



DUNGEONS & DRAGONS

FRIENDSHIP is MAGIC



Earth Pony

Traditionally farmers and close to the land, the earth ponies are the heartiest of Equestria's children. Hardworking and ingenuitive, they get by without wings or magic.

Personality: Earth ponies are generally no-nonsense, practical folk — sometimes to the point of stubborn pride.

Physical Description: Earth ponies are frequently more stocky, regardless of gender, than either unicorns or pegasi. Stallions can grow almost as large as an alicorn.

Religion: Earth ponies, like all other ponies, frequently revere Celestia as their primary deity, though since her return, some worship Luna as well. They also remember Chancellor Puddinghead as the last earth pony ruler, leading them into harmony with the other pony races. Finally, due to their closeness with the land, more earth ponies than any other pony race revere Equestria herself.

Names: As with all pony names, earth ponies tend to be named something in reference to their special talent.

Female earth pony names: Applejack, Pinkie Pie, Bon Bon, Roseluck, Lily, Cheerilee

Male earth pony names: Big Macintosh, Time Turner, Dr. Hooves, Lucky

Adventurers: Earth pony adventurers tend to fill melee combat roles. Rangers are common among rural ponies; paladins and fighters more so among the urbane earth ponies of Canterlot and Manehattan. Clerics are less common than druids, given earth ponies closeness to the land. Due to their racial restrictions, no earth pony wizards or sorcerers exist — those few earth ponies with the spark of arcane magic follow the paths of the duskblade, bard or, less frequently, hexblade.



EARTH PONY RACIAL TRAITS

- **+2 Strength or Constitution, -2 Dexterity:** Earth ponies tend to be heartier than other ponies, at the cost of fine motor control.
- **Medium:** As Medium creatures, earth ponies have no special bonuses or penalties due to their size.
- **Earth pony base land speed is 30 feet.**
- **Class Restrictions:** Earth ponies may not be wizards, sorcerers, warmages or any other full-casting arcane class. They cast spells with the [Earth] descriptor at +1 CL and spells with the [Air] descriptor at -1 CL.
- **Pony Physiology:** Earth ponies wear barding, not armor, and as such pay twice the base cost for armor (including for masterwork armor, but not including any magical properties).
- **Cutie Mark:** An earth pony gains a +6 miscellaneous bonus to skill checks pertaining to their special talent. For example, a earth pony whose special talent is apple farming might get a +6 bonus to Knowledge (Nature) checks, but only in regards to apples, while a party pony might get +6 to Gather Information checks involving party planning.
- **Favored Class:** Fighter or Ranger. A multiclass earth pony chooses one of these classes the first time she takes a level in either. This class does not count when determining whether she takes an experience point penalty.

EARTH PONY FEATS

EARTH PONY ENDURANCE

Requirements: Earth Pony, Endurance

The earth pony can no longer become exhausted. If a situation occurs in which she would normally become exhausted, she becomes fatigued instead. If she would normally be fatigued (except through use of this feat), she is instead not fatigued, taking action as per normal.

CUTIE MARK FOCUS

Requirements: Earth Pony

The earth pony gets a +2 miscellaneous bonus to all skill checks that would be effected by her cutie mark. She may purchase this feat multiple times: its effects are cumulative with this feat and the bonus from the earth pony's cutie mark.

Unicorn Pony

Heirs to an ancient tradition of magic, the Canterlot elite, and most mystical of Equestria's children, the unicorn ponies often seem to be above it all.

Personality: Intelligent and prideful, unicorn ponies often have strong personalities. Sometimes lazy, due to reliance on magic, they nevertheless are just as brave as earth ponies and pegasi.

Physical Description: Frequently less muscular than earth ponies and even pegasi, unicorns tend to be of average build for ponies. A pointy horn sticks out from their head, the arcane focus of all their magic.

Religion: Unicorn ponies, like all other ponies, frequently revere Celestia as their primary deity, though since her return, some worship Luna as well. Their proud royal tradition dates back beyond the sisters, however, to Princess Platinum, last true ruler of the unicorns, who led them to unite with the other races. While most unicorns would never admit it, a few sided with the cult of Nightmare Moon in the thousand years she was on the moon; whether that worship remains after Luna's freedom remains to be seen.

Names: As with all pony names, unicorn ponies tend to be named something in reference to their special talent. They tend to be more formal than earth pony or pegasus pony names, having a first and last.

Female unicorn pony names: Twilight Sparkle, Rarity Belle, Amythest Star, Diamond Mint, Trixie Lulamoon, Lyra Heartstrings

Male unicorn pony names: Shining Armor, Fancy Pants, Star Swirl, Written Script, Prince Blueblood

Adventurers: Unicorn pony adventures tend toward arcane talents, maximizing the use of their powers. While wizards as talented as Twilight Sparkle are far and few between, the unicorns do boast plenty of lesser wizards, sorcerers, warmages, even duskblades and bards.



UNICORN PONY RACIAL TRAITS

- +2 Intelligence or Charisma, -2 Strength: The unicorn ponies tend to be more intelligent or with forceful personalities, but generally rely on magic instead of physical strength.
- Medium: As Medium creatures, unicorn ponies have no special bonuses or penalties due to their size.
- Unicorn pony base land speed is 30 feet.
- Pony Physiology: Unicorn ponies wear barding, not armor, and as such pay twice the base cost for armor (including for masterwork armor, but not including any magical properties).
- Cutie Mark: A unicorn pony gains a +2 miscellaneous bonus to skill checks pertaining to their special talent. For example, a unicorn pony whose special talent is fashion might receive a +2 bonus to Appraise checks related to clothing. Unicorn ponies may cast one level one or zero spell a number of times per day equal to her Intelligence modifier, with a caster level equal to her character level. For instance, the unicorn pony with a special talent in fashion might select *Detect Gemstones*. Additionally, all unicorn ponies may use *Mage Hand* at will.
- Favored Class: Wizard or Sorcerer. A multiclass unicorn pony chooses one of these classes the first time she takes a level in either. This class does not count when determining whether she takes an experience point penalty.

UNICORN PONY FEATS

ENDURING MARK

Requirements: Unicorn Pony

The unicorn pony's Cutie Mark spell becomes usable at will.

VERSITILE MARK

Requirements: Unicorn Pony, Enduring Mark

The unicorn pony may replace her Cutie Mark spell with any spell a wizard of her level could cast. She may swap out this spell whenever a wizard of her level would reach a new spell level.

Pegasus Pony

Warriors of the air and the force behind Equestria's weather teams, the pegasus ponies rule the skies. From the most acrophobic hermit in her hut to the Wonderbolts, they enjoy a freedom unmatched in Equestria.

Personality: Airy and aloof, most pegasi enjoy the good life whenever they can. They work hard and play harder.

Physical Description: Willowy and wiry, pegasus pony muscle is generally concentrated on keeping the wings going. Their bone structure is nearly hollow, like a bird's.

Religion: Almost all pegasus ponies worship Celestia, as their clerics gravitate nearly universally toward the Air domain. The last commander of Pegasopolis, Commander Hurricane, is strong in their memory as well. Some pegasus ponies worshipped Nightmare Moon in Luna's absence; since her return, these former heretics have almost universally converted to the true night goddess' worship, and are her most devoted servants.

Names: As with all pony names, pegasus ponies tend to be named something in reference to their special talent. Pegasus pony names tend to reference wings and air more than most.

Female pegasus pony names: Rainbow Dash, Fluttershy, Spitfire, Cloud-kicker, Lightning Bolt

Male pegasus pony names: Soarin', Featherweight, Rumble, Thunderlane, Prism Strider

Adventurers: Mobility is the watchword for pegasus adventurers, who favor classes which don't rely on armor. Pegasus druids captain weather teams, while swashbucklers and rogues work well within the Canterlot defense team and the Wonderbolts. Those who do choose the path of the fighter or cleric try to raise money for mithril armor sooner rather than later: Celestia's royal guard are among these stalwart fighters, who team maneuverability and martial power to great effect against any who would threaten Equestria.



PEGASUS PONY RACIAL TRAITS

- +2 Dexterity or Wisdom, -2 Constitution: Pegasus ponies are fragile speedsters.
- Medium: As Medium creatures, pegasus ponies have no special bonuses or penalties due to their size.
- Pegasus pony base land speed is 30 feet.
- Flight: A pegasus pony has a fly speed equal to her base land speed, with Average maneuverability. She cannot fly in medium or heavy armor.
- Class Restrictions: Pegasus ponies may not be wizards, sorcerers, warmages or any other full-casting arcane class. They cast spells with the [Earth] descriptor at -1 CL and spells with the [Air] descriptor at +1 CL.
- Pony Physiology: Pegasus ponies wear barding, not armor, and as such pay twice the base cost for armor (including for masterwork armor, but not including any magical properties).
- Cutie Mark: A pegasus pony gains a +2 miscellaneous bonus to skill checks pertaining to their special talent. For example, a pegasus pony whose special talent is taking care of animals might get a +2 bonus to heal checks, but only for use on animals. Pegasus ponies may instead choose to gain +5 to their flight speed.
- Favored Class: Druid or Rogue. A multiclass pegasus pony chooses one of these classes the first time she takes a level in either. This class does not count when determining whether she takes an experience point penalty.

PEGASUS PONY FEATS

NEED FOR SPEED

Requirements: Pegasus Pony
Fly speed increases by +30 feet.

LEAF ON THE WIND

Requirements: Pegasus Pony, Fly speed 60+, Good maneuverability
Fly speed increases by an additional 30 feet. Maneuverability increases to Perfect.

Equestrian Adventuring

SPELLS

Detect Gemstones

Divination

Level: Sor/Wiz 1

Components: V

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level

Saving Throw: None

Spell Resistance: No

This spell is functionally identical to *Detect Secret Doors*, except that it detects gemstones instead of secret doors. It penetrates through stone at a rate of 1 foot per round and through dirt at a rate of 3 feet per round.

EQUIPMENT

Hoofshoes: Steel-shod hooves are all the rage in Canterlot, but are even more useful for making ordinary pony hooves into combat weapons. Light enough that even pegasus ponies can use them, every pony in Equestria, from the common farmer to Celestia herself, is capable of using these most basic of weapons.

Foreblades: Essentially bladed gauntlets, these weapons can be equipped by most ponies with martial training. There's a trick to using them that requires some combat ability, however — at least if a pony intends to walk and wear them at the same time.

Light Foreblades: The pegasus-preferred version, made of lighter materials so as not to impede flying.

Weapon	Category	Light?	Cost	Dmg	Critical	Weight	Type
Hoofshoes	Simple	Yes	2 gp	1d4	x2	1 lb	Bludgeoning
Light Foreblade	Martial	Yes	10 gp	1d6	19-20/x2	2 lb	Slashing
Foreblade	Martial	No	15 gp	1d8	19-20/x2	4 lb	Slashing

Equestrian Deities

PRINCESS CELESTIA

Solar Empress, Her Solar Majesty, Trollestia

Intermediate Deity

Symbol: Her cutie mark, the sun.

Alignment: Neutral good

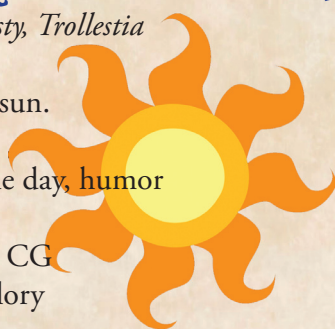
Portfolio: The sun, ponies, the day, humor

Worshippers: Ponies

Cleric Alignments: NG, LG, CG

Domains: Air, Sun, Good, Glory

Favored Weapon: Foreblade



Celestia raises the sun in the morning, lowers it at night, and has been the benevolent goddess-empress of Equestria for the past thousand years. While once she was overly formal, she now prefers only what is best for her little ponies, and has been known to indulge in a prank or two (usually at the expense of her sister, much to Luna's annoyance).

PRINCESS LUNA

Night Goddess, The Redeemed, Her Lunar Highness

Intermediate Deity

Symbol: Her cutie mark, the moon.

Alignment: Lawful good

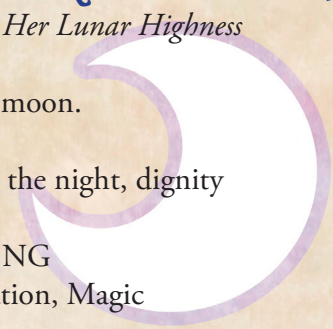
Portfolio: The moon, ponies, the night, dignity

Worshippers: Ponies

Cleric Alignments: LG, LN, NG

Domains: Law, Good, Liberation, Magic

Favored Weapon: Foreblade



Newly returned after bashishment on her moon for a thousand years, the night goddess is still stern and bound by tradition. Heiress to mystery and beauty, Luna has forgotten more about magic than any unicorn will ever know, and her command of the Royal Canterlot Voice cowed even the most obstinant politician. She has a soft spot for the underdog, for obvious reasons.

DISCORD

The Master of Chaos, The Draconequus

Intermediate Deity

Symbol: The Elements of Harmony, depowered

Alignment: Chaotic Evil

Portfolio: Chaos, disharmony

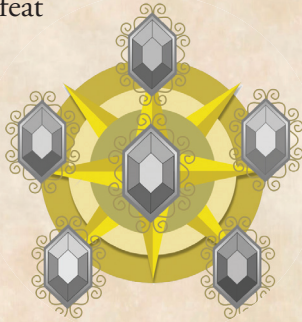
Worshippers: Creatures of chaos

Cleric Alignments: CE, CN, NE

Domains: Evil, Chaos, Trickery, Madness

Favored Weapon: Claws

Foe of Celestia and Luna since before the sisters ascended to godhood, the draconequus known as Discord delights in bringing chaos and disharmony to everything he touches. His defeat at Celestia and Luna's hooves propelled them to divinity; when he returned, the Elements of Harmony drove him back into stone. But he was toying with them, and he won't make that mistake again...



NIGHTMARE MOON

The Night Terror, The Mare in the Moon

Intermediate Deity

Symbol: Luna's moon, corrupted.

Alignment: Lawful evil

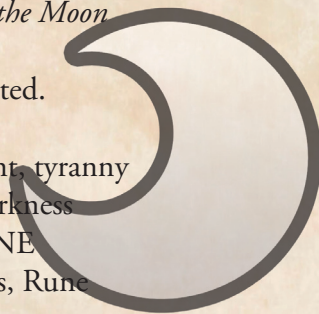
Portfolio: The moon, the night, tyranny

Worshippers: Creatures of darkness

Cleric Alignments: LE, LN, NE

Domains: Law, Evil, Darkness, Rune

Favored Weapon: Foreblade



Banished from Princess Luna by the Elements of Harmony, the mythical Mare in the Moon lives on: the stars once again aided in her escape, though she is a shadow of what she once was. In the dark and hidden places of the world, Nightmare Moon bides her time until her return, knowing when that dark and terrible day comes, the night will last forever!

QUEEN CHRYSALIS

Queen of the Changelings

Lesser Deity

Symbol: Her ever-shifting crown.

Alignment: Neutral evil

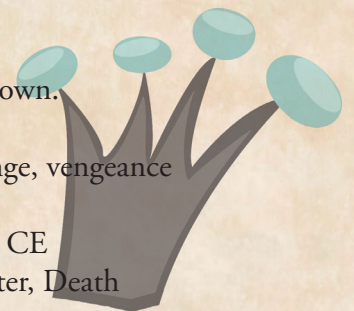
Portfolio: Changelings, change, vengeance

Worshippers: Changelings

Cleric Alignments: NE, LE, CE

Domains: Evil, Trickery, Water, Death

Favored Weapon: Hoofshoes



The Queen of the Changelings, the long-corrupted Alicorn, longs to take over from Celestia and Luna. She could be anywhere, anypony, and her minions are the same. She feeds off of love and uses it to power her hatred: at her height, she is enough to challenge Celestia, though she is usually weaker. She has once been repelled from Canterlot; undoubtedly she'll try again.

COMMANDER HURRICANE

Last Ruler of the Pegasus Ponies

Demigod

Symbol: A pegasus' helmet

Alignment: Chaotic neutral

Portfolio: Pegasus ponies

Worshippers: Pegasus ponies

Cleric Alignments: CN, CG, N

Domains: Chaos, War, Air, Weather

Favored Weapon: Light Foreblade

CHNCLR. PUDDINGHEAD

Last Ruler of the Earth Ponies

Demigod

Symbol: The pudding hat

Alignment: Chaotic good

Portfolio: Earth ponies

Worshippers: Pegasus ponies

Cleric Alignments: CG, CN, NG

Domains: Chaos, Good, Earth, Travel

Favored Weapon: Light Foreblade

PRINCESS PLATINUM

Last Ruler of the Unicorn Ponies

Demigod

Symbol: The crown of unicorns

Alignment: Lawful neutral

Portfolio: Unicorn ponies

Worshippers: Creatures of darkness

Cleric Alignments: LG, LN, N

Domains: Law, Magic, Spell, Knowledge

Favored Weapon: Light Foreblade

The three founders of Equestria are revered as demigods, despite nearly dooming the country before its founding (while Private Pansy, Smart Cookie and Clover the Clever are remembered each year at Hearth's Warming Eve, they have not been elevated to godhood). The story goes that, trapped in a cave together while Windigos swarmed outside, freezing Equestria to ice, the three leaders of the tribes joined together in friendship, keeping warm through laughter and driving the fearsome creatures off. "And that's how Equestria was made!" As usual with mythological origin stories, the truth is somewhat more complicated.

QUEEN EQUESTRIA

Queen Eternia, She Who Is Faust

Greater Deity

Symbol: A quill pen and inkwell.

Alignment: Neutral

Portfolio: Equestria

Worshippers: Ponies, the other deities, everyone else

Cleric Alignments: Any

Domains: Community, Creation, Artifice, Healing

Favored Weapon: Hoofshoes

