insight +6, Perception +11, Stealth +7

Damage Vulnerability psychic

Damage Resistance acid, cold, fire, lightning; bludgeoning, piercing, or slashing damage from nonmagical weapons that aren't wooden

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Draconic, Primordial, Common, Sylvan

Challenge: 16 (15,000 XP)

Resist Divinity. The Rift dragon has advantage on saves against any cleric's or paladin's spells or a similar divine source as well as resistance against any damage it may inflict.

Greater Elemental Adaptation. When the rift dragon is in an area that is charged with elemental energy, they gain immunity to a damage type that matches the element (Fire - Fire damage, Water - Cold damage, Earth - Acid damage, Air - Lightning damage, Light - Radiant, Dark - Necrotic).

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The rift dragon uses its frightful presence then it makes three attacks: one bite attack and two claw attacks

Bite. *Melee Weapon Attack*, +12 to hit, reach 10 ft., one targets. *Hit:* 18 (2d10+7) piercing damage

Claw. *Melee Weapon Attack*, +12 to hit, reach 5 ft., one targets. *Hit:* 14 (2d6+7) slashing damage.

Tail. *Melee Weapon Attack*, +12 to hit, reach 15 ft., one targets. *Hit:* 16 (2d8+7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the

creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon(recharge 5-6). The dragon exhales elemental energy in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 58 (13d8) damage on a failed save, or half as much damage on a successful one. The rift dragon can only use its breath weapon in areas that are elementally charged and the damage type matches the rift dragon's current elemental adaptation.

LEGENDARY ACTIONS

The rift dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The rift dragon regains spent legendary actions at the start of its turn

Detect. The dragon makes a Wisdom(Perception) check

Tail Attack. The dragon makes a tail attack

Wing Attack (Costs 2 actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT RIFT DRAGON

Gargantuan Dragon, chaotic neutral

Armor Class 20 (natural armor)

Hit points 385 (22d20 + 154)

Speed 40 ft.,fly 80 ft.



Str	Dex	Con	Int	Wis	Cha
29 (+9)	14 (+2)	24 (+7)	18 (+4)	15 (+2)	21 (+5)

Saving Throws Dex +9, Con +14, Wis +9, Cha +12

Skills Arcana +11, Insight +9, Perception +16, Stealth +9

Damage Vulnerability psychic

Damage Resistance acid, cold, fire, lightning; bludgeoning, piercing, or slashing damage from nonmagical weapons that aren't wooden

Senses blindsight 60 ft.,darkvision 120 ft.,passive Perception 27

Languages Draconic, Primordial, Common, Sylvan

Challenge: 23 (50,000 XP)

Resist Divinity. The Rift dragon has advantage on

saves against any cleric's or paladin's spells or a similar divine source as well as resistance against any damage it may inflict.

Greater Elemental Adaptation. When the rift dragon is in an area that is charged with elemental energy, they gain immunity to a damage type that matches the element (Fire - Fire damage, Water - Cold damage, Earth - Acid damage, Air - Lightning damage, Light - Radiant, Dark - Necrotic).

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The rift dragon uses its frightful presence then it makes three attacks: one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*, +16 to hit, reach 15 ft., one targets. *Hit:* 20 (2d10+9) piercing damage.

Claw. *Melee Weapon Attack*, +16 to hit, reach 10 ft., one targets. *Hit:* 16 (2d6+9) slashing damage.

Tail. *Melee Weapon Attack*, +16 to hit, reach 20 ft., one targets. *Hit:* 18 (2d8+9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's

saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon(recharge 5-6) The dragon exhales elemental energy in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 90 (20d8) damage on a failed save, or half as much damage on a successful one. The rift dragon can only use its breath weapon in areas that are elementally charged and the damage type matches the rift dragon's current elemental adaptation.

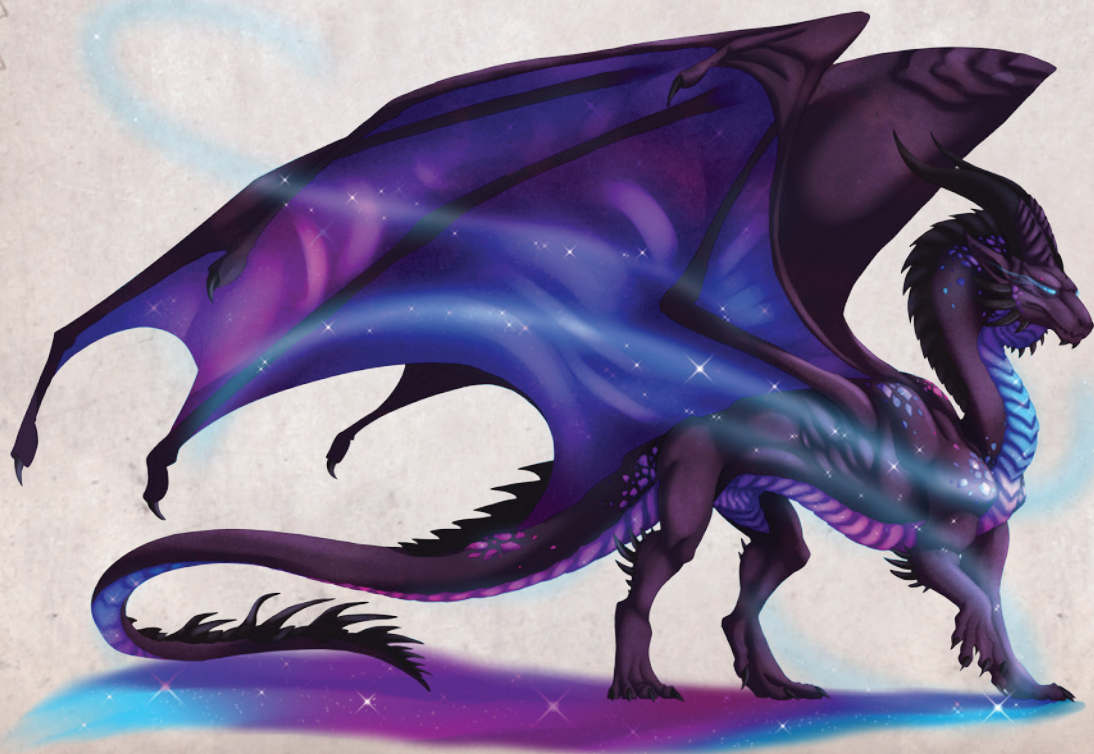
LEGENDARY ACTIONS

The rift dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The rift dragon regains spent legendary actions at the start of its turn

Detect. The dragon makes a Wisdom(Perception) check

Tail Attack. The dragon makes a tail attack

Wing Attack (Costs 2 actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



SKELETAL PONY SLINGER

The clank and clack of bones reveals the location of this skeletal perversion of death. The sound of a spinning sling is heard as its bottom jaw lowers revealing the most horrible of smiles.



CR 2 (XP 600)

Pony skeletal champion warrior 1
NE Medium undead

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +0



DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 18 (3 HD; 2d8+1d10+4)

Fort +2, **Ref** +1, **Will** +3; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities channel resistance +4; DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 40 ft.

Melee 1 bite +4 (1d4+2)

Ranged sling +3 (1d4+2)

STATISTICS

Str 14, **Dex** 13, **Con** —, **Int** 10, **Wis** 10, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 15 (19 vs. trip)

Feats Endurance, Improved Initiative, Point-Blank Shot, Precise Shot, Toughness

Skills Acrobatics +1 (+5 to jump)

Languages Common, Sylvan

SQ brand of destiny, earth-bound, fingerless, unique destiny

Other Gear short sword, pony sling

ECOLOGY

Environment Any

Organization Any

Treasure None

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit points 19 (3d8 + 6)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
12 (+1)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	5 (-3)

Damage Vulnerability bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge: 1/2 (100 XP)

ACTIONS

Sling. *Ranged Weapon Attack*, +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4+3) bludgeoning damage.

Bite. *Melee Weapon Attack*, +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Hateful of all life, these mindless undead skeletons have been equipped, whether before or after death, with a curious device that allows them to work a sling despite their lack of hands.

WEREBAT ROGUE

Almost affable and cheery in their greeting, nothing can cause you to shake the feeling that this pony is hiding something more than a dagger.



CR 5 (XP 1,600)

Pony werebat 3/rogue (unchained) 3
(Pathfinder Unchained)



PONY FORM

NE Medium fey (ponykind, shapechanger)

Init +6; **Senses** low-light vision; Perception +9

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 45 (6 HD; 3d8+3d10+15)

Fort +5, **Ref** +7, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities danger sense +1, evasion

OFFENSE

Speed 40 ft.

Melee mwk dagger +7 (1d4+2/19-20)

Special Attacks sneak attack (unchained) +2d6

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 13

Base Atk +4; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Dedicated Adversary, Endurance, Equipment Trick (cloak), Improved Initiative, Quick Draw,

Weapon Finesse

Skills Acrobatics +9 (+13 to jump), Appraise +8, Bluff +10 (+12 vs. Pony), Climb +4, Diplomacy +1, Disable Device +10, Disguise +10, Fly +10, Perception +9 (+11 vs. Pony), Sense Motive +0 (+2 vs. Pony), Sleight of Hand +10, Stealth +10, Survival +8 (+10 vs. Pony)

Languages Common, Dwarven, Gnoll, Sylvan

SQ brand of destiny, earth-bound, fingerless, rogue talent (bleeding attack +2), trapfinding +1, unique destiny, Change Shape, Control Curse, Infectious Bite, Surge of the Wild

Combat Gear *potion of barkskin* +2, *potion of cure moderate wounds*, *potion of darkvision*; Other Gear mwk chain shirt, mwk dagger, mwk thieves' tools (mouth)

HYBRID FORM

NE Large fey (ponykind, shapechanger)

Init +6; **Senses** low-light vision; Perception +9

DEFENSE

AC 15, touch 11, flat-footed 13 (+4 armor, +2 Dex, -1 size)

hp 51 (6 HD; 3d8+3d10+21)

Fort +6, **Ref** +7, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities danger sense +1, evasion

OFFENSE

Speed 40 ft., fly 40 ft. (average)

Melee mwk dagger +7 (1d6+3/19-20), bite +6 (1d6+3 + Infectious Bite), 2 claws +6 (1d4+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks sneak attack (unchained) +2d6

STATISTICS

Str 17, **Dex** 14, **Con** 17, **Int** 14, **Wis** 10, **Cha** 13

Base Atk +4; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Dedicated Adversary, Endurance, Equipment Trick (cloak), Improved Initiative, Quick Draw, Weapon Finesse

Skills Acrobatics +9 (+13 to jump), Appraise +8, Bluff +10 (+12 vs. Pony), Climb +7, Diplomacy +1, Disable Device +10, Disguise +10, Fly +8, Perception +9 (+11 vs. Pony), Sense Motive +0 (+2 vs. Pony), Sleight of Hand +10, Stealth +6, Survival +8 (+10 vs. Pony)

Languages Common, Dwarven, Gnoll, Sylvan

SQ brand of destiny, earth-bound, fingerless, rogue

talent (bleeding attack +2), trapfinding +1, unique destiny, Change Shape, Control Curse, Infectious Bite, Surge of the Wild

Combat Gear *potion of barkskin* +2, *potion of cure moderate wounds*, *potion of darkvision*; Other Gear mwk chain shirt, mwk dagger, mwk thieves' tools (mouth)

SPECIAL ABILITIES

Change Shape (Su) Werebats have three forms—a fey form, an animal form, and a hybrid form. Equipment does not meld with the new form between fey and hybrid form, but does between those forms and animal form. A werebat with the Natural Werebat trait can shift to any of its three forms as a move-equivalent action others can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or their fey form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, werebat without the Natural Werebat trait gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a –5 penalty to Constitution checks made to assume fey form. Such werebats reverts to their fey form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain werebat reverts to its fey form, although it remains dead.

When shapechanged to their hybrid or animal forms, a werebat gains +3 str, +2 dex and +1 con and becomes large (if they are not already so). You gain the shapechanger subtype in all forms.

Control Curse (Su) As a werebat gains mastery over the wild nature of their curse, they become better at remaining in the form they wish. At second level a werebat adds +2 to any constitution checks made to assume or resist their Change Shape ability. They gain a further +2 at level four.

Dedicated Adversary (Pony) +2 to Attack and Damage vs. creature chosen, and some skills.

Infectious Bite (Su) As a werebat embraces more of its wild nature, it's curse becomes transferable via bite. This curse can only affect fey creatures of small to large size.

ECOLOGY

Environment any (Everglow)

Organization Solitary, pair, gang (3-5 werebats)

Treasure NPC Gear (masterwork dagger, masterwork chain shirt, masterwork mouth thieves' tools, +2 *potion of barkskin*, *potion of cure moderate wounds*, *potion of darkvision*, other treasure)

WEREBAT'S CURSE



Type curse, injury;

Save Fortitude DC 15 negates, Will DC 15 to avoid effects

Onset the next full moon; **Frequency** on the night of every full moon.

Effect target feels the pull of the moon and rails against a need to attack and devour. If the will save is failed by 5 or less, target suffers confusion during the whole night. If they failed by 5 or more, they will attack the nearest target in animalistic rage.

Quick Draw Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

Sneak Attack (Unchained) +2d6 Attacks deal extra dam if flank foe or if foe is flat-footed.

Surge of the Wild (Su) Werebats gain experience with their alternate forms, granting them +2 str and +2 con when in hybrid or animal form.

Medium Fey
(Ponykind, Shapechanger),
neutral evil



Armor Class 15 (Studded Leather) in hybrid or pony form, 13 while in bat form.

Hit points 52 (8d8 + 16)

Speed 40 ft., (40 ft., fly 30 ft. in hybrid form; 10 ft., fly 60 ft. in Bat form)

Str	Dex	Con	Int	Wis	Cha
10 (+0)	17 (+3)	14 (+2)	14 (+2)	12 (+1)	13 (+1)

Saving Throws Dex +6

Skills Perception +4, Sleight of Hand +6, Stealth +6

Senses blindsight 30 ft. (blindsight 60 ft. in Bat or Hybrid Form), passive Perception 14

Languages Common, Sylvan, Gnome, Dwarven

Challenge: 2 (450 XP)

Shapechanger. The werebat can use its action to polymorph into a Large bat-pony hybrid or into a giant bat, or back into its true form, which is ponykind. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Echolocation. The werebat loses its blindsight when deafened.

Slippery Combatant. The werebat can take the Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack. Once per turn, the werebat deals an

extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the werebat that isn't incapacitated and the werebat doesn't have disadvantage on the attack roll.

Fang and Wing (Hybrid or Bat form). When the werebat makes a bite or a rake attack, the attacks gain a +1 bonus to attack rolls and damage rolls (Included in the stats), and count as magic

ACTIONS

Multiattack. The werebat makes two attacks, only one of which can be a bite attack

Dagger (Pony or Hybrid form only). *Melee or Ranged weapon attack*, +7 to hit, reach 5ft or range 20/60 ft., one target *Hit*: 5 (1d4+3) piercing damage

Bite. *Melee Weapon Attack*, +6 to hit (+7 while in hybrid or Bat form), reach 5 ft., one target. *Hit*: 6 (1d6+3) piercing damage, or 7 (1d6+4) piercing damage while in hybrid or bat form. If the target is a Fey, it must succeed on a DC 13 Constitution saving throw or be cursed with werebat lycanthropy.

Rake (Hybrid or Bat form only). *Melee Weapon Attack* +7 to hit, reach 5ft., one target *Hit*: 7 (1d6+4) slashing damage



CURSE OF WEREBAT LYCANTHROPY

When a Fey creature, whose size is either small, medium, or large, fails the Constitution save when bitten by a werebat, they are afflicted with the curse of Werebat lycanthropy. While under this curse, the afflicted creature's dexterity becomes 17 unless it was already higher and gains the Shapechanger subtype in addition to any other subtypes that it already had. When night falls and the moon is full, the afflicted must make Wisdom saving throw against the same DC as the original bite. On failure, until the end of the night, they transform into the form of either a Giant bat or a hybrid of bat and their original form. If the save was failed by 5 or less, they afflicted suffers identical effects to the confusion spell, otherwise they seek out and attack the the closest living creature in animalistic rage. While in either hybrid or Bat form, the afflicted creature statistics and abilities are unchanged except for what is listed below:



Size: The creature becomes large

Senses: The creature gains blindsight 60 ft.

Languages: The creature cannot speak while in bat form but can still understand any languages it knows.

Flight: (Hybrid Form) The creature's Leathery wings grant it a fly speed of 30 feet. The creature cannot fly if they are wearing armor they are not proficient in, armor not tailored to accommodate their wings, or a backpack not specially tailored to their wings. While flying, the creature is at disadvantage on Strength checks to interact with objects that are on the ground. The creature fall to the ground at the end of its turn unless you move at least half your fly speed during your turn.

Flight: (Bat Form) The creature gains a fly speed of 60 ft., but reduces their land speed to 10 ft.

Echolocation: The creature loses its blindsight when deafened

Bite: The creature gains a natural bite attack. They are proficient with this attack, which deals 1d6 piercing damage and is considered to have the finesse property.

Hunting for prey in the shadows of cities and wilderness alike, a werebat rogue would trust none so much as their dagger. Using guile and opportunity to catch a mark off-guard they would assist a fellow pony so far as is required to get them to turn their back.

ZOMBIE PONY

A grunting moan is the first sign that this corpse has not been set to ease with Soft Whisper. Rising to limbs animated with dark magics, the beast stares from the rotting flesh that is all that remains of its face. It sounds hungry.



CR 1 (XP 400)

Pony zombie warrior 2
NE Medium undead

Init -1; **Senses** darkvision 60 ft.;
Perception +0



DEFENSE

AC 11, touch 9, flat-footed 11 (-1 Dex, +2 natural)

hp 22 (3 HD; 1d8+2d10+3)

Fort +3, **Ref** -1, **Will** +2

Defensive Abilities DR 5/slashing; Immune undead traits

OFFENSE

Speed 40 ft.

Melee bite +4 (1d6+3)

STATISTICS

Str 15, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** (17 vs. trip)

Feats Toughness

Skills Acrobatics -1 (+3 to jump)

SQ staggered

SPECIAL ABILITIES

Staggered (Ex) Make only a single move or a single attack action each round.

ECOLOGY

Environment Any

Organization Any

Treasure None

Medium undead, neutral evil

Armor Class 9

Hit points 32 (5d8 + 10)

Speed 30 ft.



Str	Dex	Con	Int	Wis	Cha
16 (+3)	8 (-2)	15 (+2)	3 (-4)	8 (-1)	5 (+3)

Saving Throws Wis +1

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

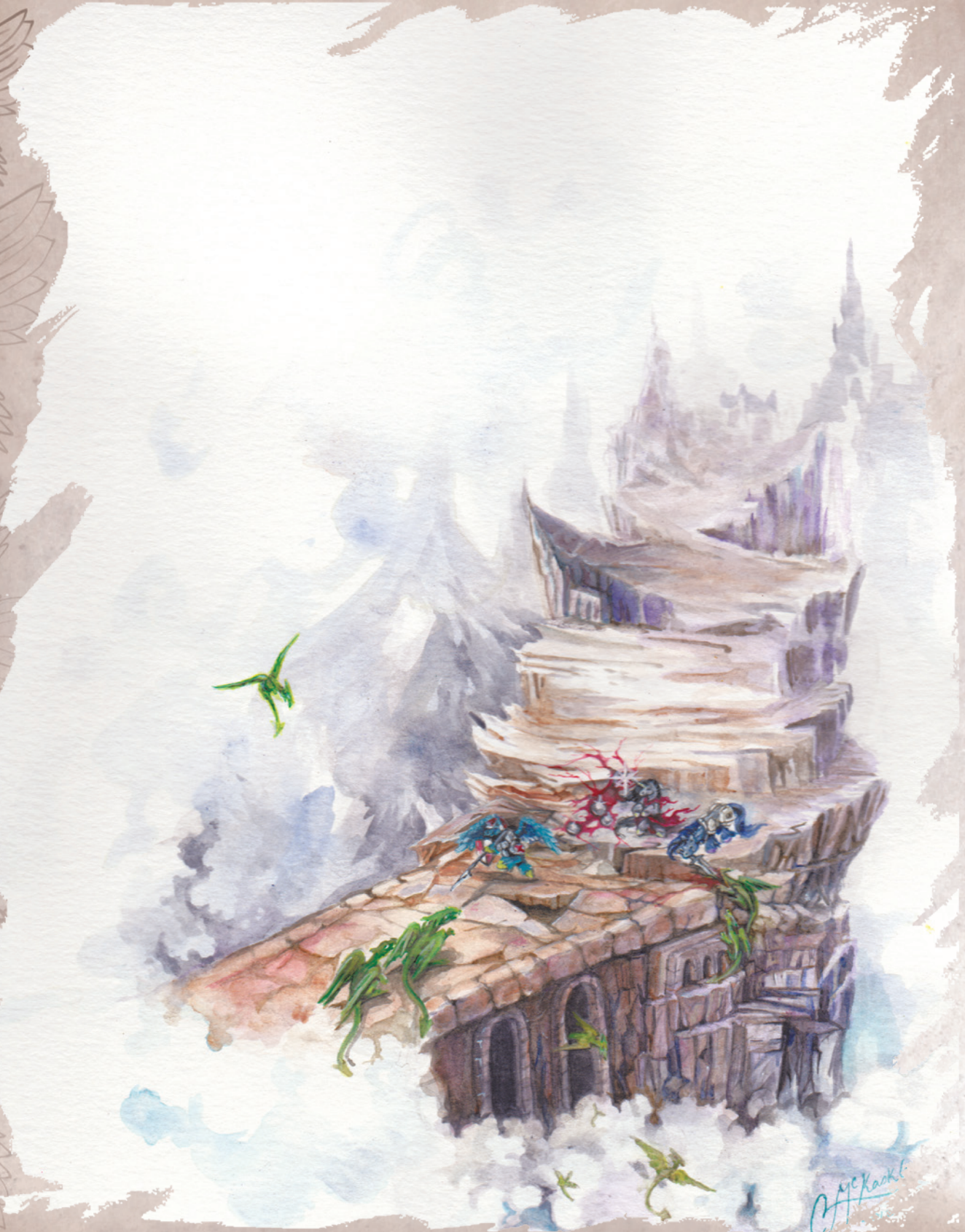
Challenge: 1/2 (100 XP)

Undead Fortitude. If damage reduces the zombie pony to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie pony drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack*, +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage

Raised by necromancers who clearly do not pay the most cursory of lip-service to the goddess of death, this abomination of the forces of nature known simply as a 'zombie' is at once everything that any sane adventurer should fear. Not just death, but the very perversion of it.



Handwritten signature in blue ink, possibly reading 'C. Karkhi'.

APPENDIX A

MISCELLANEOUS CREATURES & ANIMAL COMPANIONS FOR PATHFINDER

Fey horse

These elegant horses show clear markers of their fey caretakers and the lands they were raised in. They are extremely difficult to get to grow, let alone breed, outside of such places, so humans and other humanoid races value them at a premium for their endurance and ability to shrug off wounds with fey-like constitutions. They get along instinctually well with ponykind, giving them a +2 to handle animal checks.

STARTING STATISTICS

Size Large; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** bite (1d4), 2 hooves* (1d6); **Ability Scores** Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

* This is a secondary natural attack

4th-LEVEL ADVANCEMENT

Ability Scores Str +2, Con +2; **Special Qualities** combat trained; DR 5/Cold Iron



Chaos Ooze

Taming such a creature is quite an undertaking, to say nothing of keeping one happy. If not provided a temporary spell once a day or a permanent one once a week, they become irritable, imparting a -5 to handle animal checks to get them to perform actions. For those brave and/or foolish enough to forge a tenuous bond with such a creature, the rewards are sometimes worth it. Despite its (lack of) intelligence, the chaos ooze can learn 3 tricks or one purpose.

STARTING STATISTICS

Size Large; **Speed** 20 ft.; **AC** +3 natural armor; **Attack** Slam (1d6, grab); **Ability Scores** Str 18, Dex 8, Con 14, Int -, Wis 1, Cha 1; **Special Qualities** ooze qualities

7th-LEVEL ADVANCEMENT

Ability Scores Str +2, Con +4; **Special Qualities** constrict, chaotic embrace (see page 4)



PONYQUIN

This, obviously artificial, simulacra of a ponykind is quite obedient. Its fine and visible joints, when properly cared for, give it an almost uneasy grace. Only those who have lost touch or are in danger of losing touch with their natural side can take such an animal companion. It can be taken by fallen druids and the like who have lost their ability to commune with normal animals.

STARTING STATISTICS

Size Medium; **Speed** 40 ft.; **AC** +3 natural armor; **Attack** 2 Hooves (1d6); **Ability Scores** **Str** 14, **Dex** 12, **Con** -, **Int** 2, **Wis** 1, **Cha** 8; **Special Qualities** construct (still qualifies as an animal for purpose of qualifying for effects from its owner)

7th-LEVEL ADVANCEMENT

Ability Scores **Str** +4, **Dex** +2; **Special Qualities** +10 hit points



TRAITS

Natural Werebat Either one of your parents, or a relative further up your family tree, was a lycanthrope. This curse is dormant in you, merely making you a little more wild-seeming. With slightly elongated and tufted ears, you enjoy a +1 trait bonus to both Perception and Survival.

APPENDIX A

MISCELLANEOUS CREATURES FOR 5TH EDITION

Fey Touched Horse

Large beast, unaligned

Armor Class 11

Hit points 13 (2d10 + 2)

Speed 60 ft.



Str	Dex	Con	Int	Wis	Cha
15 (+2)	12 (+1)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10

Languages -

Challenge: 1/4 (25 XP)

Fey touched. The horse has advantage on saving throws against being charmed, and magic can't put the horse to sleep.

Pony Fellowship. Any creature with the Ponykind subtype gains a +1 to any Wisdom (Animal handling) ability checks that target the fey horse.

ACTIONS

Hooves. *Melee Weapon Attack*, +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) bludgeoning damage

These elegant horses show clear markers of their fey caretakers and the lands they were raised in. They are extremely difficult to get to grow, let alone breed, outside of such places, so humans and other humanoid races value them at a premium for their endurance and ability to shrug off afflictions with fey-like constitutions. They get along instinctually well with ponykind.



Ponyquin

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit points 9 (2d8 + 0)

Speed 40 ft.



Str	Dex	Con	Int	Wis	Cha
14 (+2)	12 (+1)	10 (+0)	2 (-4)	3 (-4)	7 (-2)

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 6

Languages -

Challenge: 1/4 (25 XP)

Animalistic Simulacrum. the Ponyquin does not need to eat, drink, sleep, or breath, and may be considered a beast for the purpose of any class feature that requires choosing a beast.

ACTIONS

Multiattack. The Ponyquin makes two attacks with its hooves

Hooves. *Melee Weapon Attack*, +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage

This, obviously artificial, simulacra of a ponykind is quite obedient. Its fine and visible joints, when properly cared for, give it an almost uneasy grace. Only those who have lost touch or with their natural are in danger of losing touch side can bond with such a creature



APPENDIX B

CHARACTER OPTIONS FOR PATHFINDER

REPTILIN

While most reptilin are, to put it bluntly, savages, others have chosen to embrace the visitors to their tribes, to find ways that are better than the ways of their own kind. Such reptilin are less versed in their native ways but gain a flexibility of thought and horizon that their forebears lacked.

Resembling an elfin humanoid from the waist up and a long snake from there down, a reptilin carries few traits of the seemingly mixed heritage because they have actually evolved directly from snakes with the aid of magic. Strong and fierce warriors, the snake-people of Everglow are new to the world at large but are increasingly seeing their own place within it.

Tending toward a neutral approach to life, a reptilin leans toward aloofness in all things social but, when matters are reduced to choice regarding life or death, are brutally ruthless.

Base Stats: +2 Str, -2 Int, +2 Wis

Size: Large

Type: Fey (Reptilian)

Movement: 30 ft.

Vision: Low-Light

Languages: Reptilin are xenophobic, knowing only Reptim (their own native language)

Reptilin have a primary natural tail slap attack that deals 1d6 damage

REPTILIN RACIAL TRAITS

Quick Study Gain a +1 trait bonus to Linguistics and it becomes a class skill, also gain Common as a language.

Blood of the Wild You can leave the forest, but the forest never leaves you. Gain a +1 trait bonus to Perception and Survival.

REPTILIN RACIAL FEATS

ALERT TO THREATS

As your tail presses down against the ground, you can sense most threats moments before they are able to strike.

Prerequisite: Reptilin, Perception 5 ranks

Benefit: You gain Tremorsense 10 feet.

PUTTING ON THE SQUEEZE

Your body surges with muscle memories of your kin and you feel an adeptness with your tail that more evolved reptilin lack.

Prerequisite: Reptilin, BaB +6, Questing Tail

Benefit: You gain the constrict special attack, dealing 1d4 crushing damage.

QUESTING TAIL

More dexterous and stronger than usual, your tail gains a use above simply moving you around.

Prerequisite: Reptilin, BaB +3

Benefit: Your tail slap attack gains the grab special attack.

SEA SLITHERING

Swift as the waves, you can glide through water like a predator born to it.

Prerequisite: Reptilin, Swim 5 ranks

Benefit: You gain Swim 15 ft

STONE SLITHERING

Your movement is so sure, even rocks and steep inclines prove no trouble for you.

Prerequisite: Reptilin, Climb 5 ranks

Benefit: You gain Climb 20 ft

SURE SLITHERING

A master of terrain, your tail provides a steady support for you no matter how difficult things may become.

Prerequisite: Reptilin, Stone Slithering, Sea Slithering

Benefit: You ignore difficult terrain.

NEW TRAIT

Natural Werebat Either one of your parents, or a relative further up your family tree, was a lycanthrope. This curse is dormant in you, merely making you a little more wild-seeming. With slightly elongated and tufted ears, you enjoy a +1 trait bonus to both Perception and Survival.

APPENDIX B

CHARACTER OPTIONS FOR 5TH EDITION

REPTILIN

While most reptilin are, to put it bluntly, savages, others have chosen to embrace the visitors to their tribes, to find ways that are better than the ways of their own kind. Such reptilin are less versed in their native ways but gain a flexibility of thought and horizon that their forebears lacked.

Resembling an elfin humanoid from the waist up and a long snake from there down, a reptilin carries few traits of the seemingly mixed heritage because they have actually evolved directly from snakes with the aid of magic. Strong and fierce warriors, the snake-people of Everglow are new to the world at large but are increasingly seeing their own place within it.

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

Age. Reptilin mature a little faster than other Everglow races, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 70 years.

Alignment. Tending toward a neutral approach to life, a reptilin leans toward aloofness in all things social but, when matters are reduced to choice regarding life or death, are brutally ruthless.

Size. Your size is Medium.

Speed. Your base speed is 30 feet.

Fey Born. Reptilian count as fey for all purposes.

Massive Coils. You are counted as one size larger when determining carrying capacity and the weight you can push, drag or lift. Any roll to avoid becoming prone is made with advantage.

Tail Slap. Your tail is a natural weapon that has 10 ft. reach and deals 1d6 bludgeoning damage. You are considered proficient with your tail.

Languages. You can speak, read, and write Reptim.

REPTILIN RACIAL FEATS

ALERT TO THREATS

Prerequisites: Reptilin

As your tail presses down against the ground, you can sense most threats moments before they are able to strike.

You gain the following Benefits:

- You gain Tremorsense out to 10 ft.

- You increase your wisdom score by 1, to a maximum of 20.

GRAPPLER'S TAIL

Prerequisites: Reptilin

While natural power and a thick tail are great to be born with, mastery of it is not assumed. Take the time to properly hone this unusual limb to bring its full might to your aid.

You gain the following Benefits:

- When you hit with your tail slap attack, you may attempt to grapple as a bonus action, moving them adjacent to you if successful.
- When you have a creature grappled with your tail, as an action, you may make a special attack to attempt to constrict them. You are proficient in this attack, and it restrains the target and deals 1d6 damage on a hit. Once restrained by this ability, the target remains restrained until they escape your grapple.
- You have advantage when using your tail to shove or trip opponents.

SURE SLITHERING

Prerequisites: Reptilin, Str 13

A master of terrain, your tail provides a steady support for you no matter how difficult things may become.

You gain the following benefits:

- You gain a 20 ft. climb speed
- You gain a 20 ft. swim speed
- You don't require extra movement in difficult terrain



APPENDIX C

ARMORY FOR PATHFINDER

Many strange and exotic weapons have found their way to Everglow, often developed by the ponies themselves to survive in this sometimes dangerous land.

Ranged Weapon (Simple)	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Pony Sling	5 gp	1d3	1d4	x2	50 ft.	—	B	—
Hoof Crossbow	40 gp	1d6	1d8	19-20/x2	80 ft.	4 lbs.	P	—

Pony Sling

This sling has been adapted to hook over one foreleg of the pony, it is loaded by the mouth and then spun and fired using the leg.

Hoof Crossbow

This is as per a light crossbow, with an almost comically oversized trigger and handle that a pony's fetlock can wrap around and trigger. It can be cocked with hind-hoof triggered levers.



ARMORY FOR 5TH EDITION

Many strange and exotic weapons have found their way to Everglow, often developed by the ponies themselves to survive in this sometimes dangerous land.

Ranged Weapon (Simple)	Cost	Damage	Range	Weight	Properties
Pony Sling	5 gp	1d4 Bludgeoning	30/120	—	Ammunition, Special
Hoof Crossbow	30 gp	1d8 Piercing	80/320	5 lbs.	Ammunition, Loading, Two-handed, Special

Pony Sling

This sling has been adapted to hook over one foreleg of the pony, it is loaded by the mouth and then spun and fired using the leg.

Hoof Crossbow

This is as per a light crossbow, with an almost comically oversized trigger and handle that a pony's fetlock can wrap around and trigger. It can be cocked with hind-hoof triggered levers.

APPENDIX D

WEREBAT, A PRESTIGE CLASS FOR PATHFINDER

Level	BaB	Fortitude	Reflex	Will	Special
1	+0	+1	+1	+0	Change shape
2	+1	+1	+1	+1	Surge of the Wild, Control Curse (+2)
3	+2	+2	+2	+1	Infectious Bite
4	+3	+2	+2	+1	Infectious Wings, Control Curse (+4)
5	+3	+3	+3	+2	Perfect Control

Not much is known of the origins of the Fey Werebat curse, but whether by luck or design, this form of lycanthropy seems to be affecting the native creatures of Everglow. Thankfully not quite as quick to spread as its humanoid-targeting counterpart, it is nonetheless a curse that few would wish to bear.

REQUIREMENTS

To qualify to become a Werebat, a character must fulfill either of the following criteria but **MUST** be a fey.

Curse: lycanthropy- Must have been bitten by a Werebat Lycanthrope and be suffering from their curse.

Trait: Natural Werebat

Alignment: Any

Hit Dice: d10

Starting Wealth: 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The Werebat's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Survival (Wis).

Skill Ranks at Each Level: 6 + Int modifier.

WEAPON AND ARMOR PROFICIENCY

Werebats are proficient with all simple weapons. They are proficient with light armor, but not with shields.

CHANGE SHAPE (Su)

Werebats have three forms—a fey form, an animal form, and a hybrid form. Equipment does not meld with the new

form between fey and hybrid form, but does between those forms and animal form. A werebat with the Natural Werebat trait can shift to any of its three forms as a move-equivalent action others can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or their fey form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, werebat without the Natural Werebat trait gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a -5 penalty to Constitution checks made to assume fey form. Such werebats reverts to their fey form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain werebat reverts to its fey form, although it remains dead.

When shapechanged to their hybrid or animal forms, a werebat gains +3 Str, +2 Dex, and +1 Con and becomes large (if they are not already so). They also gain a bite and two claw attacks while as a hybrid. When in animal form, a werebat resembles a direbat. You gain the shapechanger subtype in all forms.

CONTROL CURSE (Su)

As a werebat gains mastery over the wild nature of their curse, they become better at remaining in the form they wish. At second level a werebat adds +2 to any constitution checks made to assume or resist their Change Shape ability. They gain a further +2 at level four.

SURGE OF THE WILD (Su)

Werebats gain experience with their alternate forms, granting them +2 str and +2 con when in hybrid or animal form.

INFECTIOUS BITE (Su)

As a werebat embraces more of its wild nature, it's curse becomes transferable via bite. This curse can only affect fey creatures of small to large size.

Werebat's Curse

Type curse, injury; **Save** Fortitude DC 15 negates, Will DC 15 to avoid effects

Onset the next full moon; **Frequency** on the night of every full moon.

Effect target feels the pull of the moon and rails against a need to attack and devour. If the will save is failed by 5 or less, target suffers confusion during the whole night. If they failed by 5 or more, they will attack the nearest target in animalistic rage.

Infectious Wings (Ex)

The werebat's wings strengthen and, as well as flight, they gain the dexterity to use the claws on them to rake targets.

Both these wing attacks are only usable while in hybrid or animal form and both can deliver the Werebat's Curse.

Wing (x2) (1d4+str); *Location*: Melee; Werebat's Curse

Perfect Control (Su)

At fifth level, a werebat has finally mastered the ability to change their form. Werebats with the Natural Werebat trait may shift their form as a swift action and others may do so as a move. They no longer require to make checks to shape change at any time except for the night of a full moon, however on those nights they only require to make the check to remain/become fey.



APPENDIX D

WEREBAT, A PARAGON SPECIALIZATION FOR 5TH EDITION

1st	18	Bonus Proficiencies, Shapechanger, Internal Curse
2nd	16	Fang and Wing
3rd	14	Echolocation, Surge of the Wild
4th	12	Ability Score Improvement
5th	10	Perfect Control

Not much is known of the origins of the Fey Werebat curse, but whether by luck or design, this form of lycanthropy seems to be affecting the native creatures of Everglow. Thankfully not quite as quick to spread as it's humanoid-targeting counterpart, it is nonetheless a curse that few would wish to bear.

PARAGON SPECIALIZATION

Paragon specializations represent advanced training and other extensive focus beyond the standard class's scope. Whenever you gain a level, you may instead choose to gain a level in a given paragon specialization, as long as you meet its prerequisites. In all other ways, taking levels of a paragon specialization function as multi-classing, including having to meet your starting classes prerequisites in addition to the paragon specializations.

PREREQUISITES

Level 3 or Higher

Curse Afflicted with the Werebat version of Lycanthropy

Ability Score Wisdom of 13 or higher

Hit Dice d10 per Werebat Level

Hitpoints 1d10 (or 6) + your constitution modifier per level

CLASS FEATURES

Bonus Proficiencies At 1st level, you become proficient with Simple weapons and light armor.

Shapechanger At 1st level, as an action, you may assume the form of either a Bat-Hybrid or a Giant bat, as per your curse (See Pg 36). You may use this feature twice and regain spent uses when you finish a short rest. You may remain in the form for up to an hour and may revert to your true form as an action. In addition, whenever you enter your hybrid or bat form, either from this ability or from your curse, you maintain control although your alignment shifts to neutral evil while in this state, as the bestial instincts become harder to ignore.

Internal Curse The DC to resist the effects of the full moon for your curse is now based upon your werebat level, as listed in the Full moon DC column, instead of the werebat who infected you, and if you have embraced the curse, changing your alignment to neutral evil, this save is now made with advantage.

Fang and Wing At 2nd Level, you may use their bite attack, even in your true form. In addition, while in either Bat or hybrid Forms, you gain a Rake attack with your wings. The rake has the finesse property, deals 1d6 slashing damage, and may be used as a bonus action after the you make an attack with your bite. Any Fey creature of Small to Large size you successfully hit with your bite, regardless of form, must now make a Constitution save against a DC of (8 + your proficiency modifier + your Werebat Level) or become a victim of the Werebat curse.

Echolocation At 3rd Level, while in your true form, you gain blindsight out to 20 ft. as long as you are not deafened.

Surge of the Wild Also at 3rd level, your bite and rake attacks gain +1 to hit and damage while in beast or hybrid form, and as well as count as magical. In addition, whenever you chose to enter your bat or hybrid form from your true form, you gain temporary hit points equal to twice your character level. The temporary hit points can only be gained once, and can be gained again after you finish a short or long rest.

Ability score Improvement When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Perfect Control At 5th Level, you may now enter your hybrid or bat forms without limit. In addition, your alignment no longer shifts when you change form and you make your wisdom save to avoid changing during the full moon with advantage. If you embraced the curse, changing your alignment to neutral evil, you automatically succeed the wisdom save to maintain your true form during the full moon.

APPENDIX E

CREATURE INDEX

BOOK REFERENCES

Some of the creatures listed in this appendix are from other books, noted instead of the given page number.

BY TYPE (PATHFINDER)

CONSTRUCTS

Name	CR	Source
Living Art	Template	pg. 18
Lightning Clockwork Pony	5	pg. 16
Brass Chaos Bull	6	pg. 3
Gem Golem	9	Griffons of Everglow

DRAGONS

Name	CR	Source
Rift Dragon	5	pg. 27
Rift Dragon, Greater	8	pg. 27
Rift Dragon, Elder	14	pg. 28
Rift Dragon, Great Wurm	18	pg. 29

ELEMENTALS

Name	CR	Source
Sky Mask	6	Griffons of Everglow
Inevitable, Vanguard	12	Ponyfinder Campaign Setting

Fey

Name	CR	Source
Flutter	1/3	Ponyfinder Campaign Setting
Griffon, Cultist	1/2	pg. 11
Reptilin, Strangler	3	pg. 25
Reptilin, Shaman	4	pg. 23
Cult Bodyguard	4	pg. 14
Deeptide Horse	5	Ponyfinder Campaign Setting
Flutter Swarm	5	Ponyfinder Campaign Setting
Werebat Rogue	5	pg. 34
Griffon, Indoctrinator	6	pg. 12

OUTSIDERS

Name	CR	Source
Mahr	2	pg. 19
Marching Horde	8	pg. 21

HUMANOIDS

Name	CR	Source
Gem Gnoll	2	Ponyfinder Campaign Setting
Gem Troll	5	pg. 10
Gem Gnoll Raider	3	pg. 5
Gem Gnoll War Leader	3	pg. 7
Gem Gnoll Keeper of the Flame	8	pg. 8

MAGICAL BEASTS

Name	CR	Source
Mountain Worm	13	Griffons of Everglow

Oozes

Name	CR	Source
Chaos Ooze	4	pg. 4

UNDEAD

Name	CR	Source
Skeletal Pony Slinger	2	pg. 33
Zombie Pony	1	pg. 37
Unfulfilled	7	Ponyfinder Campaign Setting

BY TYPE (5TH EDITION)

BEASTS

Name	Challenge	Source
Fey Horse	1/4	pg. 41
Trained Hunting Bird	1/4	Griffons of Everglow

CONSTRUCTS

Name	Challenge	Source
Living Art	Template	pg. 18
Ponyquin	1/4	pg. 41
Lighting Clockwork Pony	5	pg. 16
Brass Chaos Bull	6	pg. 3
Gem Golem	9	Griffons of Everglow

DRAGONS

Name	Challenge	Source
Rift Dragon, Wyrmling	4	pg. 30
Rift Dragon, Young	8	pg. 30
Rift Dragon, Adult	16	pg. 31
Rift Dragon, Ancient	23	pg. 31

ELEMENTALS

Name	Challenge	Source
Sky Mask	7	Griffons of Everglow
Inevitable, Vanguard	11	Ponyfinder Campaign Setting

Fey

Name	Challenge	Source
Flutter	1/3	Ponyfinder Campaign Setting
Griffon, Cultist	1/2	pg. 11
Reptilin, Strangler	3	pg. 25
Flutter Swarm	2	Ponyfinder Campaign Setting
Reptilin, Shaman	4	pg. 23
Cult Bodyguard	4	pg. 14
Deeptide Horse	5	Ponyfinder Campaign Setting
Flutter Swarm	5	Ponyfinder Campaign Setting
Werebat Rogue	5	pg. 34
Griffon, Indoctrinator	6	pg. 12

FIENDS

Name	Challenge	Source
Mahr	2	pg. 19
Marching Horde	8	pg. 21

GIANTS

Name	Challenge	Source
Gem Troll	5	pg. 10

HUMANOIDS

Name	Challenge	Source
Gem Gnoll	2	Ponyfinder Campaign Setting
Gem Gnoll Raider	3	pg. 5
Gem Gnoll War Leader	4	pg. 7
Gem Gnoll Keeper of the Flame	6	pg. 8

MONSTROSITIES

Name	Challenge	Source
Mountain Worm	14	Griffons of Everglow

Oozes

Name	Challenge	Source
Chaos Ooze	3	pg. 4

UNDEAD

Name	Challenge	Source
Skeletal Pony Slinger	1/2	pg. 33
Zombie Pony	1/2	pg. 37
Unfulfilled	4	Ponyfinder Campaign Setting

BY CHALLENGE (5TH EDITION)

Challenge 1/4 (50 XP)

Name	Source
Fey Horse	pg. 41
Flutter	Ponyfinder Campaign Setting
Ponyquin	pg. 41
Trained Hunting Bird	Griffons of Everglow

Challenge 1/2 (100 XP)

Name	Source
Skeletal Pony Slinger	pg. 33
Zombie Pony	pg. 37

Challenge 1 (200 XP)

Name	Source
Griffon, Cultist	pg. 11
Reptilin, Strangler	pg. 25

Challenge 2 (450 XP)

Name	Source
Flutter Swarm	Ponyfinder Campaign Setting
Gem Gnoll	Griffons of Everglow
Mahr	pg. 19
Reptilin, Shaman	pg. 23

Challenge 3 (700 XP)

Name	Source
Chaos Ooze	pg. 4
Gem Gnoll Raider	pg. 5

Challenge 4 (1,100 XP)

Name	Source
Cult Bodyguard	pg. 14
Gem Gnoll War Leader	pg. 7
Griffon, Indoctrinator	pg. 12
Rift Dragon, Wyrmling	pg. 30
Unfulfilled	Ponyfinder Campaign Setting

Challenge 5 (1,800 XP)

Name	Source
Deeptide Horse	Ponyfinder Campaign Setting
Gem Troll	pg. 10
Lighting Clockwork Pony	pg. 16
Werebat Rogue	pg. 34
Unfulfilled	Ponyfinder Campaign Setting

Challenge 6 (2,300 XP)

Name	Source
Brass Chaos Bull	pg. 3
Gem Gnoll Keeper of the Flame	pg. 8

Challenge 7 (2,900 XP)

Name	Source
Sky Mask	Griffons of Everglow

Challenge 8 (3,900 XP)

Name	Source
Marching Horde	pg. 21
Rift Dragon, Young	pg. 30

Challenge 9 (5,000 XP)

Name	Source
Gem Golem	Griffons of Everglow

Challenge 11 (7,200 XP)

Name	Source
Inevitable, Vanguard	Griffons of Everglow

Challenge 14 (11,500 XP)

Name	Source
Mountain Worm	Griffons of Everglow

Challenge 16 (15,000 XP)

Name	Source
Rift Dragon, Adult	pg. 31

Challenge 23 (50,000 XP)

Name	Source
Rift Dragon, Ancient	pg. 31

BY ENVIRONMENT (5TH EDITION)

DESERT

Name	Challenge	Source
Gem Gnoll	2	Griffons of Everglow
Gem Gnoll Raider	3	pg. 5
Gem Gnoll War Leader	4	pg. 7
Gem Troll	5	pg. 10
Lighting Clockwork Pony	5	pg. 16
Gem Gnoll Keeper of the Flame	6	pg. 8

FOREST

Name	Challenge	Source
Trained Hunting Bird	1/4	Griffons of Everglow
Werebat Rogue	5	pg. 34

GRASSLAND

Name	Challenge	Source
Fey Horse	1/4	pg. 41
Trained Hunting Bird	1/4	Griffons of Everglow
Gem Gnoll	2	Griffons of Everglow
Gem Gnoll Raider	3	pg. 5
Gem Gnoll War Leader	4	pg. 7
Gem Troll	5	pg. 10
Lighting Clockwork Pony	5	pg. 16
Gem Gnoll Keeper of the Flame	6	pg. 8

JUNGLE

Name	Challenge	Source
Flutter	1/4	Ponyfinder Campaign Setting
Reptilin, Strangler	1	pg. 25
Flutter Swarm	2	Ponyfinder Campaign Setting
Reptilin, Shaman	2	pg. 23

MOUNTAIN

Name	Challenge	Source
Trained Hunting Bird	1/4	Griffons of Everglow
Griffon, Cultist	1	pg. 11
Cult Bodyguard	4	pg. 14
Griffon, Indoctrinator	4	pg. 12
Sky Mask	7	Griffons of Everglow
Gem Golem	9	Griffons of Everglow
Mountain Worm	14	Griffons of Everglow

PLANAR

Name	Challenge	Source
Mahr	2	pg. 19
Rift Dragon, Wyrmling	4	pg. 30
Marching Horde	8	pg. 22
Rift Dragon, Young	8	pg. 30
Inevitable, Vanguard	11	Griffons of Everglow
Rift Dragon, Adult	16	pg. 16
Rift Dragon, Ancient	23	pg. 31

UNDERGROUND

Name	Challenge	Source
Gem Gnoll	2	Griffons of Everglow
Chaos Ooze	3	pg. 4
Gem Gnoll Raider	3	pg. 5
Gem Gnoll War Leader	4	pg. 7
Gem Troll	5	pg. 10
Lighting Clockwork Pony	5	pg. 16
Brass Chaos Bull	6	pg. 3
Gem Gnoll Keeper of the Flame	6	pg. 8

UNDERGROUND

Name	Challenge	Source
Deeptide Horse	5	Ponyfinder Campaign Setting

URBAN

Name	Challenge	Source
Ponyquin	1/4	pg. 41
Trained Hunting Bird	1/4	Griffons of Everglow
Skeletal Pony Slinger	1/2	pg. 33
Zombie Pony	1/2	pg. 37
Griffon, Cultist	1	pg. 11
Cult Bodyguard	4	pg. 14
Griffon, Indoctrinator	4	pg. 12
Unfulfilled	4	Ponyfinder Campaign Setting
Werebat Rogue	5	pg. 34



Ponyfinder



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Temptation

Everglow

Pony Empire



Falhach

Las Palominas

Colvenhame

Bright Night

Winds Rest

Unknown

Yistfang

Camp Nickelvee

Tempus

Solarin

Stone Bruise

Arcysus

Viljalown

Turves

Suns Tears Gnolls

Ores →

Port Mareheart

Mountain of Heavens

Cerulean Tides

Forest of Dreams

Prisma

Mae Maes Reach

Ebon Silk

Kadiston

Humans →

Kaliani

Dragons Peak

Bristenlux Giliorem

Shimmer Peak

Trotting Water

Silverdream

Dae Dream

Dragons Rest

St. Moonis Reach

Galloping Dam

Ever Rain

Blevik

Qulangle

Ever Freeze Forest

Caravan Trail

Bit N' Bolt

Murrage

Deepcrag Dwarves

Blazes Peak

Blazes Roost

Sear of the Sun

Hoof-lin

Kollective 23

Tramplvania

Elves →



THREATS OF EVERGLOW

Every brave warrior needs an adversary. Every spell weaving wizard must have an opponent worthy of their skill. Here you will find more than a dozen creatures native to the region of Everglow to fill these very roles in your Ponyfinder game!

Unique and incredible challenges await within, lurking in the shadows until those daring enough to face them come forth!