


Ponyfinder

Forgotten Gods of Everglow



Written by David Silver





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On the Nature of Gods

Do mortals make gods, or do gods make mortals? Theologians argue this day after day, and rather than participate in that, we will look at what is known to have happened. Only one of the pony gods has a creation time securely dated before the people that worship her. This is the Author, Sheila. Much like the gods spoken of in this book, she is almost a forgotten god. Unlike the others, she has withdrawn of her own choosing for reasons we know not.

A god without followers is a feeble force. Each pious soul feeds them power through prayer and acts of dedication, as well as helping cement the god's presence in Everglow. It is one thing to act through a cleric or oracle, and another to dispense a proper miracle where a divine spellcaster may not even be present. To do the latter requires the power that faith and acts of oblation bring.

Gods can and do change the form in which they appear before mortals as their faith shifts over time. This effect is much muted on those who knew a mortal form, but to those 'born' to the ephemeral state of divinity, it comes naturally to appear as those that call to you expect to see. This only rarely changes the core concept that makes up the being. The Nightmare was once a goddess of fearing the night, and became a goddess of controlling the night, familiar, yet different.

Some (most) of the information presented will be (very) subjective, from the view of the god or their followers, past or present. The other gods have gotten their chance to present their version of history, now let's look at it from those that were pushed aside in order to make the glorious present.



Lashtada - N

She once led a kindly pony tribe as a harbinger of love in its many forms. She brought communities together, bound families tightly, and was the spark behind lovers when they gaze into one another's eyes. Like her tribe, she is a short legged miniature pony with a bright smile and an eager vibrance around her. In her height, she would appear during the spring time when love was thick in the air, nudging ponies and others together to consummate with the coming of summer, to create new families or strengthen old bonds.

She had little interest in the struggle of good versus evil, or law versus chaos. Love was all that mattered, and love has blind eyes for such things. A tyrant that allows his or her people to find love is tolerable, while a kind ruler that insists on planned marriages is against Lashtada's way. Love can be encouraged, not forced. Lashtada is also a healing soul, embodying the philosophy that love heals all hurts, and she supports doctors, midwives, and others that would tend to the ill of a community and make them better.

Original Worshippers: When Iliana came and offered the Imperial ways to her tribe, they quietly declined, wanting to bind with their neighbors through kindness and love, not coercion. Queen Iliana withdrew from them only for them to be destroyed by

other, less forgiving, forces. Some blame the Imperials for not protecting the tribe of short legs. These miniature ponies were small and divided from the rest of ponykind as it was swept up in the spreading empire. Seeing an opportunity to strike, her people were destroyed by eager gnolls. Most of her children were slain, others dragged away to serve as brute labor they were ill suited for. They served poorly until the end of them.

Revelations: Lashtada visits inspiration with warmth and pink. She will guide her faithful towards those that would make them happy and fulfilled. In matters of war and conflict, she is a little helpless, and only offers hints on how to avoid the conflict. More passively, she strives to encourage connections between ponies that will strengthen both parties to face the challenges ahead.

Visitation: Lashtada may visit freely during the spring time. During her height, she was scarcely visible amongst her children, just another miniature pony. If her faith were to regrow to the point that would allow visits again, she would be a strange sight, but one with a smile. She prefers to visit the young seeking love, or the old and faithful who are already bound to another. It is said that to have Lashtada preside over a wedding is to have a marriage full of love and foals that will last forever.

Favored Weapon: Whip

Domains: Charm, Love, Community, Connections, Home, Cooperation, Family, Healing, Restoration

Holy Symbol: Two heart shapes with fine silver wires that run around the two, binding them together.

Obedience: Spend an hour volunteering for the local community. If away from communities, spend the time considering the nature of love while gazing at the sky. Gain a +4 bonus to will saves that would turn you against your allies.

Boons: 1. charm fey (as per charm person, but targets fey type) 2. Calm Emotion 3. Cure Critical Wounds

Rediscovery: Lashtada has few secrets that she wishes to hold from the world, making her a willing goddess to bring back, if she can only be found. Some books in the Viljatown castle may hint at her existence, but the most direct way of awakening her is to visit her resting place.

The Dungeon of Love is just north of Dragon's Peak. To navigate it is to be tested on many aspects of love, from sacrifice, to guidance, to faith and more. The dungeon is guarded at the end by a fearsome beast. This iron golem of love represents Lashtada's fury at her lost children and the world that let her die. If it can be defeated, by force or by showing it that love is still a powerful force, then the book of Lashtada can be found and with it, the god's attention. If the golem was defeated by force, Lashtada will keep an eye on the one or ones that did it, but will not approach. If the golem was swayed, she will offer them a chance to worship her, converting a member of the victorious party into an oracle or cleric, depending on their inclination, of her.

If Lashtada is discovered in books but her dungeon is not yet secured, she could be worshipped directly. Becoming a cleric the old fashioned way will draw her attention over time. Such a divine spellcaster suffers from a -2 caster level from the goddess' absence from the world, though this penalty will not prevent the casting of spells, just make them far less effective. If such a follower persists and reaches ninth level, the goddess will awaken and approach the faithful, giving them the location of the dungeon and a mission to free her from it. At that point, the penalty for that follower vanishes. If the goddess is freed, the penalty is

banished for all faithful to her.

Kara does not favor Lashtada, and will act against those who free her. Their first avenue of attack is to confuse and disorient those who are trying to traverse the dungeon. Any who make it through will find her agents eagerly dogging them for the book, which they will attempt to steal and hide. They will not directly attack, and will flee if a direct conflict should begin.

Knowledge (Religion): (+5 if studied at the Viljatown castle archives, +10 if the book of Lashtada is consulted)

15: There was a goddess of love that was not Kara. She was lost during the forming of the empire, along with some minor tribe of pony.

20: The short leg tribe were lost during the early years of the empire. Though diminutive, they were an eager and kind tribe. They were, perhaps, too kind for the hostile world around them. They were offered a place in the empire, and later were destroyed by forces outside of it when they stood alone. Their goddess of love promoted community togetherness, love, and healing, but that did little to turn back the invaders.

25: Lashtada is the name of this love god. Her holy symbol is that of two hearts, bound by a circlet of silver. Though her tribe is shattered, she may yet be revived and brought back to a world that could use her love.

30: Lashtada's fading energy created a great dungeon of her misery. It is filled with tests of love, but if someone could brave them, they would bring the goddess back and earn her favor. It is theorized that until the dungeon is penetrated, her faith cannot be completely revived and she will remain the pale shadow of the goddess she once was.

35: Her favored weapon is the whip, which she used to bind the hearts of those who were smitten at first sight. She can be summoned easily in the spring time, where she brings fertility and seeks to find pairs of ponies that will bring one another joy. A marriage that has her conduct will be strong against temptation and open to the worries of each other, almost assuring a long and happy union.

40: Hybrids and half breeds carry special favor with Lashtada. Love that can bridge the gap between species is powerful and earns her favor. She is more likely to select such beings to be her oracles and carry the message of love out across the world. Such a being may also call her outside of spring, though the doing so requires a significant sacrifice of grains in her name and the presence of at least one newly united pair of lovers.

45: Lashtada is the daughter of the Moon Princess, though no father is known. Neither speaks of this relationship. Lashtada's return will grant the Family subdomain to the Moon Princess. The Moon Princess will be grateful for her return, but she is a very proper lady and will not grant direct favor for this act. Gods friendly to the Moon Princess, like the Sun Queen and Princess Luminace, will look kindly on Lashtada and her followers, though Princess Luminace is unaware of Lashtada until her return. Kara is the only pony god to hold outright dislike for this goddess and her followers, viewing her as threat to her grasp over the forces of love, and a nauseatingly weak one at that.




Soft Whisper - N

Soft Whisper was the wizened goddess of the afterlife. She oversaw the passing of all ponies, ushering their souls to the proper place, or watching over them personally if they had nowhere else to go. Those who had failed entirely to pursue their destiny would be turned back and returned to the world as unfulfilled, to serve both as punishment and to finish the work they did not see to in life. Unlike many other non-evil gods of death, Soft Whisper is agreeable with undead, provided their souls gave consent to serve on after death.

Necromancers who raised indiscriminately are anathema to Soft Whisper. To disturb the rest of the rightfully laid to rest without consent was the worst kind of violation, and should be met with extreme violence. When the proper consent is given and rituals observed, Soft Whisper allowed for the creation of non-evil undead, filled with the original intent and spirit of the departed. Such undead are self-motivated and can choose to return to the world of death at any time.

Original Worshippers: She was worshiped primarily by the tribe of bones, who saw her as the highest of gods. They were an insular tribe that tended to its own affairs and the divine tasks set forth by their god. They worked diligently to ensure all of ponykind would have a place to go to after death, and punished those who abused the notion. The tribe of bones did not make many friends when its inquisitors sought out necromancers of neighboring tribes and dealt bloody revenge on them in the name of the dead.

When Queen Iliana sent a messenger, they turned her away. The Queen had spilled too



much blood without reverence, and they demanded she come in person to cleanse her spirit before Soft Whisper. What they got back was a sizable army. Soft Whisper gave permission to raise many of the warriors of the tribe in a last ditch defense, and though they fought desperately, defeat came to them. The tribe of bones was scattered, most slain, and the Queen placed her capital city on the grave of the tribe of bones in a final insult.

Revelations: Soft Whisper has many willing agents to deliver a message. Unleashing a willing dead spirit to speak a brief message to the living is both memorable and startling in equal measure. If the target has no dead they would recognize, she communicates through short sentences drawn on mirrors that appear when the pony's back is turned.

Visitation: Soft Whisper has very little interest in descending to the mortal realm. Hers is the realm of the dead, and it suits her just fine. Only the dead have any hope of reaching out to to her, and a significant offering of precious metal is required to move her. If she is drawn, she will provide a favor, provided it can be completed by the next sunrise. Living in the area are ignored, save to inform them that they will enter her kingdom soon enough.

Favored Weapon: Heavy Pick

Domains: Artifice, Construct, Death, Souls, Undead, Repose, Ancestors, Psychopomp, Souls

Holy Symbol: A house constructed of horse femurs

Obedience: Tend to the graves of the departed for an hour. If no grave is available, sing songs of the deeds of the fallen for the time. Gain Energy Resistance 5 against negative energy.

Boons: 1. speak with dead 2. false life 3. enervation

Rediscovery: Soft Whisper is not entirely removed from Everglow. She has few who call to her, but they are there, lurking in the shadows. She still sees to the dead of ponykind, but lacks the power to hold any that she cannot direct to their proper place, allowing far too many to fall between the realms and become lost. Divine casters that would call her mistress do so at a -1 caster level that cannot prevent the casting of a spell, assuming they have heard of her before. Those of the tribe of bones do not suffer this penalty.

Soft Whisper regards ponykind as a whole as foolish and lost. Without proper honoring of the dead, the present is set adrift. More and more ponies are ignorant of their destiny and its importance, no matter how large or small. It is because of this that Soft Whisper sends more ponies back as unfulfilled than ever before. This could change.

The first step in restoring the pony god of death is to retrieve the last chieftainess' rod of bones from beneath Viljatown. The darklands beneath Viljatown are especially dangerous, filled with opportunistic gem gnolls, underdark dwelling monstrosities, and mind warping aberrations eager for a taste of pony. If a group was brave enough to explore, they would find the city of the tribe of bones underneath Viljatown, largely intact despite time. Deep within this buried metropolis lies the rod. Having possession of the rod allows a non-tribe of bones cleric to avoid the penalty, and grants a singular audience with Soft Whisper. This is a unique boon, since Soft Whisper has not, and will never again appear at behest of one that still draws breath.

The tasks to restore Soft Whisper's powers will be many, starting with dispatching angry undead that yearn for the taste of oblivion and have been denied it, and continuing

forward to bringing the mercies of Soft Whisper to communities. The ultimate act will be the unveiling of the truth of the tribe of bones, so that her children can live freely, scattered as they are, and a restoration of Soft Whisper among the other gods of Everglow.

A knowledge (history) check could reveal information for the players about the tribe of bones:

10: The tribe of bones is one of the tribes lost during the forming of the pony empire.

15: Worshipping a death goddess, the tribe of bones did not agree to join the pony empire and was eventually crushed by it.

20: Gaunt and skeletal in appearance, the tribe of bones was always insular to the other tribes. They retaliated violently to Queen Iliana's attempts at diplomacy.

25: The city of Viljatown was founded where the tribe's destroyed city once stood. It is rumored that the Queen employed powerful earth magics to bury the old before placing what would become the capital of the empire. It is also written that the tribe of bones were not slain to a pony, and that the line lingers on in the empire, though fragmented.

If the PCs ask about the death goddess, a knowledge (religion) may be attempted:

15: Known as Soft Whisper, the goddess of death was the ruler of all ponykind that died, not only that of her tribe, at least when she was in power.

20: Though her power waned greatly with the majority passing of her tribe, she remains present in the edges of the cosmos. Ponies still die, and each passing gives her a tiny shred of power, though much smaller than what she received when the proper rituals of passing and mourning were performed.

25: Despite the scariness of death, Soft Whisper was very neutral, much like the griffon goddess of White Talon. Death was an inevitable force, and she was its steward, no more or less. Unlike White Talon, she found little wrong with necromancy.

30: Their death goddess still answers the prayers of her few worshippers, though her new goals and ambitions are a secret to any save the few faithful she still holds sway over. Your advanced knowledge also reveals that the supposed raising of the messengers as undead could not have been performed by the tribe of bones, who do not raise unwilling dead as it is blasphemous to their high god, Soft Whisper.



Pony Satyrs

Where ponies and humans live side by side, love sometimes finds a way across the race divide. The result of such unions are pony satyrs, with the upper body of humans and the hips, tail, and legs of a pony, brand of destiny included. Such spawn belong neither fully in their mother's or their father's world, and have to find their own place in Everglow. Unlike other satyrs, pony satyrs are quite civilized and do well in both large cities and elsewhere.

Like the humans they share blood with, pony satyrs are extremely adaptable, and can become good at any profession they set their mind to, which does not always agree with the destiny that the author decides for them on their flanks.

In the early time of pony existence, such half-breeds are the thing of myth, but with the forming of bustling border cities like Kadiston, the chance of it increases to uncommon. After the empire starts to decay and humans push into pony lands, humans come more into contact with ponies, but also view them less as equals, resulting in fewer such pairs.

Pony satyrs make other pony satyrs. The chance of a pure human or pony looking child when a pony satyr is involved is vanishingly tiny (5% chance of a non-satyr result), but these odds can improve after generations if exclusively bred with one or the other. Such 'pure bred' satyrs may take on more physical traits of the race they are dominant in, resulting in furless or tail-less satyrs on one side, or pony eared or slightly snouted satyrs on the other. This has no effect on their abilities.

Fey (Ponykind, Human)
+2 to any one ability score
Medium size
30 ft movement
Low-light vision

Linguists: Like their parents, they can learn any language save secret tongues as bonus languages due to high intelligence.

Blend of Views: Pony Satyrs are naturally creatures of diverse viewpoints. Once per day, they may roll twice on a diplomacy or bluff check and take the highest result.

Unique Destiny: Like most ponykind, pony satyrs are born with a brand of destiny, and gain a bonus feat at first level.

Ponykind: Qualifies as ponykind for all effects, feats, and archetypes, to be used by or against the pony satyr.

Human: Qualifies as human for all effects, feats, and archetypes, to be used by or against the pony satyr.



Pony Satyrs



PONY SATYR RACIAL OPTIONS

Unique Destiny Flexibility

A special note on species that have the Unique Destiny racial trait, like pony satyrs and hippogriffs. This racial ability may be traded away at character creation to take on the traits of pony tribes that can normally be traded for Unique Destiny, such as doppelganger, gem, and similar tribes. This is not to say, for example, there couldn't be a zebra satyr pony, they just wouldn't gain the tribal benefits.

Pony Satyrs may only take one of the following racial options.

Winged

You were born to winged parents, be they pegasus or leather wing.

- **Gliding Wings:** Their wings allow them to fall at a very slow and safe pace. A pony satyr with wings can use them to glide. It can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using feather fall. When falling safely, it may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet it falls.
- -2 strength

Horned

Your unicorn ancestry manifests most obviously by the horn sprouting from your brow.

- **Satyr Horn:** You may cast light 2/day and unseen servant 1/day as a spell like ability with a caster level that is equal to your hit dice.
- -2 strength

Aquatic

Just like the stories, a human found a mermaid, or in this case, a mer pony, and you are the result.

- Gain a 30 foot swim speed and a +8 bonus to swim checks.
- -2 dexterity

Feats:

Making proper oblations and showing your obedience is another way to strengthen the forgotten gods, who are eager for power to restore their place in the cosmology. Deific Obedience appears in the Pathfinder Roleplaying Game book, Inner Sea Guide but is reprinted for your convenience.

Death Touched

Your exposure to the forces of death have concealed the brightness of your spirit, hiding you

from some of them.

Prerequisite(s): Knowledge (religion) 3 ranks, must worship Soft Whisper or White Talon

Benefit(s): Unintelligent undead must make a will save against $10 + \frac{1}{2}$ your hit dice + your charisma modifier or be unable to perceive you. Attacking an undead breaks this effect for all undead in the area. A successful save does not need to be repeated for one hour. Intelligent undead are aware of your dulled presence, but are not forced to behave any differently because of it.

Deific Obedience

Your reverence for a deity is so great that daily prayer and minor sacrifices grant you special boons.

Prerequisite(s): Knowledge (religion) 3 ranks, must worship a deity.

Benefit(s): Each deity requires a different daily obedience, but all obediences take no more than 1 hour per day to perform. Once you've performed the obedience, you gain the benefit of a special ability or resistance as indicated in the "Obedience" entry for the god to whom you performed the obedience.

If you have at least 12 Hit Dice, you also gain the first boon granted by your deity upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the deity's second boon. If you have 20 Hit Dice or more, you also gain the deity's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.

Certain prestige classes gain access to these boons at lower levels as a benefit of their prestige class. If you have no levels in one of these prestige classes, you gain the boons marked as exalted boons. If you later take levels in sentinel or evangelist, you lose access to the exalted boons and gain access to the new boons appropriate to your class. If you ever fail to perform a daily obedience, you lose all access to the benefits and boons granted by this feat until you next perform the obedience.

Full Winged

You have spent much time practicing with your wings and developing them to the point they can lift you free from the ground on their own.

Prerequisite(s): Fly 5 ranks, pony satyr, winged

Benefit(s): You gain a racial fly speed of 30' (clumsy)

We Come in Peace

You are dedicated to bringing peace and love to Everglow, no matter the cost.

Prerequisite(s): Knowledge (religion) 3 ranks, must worship Lashtada

Benefit(s): Every time you take damage, you gain a +1 dodge bonus to your AC and reflex saves for ten minutes, to a maximum of +5. This can stack. Inflicting any damage removes all bonuses given by this feat and prevents gaining new bonuses for a minute. Damage you inflict on yourself (such as through protective spells or oracle abilities) does not activate this.

Subdomains:

Connections

You can detect the fine threads that tie people together in any community.

Associated Domain: Community.

Replacement Power: The following granted power replaces the calming touch ability of the Community domain.

Expert Manager (Sp)

You may roll a sense motive check against a living target in range. The target gets a reflexive bluff check. If you score equal to or better than the bluff check, you know their relation to one other person that you are aware of. For every 5 you beat the roll by, you can discern another connection. Succeeding at using this power gives you a +2 circumstance bonus to diplomacy, bluff, and sense motive checks against the target for the next hour. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: *1st—borrow skill, 2nd—share language, 3rd—coordinated effort.*

Souls

Most undead are created without the proper rituals, and painfully await the moment when they will be set free. You are one charged with making this happen.

Associated Domain: Death

Replacement Power: The following granted power replaces the bleeding touch ability of the Death domain.

Mercy Giver (Su)

As an immediate action when you are struck by an undead, or as a standard action and a touch attack, you can discern the origin of an undead. The undead gets a will save vs $10 + \frac{1}{2}$ your caster level + your Wisdom modifier. If it fails, you learn any way to dismiss it that there may be. Haunts can be targeted by this effect within short (25 ft + 5 ft/2 levels) range, provided you are aware of them. Because haunts have no will save, instead roll $1d20 +$ Wisdom Modifier + caster level against the haunt's perception DC. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: *3rd—speak with dead, 6th—antilife shell, 8th—symbol of death.*

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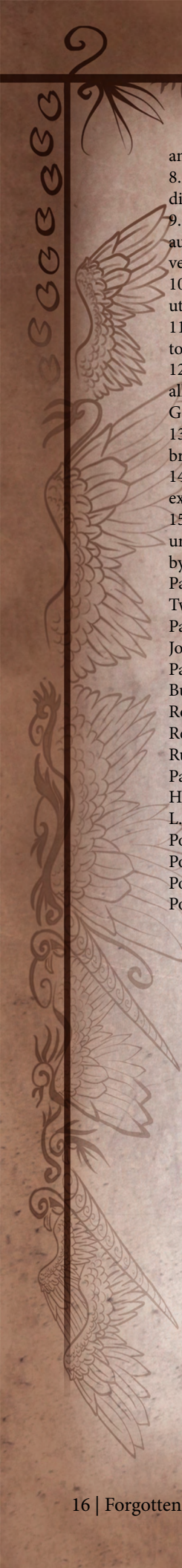
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