

HEROES OF EQUESTRIA

4th Edition

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DeviantArt**

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Preface

What started my interest in making this game came from a fellow DeviantArt user named Catspaw-DTP-Services who created a tabletop RPG based off of *My Little Pony: Friendship is Magic*. The game was called *Pony Tales* and when I first heard about it, the idea of a RPG where you play as a pony just sounded awesome. So, I got to work experimenting with the character creation and seeing if I could come up with some possible adventure scenarios. However, as I did so, I ran into problems. The game Catspaw made was a simplified version of *Open D6* and the game was designed to be rather freeform as opposed to having lots of ridged rules, making the game easily accessible to everybody, but when I tried it out, I didn't like how the game felt like a free-for-all when it came to game mechanics. Also I thought the character creation was too rigid, the rules were too simplistic, there were no magic item lists, no spell lists, no monster lists, and no guidelines for adding to the game.

I'm not criticizing Catspaw for the way he wrote the game. I openly support his goal of making a game that's simple and easy to play for everyone, and if you are a newcomer to tabletop RPG's or just like freeform games, then I do recommend you give *Pony Tales* a try. It's just that the game he made doesn't fit my interests. I like RPG's that have detailed rules that can be easily changed, added to, expanded upon, omitted, or used as is. As a result, it felt like I was rewriting Catspaw's game as oppose to adding to it. So then I thought if I'm rewriting his game, then I might as well make my own game, and what you are currently reading is what came out of that idea.

The rules to my game are simple enough for newcomers to play, but the game is designed to provide a consistent and easy to understand framework to build off of, allowing for a wide variety of options. As far as this game is concerned, the sky's the limit...especially if you're playing a pegasus.

While I did throw in my own ideas, small portions of the game does borrow from *Pony Tales* and the *3rd Edition Dungeons & Dragons*. On top of that, I've put in a lot of my own changes and artistic license in order to adapt the show into an RPG such as give unknown creatures their own unique abilities (like what I did for fruit bats and the ursa major) or when their abilities are not conducive for an RPG (particularly with the crystal ponies).

My Little Pony: Friendship is Magic is produced by *Hasbro Studios* and *DHX Media Vancouver* (formerly known as *Studio B Productions*) and is based on the *My Little Pony* toy line by *Hasbro*. This is a nonprofit fan-based game. Please support the official release.

And special thanks goes to Catspaw for giving me the idea.

How to use this book

While *Pony Tales* has a lot of simplistic rules, my game has much more detailed rules, but try not to feel intimidated when you read through this book. I wrote this game to have

a lot to it, so you can have all you would need at your convenience, and you only need to read what is necessary or whenever it is relevant for the circumstances. With adventure scenarios that are about slice-of-life stories and role-play, you might not need to read about monsters, magic items, HP loss, or combat, and you can be very loose with the rules if you want. With action/adventures games, you have plenty of material to add into your adventures and you can follow the rules to keep it balanced and fair for all the players.

That's why I used the third edition *Dungeons & Dragons* as a reference. It's that manageable versatility in the 3rd ed. D&D rules that I tried to emulate with my game. Throughout the book, there are simple and consistent rules that allow the players to bend the rules whenever the situation calls for it without feeling like they're making it up as they play. But, if you don't want to go through the effort, the book already has everything you need to add in whatever elements you want and move on. For example, it might be cool to make up your very own monsters to challenge your PC's, but if you're in a position where you need to throw in another monster on the spot, the game provides complete lists of monster stats already written out for your convenience.

The first half of the book is designed to give the players all they need to play, starting with instructions on how to build a character followed by lists of traits, feats, skills, magic spells, items, and magic items to choose from as well as rules for play and combat. The second half of the book is intended for GM's, which includes various hazards, monsters, and tips for play the GM can use to create an exciting campaign.

No matter what, remember the number one rule at the end of Twilight's slumber party book: have fun.

Tools for Play

Playing a game requires several supplies that can be easily obtained at local office supply stores and game shops. All of these are common in many types of tabletop RPG's.

- **Writing utensils:** In addition to regular pencils and pens, you might want to use colored pencils and/or markers to represent different conditions such as fire, craters, buildings, trees, pits, water, etc.
- **RPG play mat:** The play mat is any square grid used to draw maps of the dungeon rooms to represent the position, movement, and orientation of all the characters within the room. Each square represents 5 cubic feet in the game. Play mats can consist of customizable mats that can be drawn on with dry erase markers, graph paper, or as dungeon tiles with printed images.
- **Regular paper:** Naturally, both PC's and GM's will want to have notes detailing information on the characters and their abilities so it is ideal to have all this information available, possibly typed and printed off of a word processor. Since this game includes creatures that can fly, the graphs are usually measured in cubic feet rather than square feet for when dealing with giant creatures who might be tall enough to reach a flying creature.

- **A covering:** The GM requires some kind of covering for his notes so the PC's don't see them. An ideal covering would be a sheet of cardboard you can stand up, kind of like the kind you might find in most RPG board games. If you can't find one, then improvise with whatever you have.
- **Playing pieces:** There needs to be playing pieces, which are used to represent characters on the graph paper. Most game shops sell small metal playing pieces for tabletop RPG's. You could try using *My Little Pony* toys, but they might be too big unless you have an extra large playing mat. Ideally, the pieces shouldn't be larger than 1 square inch because they have to be small enough to reasonably approximate the confines of the grid on the play mat. Playing a tabletop RPG with pieces that are too large is like playing checkers with hockey pucks: they're too big to make a reasonable indication of which square the pieces are suppose to be in, especially when crowded together. The only instance where large pieces would be appropriate would be with very large monsters like dragons, ursas, etc. Whatever you use, the pieces need a clear front to allow players to see where a character is facing.
- **Dice:** Not ordinary dice, mind you. This game uses non-cubic dice, i.e. dice with more or less sides than six. The most essential is the 20-sided dice, which is used for almost every aspect of the game. You should also buy 4-sided, 6-sided, 8-sided, 10-sided, and 12-sided dice, although those are mostly used for damage rolls and percentage rolls. Such dice can be bought together from game shops. A coin can also be helpful as a tiebreaker.

RPG Terminology

There are several RPG acronyms that I use throughout this game. Don't worry, they're easy to remember and they're common terms used in other games.

- **(GM) Game Master:** This is the referee for the game and controls the actions of all the NPC's the PC's interact with.
- **(PC) Player Character:** These are the individual characters the players role-play as.
- **(NPC) Non-Player Characters:** This term applies to all characters the GM controls including other ponies and monsters.
- **(HP) Hit Points:** Also known as Health Points, HP is the number of points of damage the player can take before dying from injuries. The HP score drops every time the pony is injured. See section on Combat for details about injury and death.
- **(AC) Armor Class:** This score determines how difficult a pony is to hit with any kind of attack roll. Whenever an opponent tries to attack, the attacker's attack roll must be equal to or higher than the opponent's AC. If it's lower, then the attack is a miss.
- **(XP) Experience Points:** This is the score that represents how far a pony's abilities have advanced. See section on Experience for details.
- **(Crit) Critical Hit:** Whenever a player rolls a dice that lands on a 20, that player scored a Crit, which increases how much damage is caused.
- **(ft) Feet:** Short hand for "foot" or "feet" in terms of measurements.

- **(% Roll) Percentage Roll:** There are times when a GM needs to make a roll from 1-100. This is called a percentage roll and the way in which it works is the GM takes two 10-sided dice and rolls them. One dice represents the 1's digit while the other represents the 10's. Add them both together and you have your number. For example, if the 10's dice rolled a 5 and the 1's dice rolled a 1, then together that would be 51. If both dice roll 0, then you've rolled 100.
- **Class:** The word class pertains to a certain roll or profession that a player fills in the party. In a fantasy adventure setting, this can include a fighting class, a magic-using class, etc.
- **Round:** During combat, all fights are divided into rounds, which take up 6 seconds in-game time. The round ends once all combatants have had their turn.
- **Action:** Actions represent moves that can be done during a round. In this game, all actions are divided into four categories: standard, simple, full, and free.
- **Saving Throw:** Any Aptitude roll that involves mitigating or preventing any kind of harmful attack or condition to the character is called a saving throw.
- **Square Feet:** A flat square with equal length and width.
- **Cubic Feet:** This is a mathematical term that the book will often use. A cube represents an objects length, width, and height. Think of each square on a graph paper as an invisible box that all PC's and NPC's fit inside to give an approximation of how large they are. Of course, for creatures that are larger than the 5 cubic feet, a larger size will be designated (ex: 10 cubic feet, 20 cubic feet, etc.). For more irregular shapes, measurements are listed by length, width, and height (ex: 10 feet x 15 feet x 20 feet, etc.).
- **Radius:** The length from the center of a circle to the edge.
- **Diameter:** The length from one end of a circle, through the center, and to the other end of the circle, i.e. twice the length of the radius.

TYPES OF GAMES

There are two different ways to play the game and the GM and PC's need to work out what kind of game they want to play beforehand.

Non-Adventure: This is where the players simply play a game that's like an average episode of the show, i.e. a slice-of-life adventure. These kinds of games are typically more focused on role-play and performance than combat and can include mundane scenarios like getting a job or going on a trip or it can revolve around a specific event or contest like Winter Wrap-Up, the Sisterhooves Social, the Grand Galloping Gala, etc. In the case of alicorns, what counts as mundane might be a little more extraordinary such as handling diplomatic negotiations, attending the Grand Galloping Gala, passing laws, building cities, etc. Since this is a game about *My Little Pony*, there's no reason why there can't be more home-based action such as natural disasters, invading monsters, magical mishaps, etc.

How to make Non-Adventures entertaining:

- Put in a problem: Drama comes from complications or conflicts. The problem could be simple such as getting a task done on time or it can be major like

protecting Ponyville from a swarm of parasprites. Whatever it may be, there needs to be consequences for solving or not solving the problem.

- Put in a goal: Players can have something they want to do or achieve such as obtaining a job, winning a contest, etc. The goal needs to be something that can be done as a team, otherwise some players might feel left out.
- Role-play: Some players may simply want to play as ponies for an afternoon, perhaps hobnob with canon characters or have fun seeing locations from the show. In those kinds of games, you could see what you want to see, have fun, and go nuts.

Action/Adventure Games: When it comes to tabletop RPG's, there's nothing more classic or timeless as playing a fantasy adventure. In these types of games, the appeal is always the chance to go on adventures, fight evil, and possibly collect treasures along the way.

How to make Action/Adventure Games Entertaining:

- Use adventure hooks: An adventure hook is an incentive for the PC's to play. Such incentives include:
 - Hired to do a job.
 - Rumors of lost treasure.
 - The pursuit of knowledge.
 - The thrill of adventure.
 - Achieve a personal goal.
 - Saving lives.
- Make it challenging: In order for there to be a satisfying adventuring experience, the players need to feel like that they accomplished something, and if the GM makes it too easy, the PC's rob the fun. Of course, GM can go easy on them if they're struggling or they're having a lot of bad luck, but don't just make it impossible for the PC's to lose.
- Let the PC's be the hero: Whether defeating villains or saving lives, being a hero and reveling in the notoriety can be its own reward. Don't cheat the PC's by having an NPC defeat the bad guys or throw in a deus ex machina. Let them bask in the limelight.
- Provide mystery: The GM should allow the players to discover the answers themselves. Mystery can create a lot of suspense, even if the GM doesn't know the answer. Letting the answers come out naturally from the circumstances of the story can lead to some exciting story telling.

TYPES OF PONIES

For this game, you have five options for playable ponies, each are different and have something to add to any adventure campaign or circle of friends.

Earth Pony: Although somewhat outclassed by the flying pegasi and the magical unicorns, earth ponies make up for it with their brute strength, adaptability, and their knack for taking care of the environment. In any party, earth ponies are generally the

muscle of the group whether it is lifting loads or combat. Although some can be the support because they are also highly adept at the Healing skill. They may not look like much, but you should never underestimate an earth pony's hidden talents and abilities.

Pegasus: The pegasi are some of the fastest and most well traveled of the ponies. Able to live on clouds just as easily as they can live on land, they can go anywhere and out maneuver any land or air based opponents. In a party, they can be both support and muscle, able to fight any enemy on land and in the sky as well as attacking with range weapons from a distance. Attach them to a carriage, and they can provide air transportation for their friends. Their ability to control the weather can also be useful, moving clouds to provide cover from the sun or provide a little rainwater when needed.

Unicorn: Throughout history, unicorns have been both admired and feared for their magical talents. Some of the truly talented unicorns can perform incredible feats of magic to overpower even the strongest of opponents. Even those who have very limited magical ability can still use their wits and their telekinetic powers to great effect. Unicorns are typically the support of the party, either providing temporary protection for their friends or blasting down enemies at a distance with their magic.

Crystal Ponies: Crystal ponies once ruled their own peaceful kingdom until an evil curse banished them for 1,000 years. It wasn't until recently did the Crystal Empire become reintegrated into Equestria again and their empire is now ruled by Princess Cadance and Prince Shining Armor. Crystal ponies are perhaps one of the most exotic types of pony. They're like earth ponies, but their coats radiate a crystal shine that reflects their happy feelings upon others. However, the reflective properties of their coats grant them a variety of abilities (to give them more use as a playable race for the purposes of this game) such as AC bonuses and reflective magic. Crystal ponies make for good attack characters because their shiny coats can provide a number of protective and enhancing magic for themselves and, in some circumstances, can pass on that power to the rest of the party.

Alicorn: The royal sisters, Princess Celestia and Luna, are truly the marvels of Equestria. They can perform incredible feats of magic but can also fly and walk on clouds. Despite the fact that alicorns are rare in the show, that's no reason why you can't go against canon and become one yourself.

Playing as an alicorn opens up a lot of unbridled power and flexibility. You could play as royalty yourself and be in charge of all of Equestria. However, if you don't want that much responsibility, you could act as a humble guardian, protecting the innocent and ensuring peace. Either way, ponies will marvel at your deeds, both good and evil.

Although the option to play as an alicorn exists, it's not recommended for every pony. The major hazard with playing as alicorns is that they are too powerful. They can do almost anything all the other varieties of ponies can do, meaning that incorporating one into your party would mean having the alicorn overshadow the others. My advice is that if you want to play as an alicorn, then every pony in the party should be an alicorn (or

alicorn level creature) in the interest of playing fair. Also, with any game that features super powered characters, the GM needs to put extra effort to ensure that the game can be exciting and challenging, especially in an adventure game. Alicorns need to be given challenges that are bigger and tougher than ordinary ponies can manage. It is for these reasons why I strongly urge that only more experienced RPG players should attempt a game with alicorns for PC's.

Also, I think it's important that I point out the fact that some MLP fans don't like original alicorn characters because they take away the uniqueness of alicorns if they are too common and they often come across as Mary Sue characters. I can certainly see how that would be a problem in fanfiction and fanart, but when you're at a table playing a game with your friends, I see no reason why it can't be allowed so long as every pony in the group doesn't mind.

The GM should also consider how do alicorns fit into the game. The players would probably need to go against canon and if that's the case, there needs to be explanations as to why every pony in the party are alicorns, whether or not Celestia and Luna exist in the gaming world created, how many alicorns exist, and how it all fits into the overall narrative.

LEVELS

There are three generalized power levels that determine the strengths and limitations of any PC or NPC: Foal, Adult, and Alicorn. Before a game can begin, both the players and the GM need to agree on what level the players and the monsters they encounter should be. The players can increase their stats with time, but a player can only advance from one level to another under special conditions. See section on (XP) Experience Points to learn how that works. No matter what the level of the party is, the GM needs to make sure the challenge level of the game is appropriate for the level of the party. For example, a foal might struggle to defeat a cockatrice while an alicorn would smite it in one round. As such, foal level parties need simple and easy adventures while alicorn level parties need challenge. Difficulty is regulated by the GM by choosing monsters of appropriate level, modifying the stats of existing monsters as needed, and modifying the Difficulty to most skill rolls as needed. Also, in the interest of keeping it fair for every pony, all PC's should agree on what level to play.

- **Foal Level:** This level pertains to young foals or any creatures that are relatively small and weak. Foal level PC's are most fun in a non-adventure, engaging in activities such as making friends, playing games, asking for candy on Nightmare Night, participating in school projects, earning a Cutie Mark, etc. All Foal level characters can't have an Aptitude or Skill score higher than 5 and they only get 15+3 per Constitution score in HP.
- **Adult Level:** Ponies and monsters at this level are the most common and they're greater than foals in power level but weak in comparison to alicorns. Adult ponies are more ideal in an action/adventure game than foals, allowing the party to more befittingly face off against more powerful adversaries and have a wider array of

abilities. All Adult level characters can't have an Aptitude or Skill score higher than 10 and they only get 35+5 per Constitution score in HP.

- **Alicorn Level:** As the name suggests, alicorns are the only ponies that can take on this level. Other creatures that are powerful enough to be on par with an alicorn would be giant monsters, powerful creatures, and god-like beings. Alicorn level characters should be reserved for more experienced players who enjoy exciting high level adventures. All Alicorn level characters can't have an Aptitude or Skill score higher than 20 and they only get 50+10 per Constitution score in HP.

APTITUDES

All creatures in Equestria have what are called Aptitudes, which defines the physical and mental strengths and weaknesses of a pony. When determining the Aptitude scores of your pony, choose wisely because the Aptitudes are an intrinsic part of the game and determine what areas your little pony is good at.

Strength: A pony's Strength determines their ability to inflict damage during combat and to physically move heavy objects. Strength is mostly good for combat, heavy lifting, and a select few skills such as Swim, Grapple, Climb, etc. Monsters with a strength score of 0 are so weak, they can't stand or walk on their own unless they're as light as air.

Constitution: This Aptitude pertains to physical health and condition of the body. This score is used to determine a pony's ability to survive physical harm as well as resist poisons and disease. Constitution is necessary for survival in dangerous situations and boosting AC and HP but little else. Monsters with a Constitution score of 0 are not alive and are instead robotic or undead.

Agility: When a pony has to maintain balance, dodge attacks or obstacles, rely on hand-eye coordination, or perform physical stunts, Agility is the score relied on. Agility is also applied to the pony's speed when walking or running as well as involve any skill that relies on speed or dexterity. Agility can enhance AC like Constitution and there are several skills that use Agility, but unlike Constitution, there are several circumstances that can take away a pony's Agility bonuses to AC such as becoming immobilized or unable to see the attack coming. Monsters with an Agility score of 0 can't move at all and are as still as a statue, and consequently have a base speed of 0 ft.

Cleverness: This Aptitude is the focus of all matters involving originality, creativity, and charisma. Cleverness is exclusively used for skills, particularly ones that would be considered artistic or empirical as opposed to wholly scientific such as Art, Cooking, Music, Writing, etc. Cleverness also pertains to skills that rely on charisma in social circumstances such as Bluff, Intimidation, Diplomacy, etc. Monsters with a Cleverness score of 0 are robotic and emotionless.

Intelligence: An Intelligence score is used when ponies have to solve puzzles, make plans, or draw from knowledge. It's also a measurement of a pony's ability to learn and reason. Intelligence is exclusively used for skills, particularly ones that would be

considered scientific or logical as opposed to creative or artistic such as Mathematics, Navigation, Strategy, Chemistry, etc. Monsters with an Intelligence score of 0 are mindless robots who act on instinct, command, or programming.

Mentation: When it comes to areas of magical or psychic phenomena, Mentation comes into play. It is frequently used by unicorns who uses their Mentation scores when trying to inflict damage or work their will upon others. For earth ponies and pegasi, it's not as frequently used, but it does become important when using mystical skills and it's also used to resist any kind of charm or mind influencing effects. Mentation also reflects the measurement of a pony's willpower, perceptiveness, and intuition. Not only does several skills use Mentation, but so do all spells, making Mentation far more versatile than Intelligence and Cleverness. The down side is all spells and the majority of Mentation skills are *trained only* meaning unless you have at least one skill point in that particular skill, you can't use it. So unless you want to predominantly spend skill points on Mentation skills and spells, Mentation may have limited use to you. Monsters with a Mentation score of 0 can't use any magic at all.

Stats Modified by Aptitudes

- **Attack Bonus:** This is the bonus added to attack rolls and damage rolls. Range based weapons are enhanced by Agility, spell-based attacks are enhanced by Mentation, and all other attacks are enhanced by Strength.
- **Armor Class (AC):** Every time an opponent tries to attack the pony, the opponent's attack roll must be equal to or greater than the pony's AC or else the attack is a miss. AC is a combination of the pony's Constitution score, Agility score, and other bonuses. Agility score is automatically removed from AC in the event that a character is unable to move.
- **Hit Points (HP):** This score determines the maximum number of damage a pony can take before dying. HP is determined by level, Constitution score, and other modifiers.
- **Base Speed:** This indicates a pony's maximum speed per round when trotting on land or flying in the air. Base speed is based on Agility score and other modifiers.
- **Gallop Speed:** This indicates a pony's maximum speed per round when galloping on land or flying fast in the air. Unlike walking at base speeds, running at gallop speeds can tire the pony out. See sections on Fatigue and Gallop under the Movement section for details.
- **Initiative:** This determines turn order during combat. Initiative is equal to Agility score plus any other modifiers.

Aptitude Rolls, Skill Rolls, Attack Rolls, and Saving Throws: To successfully complete a task, the player rolls one 20-sided dice and adds the player's Aptitude score to the result in an attempt to meet or beat the Difficulty level. When two or more characters are trying to beat one another, then they both roll an Aptitude roll and the highest number wins. This is a process known as an Aptitude roll and depending on the nature of the task, the roll is modified by the player's Strength, Constitution, Agility, Cleverness, Intelligence, or Mentation score.

There also exist skill rolls, attack rolls, and saving throws. These rolls work exactly like Aptitude rolls. The only difference is that they can be modified by different circumstances and can serve specific functions. Saving throws pertain to Aptitude rolls that involve avoiding negative effects, attack rolls are rolls performed to successfully hit a target in combat, and skill rolls are rolls that involve the use of specific skills. Details about skill rolls and attack rolls are located under Using Skills in the Game chapter and Combat chapter, respectively

How Bonuses and Penalties Work: Some conditions, traits, feats, skills, and magic, can grant either a bonus or penalty to a pony's rolls. Such modifiers are always temporary, lasting for either one round or for as long as the conditions persist.

Unlike Aptitude score loss, penalties can drop into negative numbers. For example, Swordplay has a Mentation score of 2, but he suddenly develops amnesia (causing a -4 penalty), which reduces his Mentation rolls to -2 but otherwise doesn't cause him to go into a coma like Aptitude score loss would have caused. See section on Aptitude Score Loss under the Hazards chapter for details.

If the instructions specify an Aptitude bonus or an Aptitude penalty, then it affects all Aptitude rolls, skill rolls, attack rolls, and saving throws, but it cannot have any kind of influence on a character's stats. For example, a pony can be afflicted with a spell that causes a -4 penalty to Constitution rolls but otherwise has no affect on her AC or her HP.

Bonuses and penalties to skills rolls, saving throws, and attack rolls affect only those types of rolls. For example, swimming against a strong current causes a -4 penalty to Swim rolls but the penalty has no affect on any other skills that use Strength or the player's attack rolls.

Size and Reach: All ponies fit into a square 5 cubic feet in size as represented by the graph paper. A pony has a reach of 0 ft, which means it can only touch objects that are located within any adjacent square to the square the pony is currently standing in. This limit applies to most monsters with some exceptions.

ABILITIES

The important part of taking control of a character is to know what they can do and all abilities are divided into four categories: Traits, Feats, Skills, and Spells. Each one follows its own rules and has its own means of being obtained. Choose your abilities wisely because they can mean the difference between life and death. For more details on how all these abilities are obtained, see section on Creating a Pony. Also see List of Traits, List of Feats, List of Skills, and List of Magic Spells for in-depth instructions on how individual abilities work. Also see Using Skills in the Game for more detailed information for how skills are used.

Traits: Traits are any abilities, strengths, or weaknesses that are inherently a part of a pony. They are innate and cannot be learned by other races that are not born with those traits such as a pegasus's ability to fly or a unicorn's ability to use magic. Different creatures throughout Equestria have different traits, allowing them alternate attacks and abilities as well as different strengths and weaknesses.

Most traits require one standard action to use during combat unless noted otherwise. See section on Standard, Simple, Full, and Free Actions under the chapter Combat for details.

Feats: Feats are similar to traits, but while traits are what a pony is born with, feats are abilities that are obtained through special training or conditioning such as proficiency with certain weapons, using certain abilities or martial arts attacks, receiving bonuses, etc. Some feats have what are called Prerequisites. What that means is that in order to use the feat, the pony must meet the requirements listed in the prerequisites whether it be having levels in a specific skill, having an Aptitude score at a certain level, etc. If the pony no longer meets the prerequisites for whatever the reason, the pony doesn't lose the feat, she just can't use it until the prerequisites are met. Upon creation, a player is given a set number of feats to choose from.

Most feats require one standard action to use during combat unless noted otherwise. See section on Standard, Simple, Full, and Free Actions under the chapter Combat for details.

Skills: Skills are learned professions or abilities. Unlike traits or feats, skills require a successful roll of the dice to complete a task, and each skill pertains to a specific Aptitude, which provides a bonus to the skill roll. Another distinguishing quality of Skills is that it has levels, which can be added to the roll along side Aptitude scores, increasing a pony's chances of making a successful skill roll. If a skill roll fails, then in most cases, a pony is allowed a retry at the GM's discretion. Many skills are usable by every pony—even if the pony has no skill levels in that skill—with the exception of skills with the label “**trained only**” written next to the Aptitude. In which case, that skill can only be used if the pony has at least one skill level in that skill. When a skill has “**Armor Penalty**” written next to it, that means that penalties from armor apply when using this skill. When creating a character, the players are given a set number of allocable skill points that they can put into any skill they want, granting themselves skill levels.

Most skills require one full-round action to use during combat unless noted otherwise or if the skill involves using one's voice (Charm, Diplomacy, etc.), or draw from knowledge (Botany, Zoology, etc.), or some special skills (Concentration, etc.). In that case, it is used as a free action. See section on Standard, Simple, Full, and Free Actions under the chapter Combat for details.

Magic Spells: What sets unicorns apart from earth ponies and pegasi is their ability to cast spells at will. While not all unicorns are highly adept at magic, there are some who will learn a few spells to augment their professions and/or interests. For example, a mailmare could learn Teleportation to deliver mail quickly, or a performer could learn Photokinesis to put some flashy lights in her shows or Audiokinesis to enhance her music.

All spells come in two varieties: Rudimentary and Advanced spells. Rudimentary spells can be cast freely but Advanced spells require spending 1 spell point to cast. See section on Spell Points under Spell Stat Descriptions for details.

Spells are obtained the same way skills are obtained: by putting allocable skill points into a spell to achieve a spell level. All spells exclusively use Mentation as its primary Aptitude and casting a spell requires the unicorn to have at least 1 level to use the spell just like with *trained only* skills.

Alicorns and alicorn level creatures are capable of more powerful magic than ordinary creatures. As such, only creatures at alicorn level can use spells with the words **Alicorn Level Casters Only** attached to it.

Most spells require one full-round action to use during combat unless noted otherwise. See section on Standard, Simple, Full, and Free Actions under the chapter Combat for details.

XP (EXPERIENCE POINTS)

Unlike most games, Heroes of Equestria only uses levels as a generalized way of indicating how tough an opponent might be. There are no concrete classes to speak of and no real level advancement. Of course, if players play the same characters over and over again, they may feel that their PC's should up grade with time, and the GM can allow such advancement at the end of each game. For that, the game offers two ways of managing experience.

Loose Method: In this case, the GM simply hands out bonus Aptitude points, bonus HP, bonus skill points, and bonus feats based on the circumstances of the story by the end of the round. HP and skill points are easy rewards that the GM can give out freely. Feats and Aptitude points, however, require some time and practice, preferably spent during multiple play session. For example, if a unicorn has used a certain spell a lot throughout the adventure, then the GM can grant a bonus skill point to that spell. Or perhaps a pony wants to learn how to shoot arrows, so after spending some time practicing archery during a few campaigns, the GM could allow her to have the Archery feat.

The advantages of this strategy is that it's quick and easy, perfect for non-adventures that have few conflicts and for newcomers who don't want to be bogged down with calculating even more numbers just to upgrade a character. The down side is that it can easily be inconsistent since the GM could accidentally allow players to advance faster than others or advance too fast. The PC's may want to consider keeping a record of how many times their characters advanced.

Calculated Method: The way how this method works is the PC's earn what are called experience points (abbreviated as XP) at the end of each play session, and these points are spent on upgrades. This method is ideal for action/adventure games and advanced

players because it provides a fair and consistent way of upgrading every pony in the party and it gives the players some satisfaction as they watch their characters advance. The down side is there's a lot of scores to keep track of and it's also a very linear system.

At any time, a PC can spend her XP on a certain upgrade. Choose wisely because once the XP is spent, the change cannot be undone. The upgrades and costs are as follows:

- **1 HP:** 10 XP
- **1 allocable skill point:** 20 XP
- **1 allocable Aptitude point:** 40 XP
- **1 feat:** 80 XP

There is a wide variety of ways to earn XP. These scores are awarded to each member of the party so long as they were involved and were alive at the end of the fight:

- **Defeat an opponent:** If the party manages to kill, subdue, or capture an opponent, the whole party earns XP depending on the level of the opponent in question. Foal: 2, Adult: 4, and Alicorn: 8.
- **Escape an opponent:** If the party manages to successfully flee from a fight, then the party earns some bonus XP based on the level of the opponent. Foal: 1, Adult: 2, and Alicorn: 4. If the opponent fled the fight, then no XP is awarded unless he was forcibly driven away such as under the affects of a fear effect or a Paranoia spell. In which case the party gains points as if they escaped the opponent.
- **Complete a difficult task:** If a pony managed to successfully complete a very difficult task or many easy tasks, then the GM can award XP, typically 2 for the former example and 1 for the latter example.
- **Bonus Points:** A GM can also award XP simply for beating a difficult challenge or getting passed a difficult dungeon, typically between 4-8 points.

Example: A party of four PC's battle three diamond dogs, a griffon, and a changeling. During the fight, a unicorn casted the Paranoia spell onto the griffon, forcing it to run away. The changeling, before one PC was able to deliver the final blow, used a Teleportation spell to get away and could not be located. The three diamond dogs were killed in the fight but not before killing a PC named Swordplay. Each of the NPC's were at Adult level, awarding 4 points per diamond dog. However, the changeling got away so no points were earned for that one. The griffon was forcibly removed from the fight by a spell from the PC's, granting a lesser score of 2. So, with three diamond dogs dead and one escaped griffon, all together, that means that each PC earns 14 XP except for Swordplay who was dead by the time the fight ended.

Growing up: When repeatedly playing as a foal, over time, the player may want to see that foal grow up into a beautiful mare or a handsome stallion. To do this, the party may have to agree upon simply advancing ahead several years to allow the change. Using the foal's current stats as an example, the pony could be remade using the guidelines for creating an original adult pony.

Earning a Cutie Mark: If you're playing a foal who hasn't earned her Cutie Mark yet, a player might decide to let her earn her Cutie Mark based on her experiences in the game. Perhaps some hidden talent might crop up.

Advancing to Alicorn level: If the GM will allow it, an ordinary pony could advance to alicorn level if she gains enough experience. If using the Loose Method, then the GM decides when a pony can advance to alicorn level, typically after the pony has gone through a lot of challenges in order to justify a pony bumping up a level. If using the Calculated Method, then the GM must decide upon how many XP the pony has to earn before advancing to the next level, typically either 800 XP, 960 XP, or 1,110 XP depending on how difficult the GM wants to make level advancement.

Upon advancing to alicorn level, the pony automatically gains a bonus 30 HP and the maximum Aptitude and skill score level raises to 20. The pony could also be remade using the rules for creating alicorns.

CREATING A PONY

Now that you've learned all it takes to make a pony, here are some simple steps to creating any new character.

Step 1: Choose type of pony

First, the players choose what type of pony or creature they want to play as (alternate creature PC's explained later). Once the type has been chosen, the player then makes note of all the traits associated with that type of pony, which are:

Earth Pony Traits: Equine Combat, Connection to the Earth, and Skill Specialty.

Pegasus Traits: Equine Combat, Flight, and Carriage Levitation.

Unicorn Traits: Equine Combat, Spell Casting, and Telekinesis.

Crystal Pony Traits: Equine Combat and Crystal Magic

Alicorn Traits: Equine Combat, Flight, Carriage Levitation, Spell Casting, Telekinesis, and Timelessness.

Step 2: Select level

Rather than have numerical values, all monsters and characters have three classifications that indicate a generalized level of difficulty, which also directly correlate with the age of the pony.

Level one: Foal

Level two: Adult

Level three: Alicorn

As a foal, a pony is just a young filly or colt with limited strength and ability. As an adult, a player plays as a fully-grown mare or stallion and is capable of taking on tougher tasks and opponents than a foal could ever hope to do. Alicorns are the most powerful type of

pony in existence, able to topple the giants of Equestria and the most powerful of spirits. Able to live for centuries, they also possess a lot of wisdom and power.

Step 3: Obtain base stats

The base stats are the stats for each Aptitude the pony starts with. It's different for each of the pony races:

Earth pony: Strength 3, Constitution 3, Agility 1, Cleverness 1, Intelligence 1, Mentation 1.

Pegasus: Strength 2, Constitution 2, Agility 2, Cleverness 1, Intelligence 1, Mentation 1.

Unicorn: Strength 2, Constitution 2, Agility 1, Cleverness 1, Intelligence 1, Mentation 2.

Crystal Ponies: Strength 2, Constitution 2, Agility 1, Cleverness 1, Intelligence 1, Mentation 2.

Alicorn: Strength 2, Constitution 2, Agility 1, Cleverness 1, Intelligence 2, Mentation 2.

The reasons for the variances in score are simply based of the necessity and characteristics of the various types of ponies. Earth ponies are naturally stronger and more physically fit than other ponies. As such, they get a higher Strength and Constitution score. Pegasi are very fast and agile so their Agility score is a little higher. Unicorns often use Mentation for the sake of their magic so they have a higher Mentation score. The crystal pony's magical crystal coats give them a strong resistance to magic, thus they tend to specialize in Mentation, too. Alicorns also favor Mentation, but they also have higher Intelligence because their long life spans allow for more accumulated knowledge. If these Aptitudes are not to the players' liking, don't worry. They'll get a chance to add to it in the next step.

Step 4: Add to Aptitude scores

Each pony gets points that are allocated to the pony's Aptitude scores.

Foals get 8 allocable points and each Aptitude can only be upgraded to a maximum of 5.

Adult ponies get 16 allocable points and each Aptitude can only be upgraded to a maximum of 10.

Alicorns get 32 allocable points and each Aptitude can only be upgraded to a maximum of 20.

A warning about Min-Maxing: Min-Maxing is a term often used in RPG's where a character increases desirable traits at the cost of undesirable traits. This is often a necessary strategy because ponies need appropriate Aptitude points to fit their talents. For example: a warrior needs greater Strength and Constitution, an archer needs greater

Agility, an inventor needs greater Intelligence, an artist needs greater Cleverness, a magically inclined unicorn needs greater Mentation, etc.

However, if she focuses on just two Aptitudes, this can leave a pony with significant weaknesses. For example, an earth pony who wants to be a warrior could spend all of her allocable points on Strength and Constitution, leaving all of her other Aptitude scores at 1. That kind of strategy can easily backfire because although the warrior pony can now deal incredible damage and be resilient in battle, she's vulnerable to magical attacks because of her low Mentation scores, she's always fighting last in turn order because of her poor Agility, and her skills suffer because of her low Intelligence and Cleverness scores. While all ponies need strengths and weaknesses, focusing on just one or two areas is usually not a good idea. That's not to say it can't be done, I'm just saying it's usually better to focus on at least four Aptitudes so she can have more adaptability.

Step 5: Pick Feats

The player then picks feats for her pony. A foal starts with one feat, an adult pony starts with three feats, and an alicorn starts with five feats.

All earth ponies have one bonus feat upon creation.

Step 6: Calculate Hit Points, Armor Class, Base Speed, and Initiative

Once the Aptitude scores are finalized, calculate the pony's base speed, HP, AC, base speed, gallop speed, and Initiative.

Hit Points (HP) indicates the maximum amount of damage a character can survive, and is determined by the pony's level as well as her Constitution score.

- Foal level character's HP: start with 15 then add 3 x Constitution score.
- Adult level character's HP: start with 35 then add 5 x Constitution score.
- Alicorn level character's HP: start with 50 then add 10 x Constitution score.

For your convenience, you can also see the list below:

Foal: 0 15 HP, 1 18 HP, 2 21 HP, 3 24 HP, 4 27 HP, 5 30 HP.

Adult: 0 35 HP, 1 40 HP, 2 45 HP, 3 50 HP, 4 55 HP, 5 60 HP, 6 65 HP, 7 70 HP, 8 75 HP, 9 80 HP, 10 85 HP.

Alicorn: 0 50 HP, 1 60 HP, 2 70 HP, 3 80 HP, 4 90 HP, 5 100 HP, 6 110 HP, 7 120 HP, 8 130 HP, 9 140 HP, 10 150 HP, 11 160 HP, 12 170 HP, 13 180 HP, 14 190 HP, 15 200 HP, 16 210 HP, 17 220 HP, 18 230 HP, 19 240 HP, 20 250 HP.

The Vigor feat can also increase a character's HP by 8 HP per application.

Armor Class (AC) is determined by adding 5 + Constitution score + Agility score + Armor bonus + other possible modifiers. For example, if an adult pony has 5 Constitution score, 4 Agility score, wears padded armor (+2 AC), and is under the effects of the Magic

Armor spell (+2 AC), add that together with a bonus +5 and that makes an AC of 18. An attack roll must be equal to or greater than a target's AC to hit the target.

A pony's base speed determines how fast a pony can trot in one round. Speed is set at a certain level based on Agility score as indicated below:

- Agility 0: 0 feet
- Agility 1-4: 10 feet
- Agility 5-8: 20 feet
- Agility 9-12: 30 feet
- Agility 13-16: 40 feet
- Agility 17 or higher: 50 feet

The Swift Hooves feat can add an additional 10 feet per application to the base speed, but no pony can have a base speed higher than 50 feet.

To run faster, a pony also has a gallop speed, which determines the maximum amount of speed the pony can run in one round. To determine gallop speed, take the pony's base speed and add 5 feet per Agility to the base speed. Example: An Agility of 4 provides a base speed of 10. Multiply 4 by 5 makes 20, add that to the base speed, and that makes a gallop speed of 30.

Initiative is used to determine turn order during battle. It is equal to the pony's Agility score, but the Greater Initiative feat can add a +4 bonus per application.

In regard toward HP, AC, gallop speeds, and initiative, there's no limit to how high a character can raise her stats regardless of level.

Step 7: Pick Skills and Spells

Much like Aptitudes, ponies obtain allocable points, which are distributed to whichever skills and spells she wants to learn. Unlike Aptitudes, which start with a set base score, a pony can simply pick whatever skills/spells she wants and add at least one point to each skill/spell. The advantage of this system is that she has some flexibility when it comes to how many skills/spells she can choose and how she can upgrade it. For example, if she has 4 allocable points, she can spend all 4 points toward one skill, divide the score so that she could have four skills with 1 level each, or anywhere in between.

Foals get 4 allocable points and each skill can only be upgraded to a maximum of 5.

Adult ponies get 8 allocable points and each skill can only be upgraded to a maximum of 10.

Alicorns get 16 allocable points and each skill can only be upgraded to a maximum of 20.

All earth ponies get a bonus 4 allocable skill points upon creation.

Step 8: The Finishing Touches

This is the point where the PC puts in the details about who her pony is.

- **Name:** It is usually best to have a name that is easy to remember for the benefit of the other PC's. There's nothing more annoying than a player who winds up calling one of her fellow companions "Hey you" or by some other derivative. Put some effort into your character's name because the more memorable the name, the better.
- **Sex:** For adults, females are called mares while males are called stallions. Little ponies are collectively called foals, but to be more gender specific, females are called fillies while males are called colts.
- **Physical Appearance:** What does the pony look like? What color are her coat, mane, and tail? What is her eye color? What does she wear? Is she fat or thin? Does she have any physical markings such as scars or tattoos?
- **Personality:** What is this pony like? The pony needs to have a personality. She needs strengths and weakness of character. Whatever the pony's character is, make sure it is a part the player can role-play as.
- **Profession:** How does a pony earn her living? In an action/adventure game, the pony could have a class, which is the role she plays in a party.
- **Cutie Mark:** Cutie Marks are an important part of a pony's life. Earning a Cutie Mark is a coming of age right and reflects what makes her unique.
- **Background:** Try coming up with a backstory for the pony. A backstory not only shapes the PC's personality and long-term goals, but also helps the pony become memorable. Much like coming up with a good name, coming up with a good backstory is also something you should put serious thought into.
- **Possessions:** There's a starter limit to how much a pony is allowed to own upon creation. All of it can be in cash, or all of it can be in supplies, but on the whole, the sum total of all items and coins cannot exceed the starter limit without the GM's permission. Foal: 35 bits. Adult: 175 bits. Alicorn: 350 bits.

Optional Rule: Exchange Feats, Aptitudes and Skills: For further flexibility in customizing your PC's, the GM can allow the players to trade points in one area in exchange for points in another. In other words the players could trade in a feat, Aptitude points, or skill points in order to enhance another area. See examples below:

- Extra feats: Exchange 2 Aptitude points for 1 feat or 4 skill points for 1 feat.
- Extra Aptitude points: Exchange 1 feat for 2 Aptitude points or 2 skill points for 1 Aptitude point.
- Extra skill points: Exchange 1 feat for 4 skill points or 1 Aptitude point for 2 skill points.

Remember, these exchanges can only be done during character creation. Once the character is complete, all stats are final and all further advancement of the character is done through XP. See section on XP Experience Points for details.

Changing the Rules to Create a PC/NPC: Naturally, there may come a time that players would want to have some variances to the rules. For example, they may want to play as an ordinary earth pony, but still want to tackle alicorn level monsters. Or perhaps a PC wants to play as a younger and weaker alicorn. These changes can be easily done by following the guides for more powerful ponies or simply change how many Aptitude and

skill points can be allocated as well as the number of feats. So long as it's fair among all players and opponents they face, it should be okay.

Playing as Creatures Other Than Ponies: Some of the talking races of Equestria could be turned into a PC like a zebra, diamond dog, buffalo, etc. If the PC's want to play as alternate creatures, they can follow the rules for creating a pony and apply them to different creatures. Below are the base stats and traits of various creatures from the show that might be suitable as a PC. However, if players want to play as other creatures, they can read the trait listings from the list of monsters and follow the base stats of other ponies such as earth pony base stats for muscle bound creatures, pegasi base stats for flying creatures, unicorn base stats for magical creatures, etc.

However, while the other pony races are balanced, playing as other creatures might be unfair since he/she would be further ahead in power than the other PC's. This might not be a huge problem, but it is something the players and GM should keep in mind, especially when playing adventure games. If one race is so powerful, it easily outshines the other players, the GM might want to disallow players to play as that creature or encourage the other players to pick similarly powerful creatures. For example, the GM can disallow changelings as a PC, but if a player wants to play as a changeling, then the other players might want to be changelings too, just for the sake of keeping it fair for everyone. Or another option is to make use of XP Adjustments.

XP Adjustments: One possible option of evening the player's power levels is for the GM to enforce XP adjustments upon higher-level creatures. An XP adjustment is negative XP points that most non-pony PC's would have to fulfill before they can have any XP to spend on feats, Aptitudes, etc. It's kind of like starting out with a loan that has to be paid off and it has to be paid off before the creature can spend XP on anything else. Example: A changeling named Double-Trouble has an XP adjustment of -320. In one fight, he managed to win 12 XP, so his XP adjustment goes down to -308. He earns 18 XP in the next fight and his XP adjustment goes down to -290. This continues until Double-Trouble earns at least 320 XP in total, at which point he can finally earn XP he can spend on his stats from now on.

List of Base Stats for Non-Pony PC's

Buffalo PC

Base Stats: Strength: 3, Constitution: 3, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 1. XP Adjustment: -160

Traits: Equine Combat, Head-Butt, Skill Specialty, Bonus HP: Adult +8 HP and calf +4 HP, Bonus Feat: Heat Tolerance.

Changeling PC

Base Stats: Strength: 2, Constitution: 2, Agility: 1, Cleverness: 2, Intelligence: 1, Mentation: 1. XP Adjustment: -320

Traits: Equine Combat, Flight, Carriage Levitation, Spell Casting, Telekinesis, Transform, and Drain Love.

Cow/Bull PC

Base Stats: Strength: 3, Constitution: 3, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 1. XP Adjustment: -80

Traits: Equine Combat, Head-Butt, Bonus HP: Adult +8 HP and calf +4 HP, and Skill Specialty

Diamond Dog PC

Base Stats: Strength: 3, Constitution: 2, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 2. XP Adjustment: 0

Traits: Claw and Teeth Combat, Acute Sense of Smell, and Bonus Feat: Blind Sight

Donkey PC

Base Stats: Strength: 2, Constitution: 3, Agility: 2, Cleverness: 1, Intelligence: 1, Mentation: 1. XP Adjustment: -240

Traits: Equine Combat, Skill Specialty, Natural Armor: +2 AC, Bonus HP: Adult +8 HP and foal +4 HP, and Bonus Feats: Stave Off Death and Improved Natural Healing

Dragon (Baby) PC

Base Stats: Strength: 3, Constitution: 3, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 1. XP Adjustment: -80

Traits: Claw and Bite Attack, Breath Attack, Fireproof, and Natural Armor: +2 AC

Dragon (Adolescent) PC

Base Stats: Strength: 3, Constitution: 3, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 1. XP Adjustment: -160

Traits: Claw and Bite Attack, Breath Attack, Flight, Immune to the affects of fire, and Natural Armor: +4 AC.

Griffin PC

Base Stats: Strength: 2, Constitution: 2, Agility: 2, Cleverness: 1, Intelligence: 1, Mentation: 1. XP Adjustment: 0

Traits: Clawed Combat, Carriage Levitation, and Flight.

Minotaur PC

Base Stats: Strength: 3, Constitution: 2, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 1. XP Adjustment: -320

Traits: Hoof and Horn Combat, Natural Armor: +2 AC, Bonus HP: Adult +16 HP and calf +8 HP, and Bonus Feats: Stave Off Death and Improved Natural Healing.

Saddle Arabian PC

Base Stats: Strength: 3, Constitution: 2, Agility: 2, Cleverness: 1, Intelligence: 1, Mentation: 1. XP Adjustment: -80

Traits: Equine Combat, Bonus Feats: Swift Hooves and Heat Tolerance, and Skill Specialty

Zebra PC

Base Stats: Strength: 2, Constitution: 2, Agility: 2, Cleverness: 1, Intelligence: 1, Mentation: 2. XP Adjustment: 0

Traits: Equine Combat, Connection to the Earth, and Skill Specialty.

LIST OF TRAITS

Amphibious

Accessible to: mermaid, naga, Capricorn, etc.

Creatures with this trait can breathe both air and water. They can also swim underwater and walk on dry land at both their base speeds and their gallop speeds.

Aquatic

Accessible to: octopus, kraken, shark, etc.

Any creature with this trait is at home underwater. They can swim underwater at both their base speeds and their gallop speeds and they can breathe water. However, if they are taken out of their water environment, their speed is reduced to a maximum of 5 feet per round regardless of Agility and they begin to suffocate. See section on Suffocation under Hazards.

Acute Sense of Smell

Accessible to: diamond dog, fruit bat, timberwolf, etc.

As a free action, the monster can use a powerful sense of smell. A creature with this trait can smell the presence of other living creatures, typically from 30 feet away in normal wind, 60 feet upwind, and 15 feet down wind. Strong smells like smoke and garbage can be detected at twice the distance, and overpowering smells are detectable at thrice the distance. Smell adds a +10 bonus when tracking with the Wilderness Survival skill. Creatures with the Amphibious or Aquatic trait can use this power underwater.

Beast of Tartarus: A creature with this trait is a creature native to the underworld of Tartarus. All creatures with this trait automatically gain the Timelessness trait as well as immunity to all poisons and diseases.

Blind

Accessible to: gelatinous sphere, living cloud, living puddle, etc.

A creature with this trait is naturally blind, meaning they cannot see and are immune to all effects that affect sight. See section on Blindness/Deafness under the Hazards chapter for further details.

Bonus Feat

Accessible to: buffalo, minotaur, diamond dog, etc.

Some creatures are so proficient in a certain skill (usually based on culture or living conditions) that they get one or two bonus feats in addition to their usual feat limits. If the creature somehow loses this trait, then he/she also loses the feats.

Bonus HP

Accessible to: buffalo, donkey, golem, etc.

There are some creatures that are naturally more resilient than other creatures, granting them bonuses to HP. For living creatures, the bonus varies depending on level: foal level creatures get a +4 HP, adult level creatures get +8 HP, and alicorn level creatures get +16 HP. However, creatures that are constructs or undead can often get bonuses based on the material they're made of. If the creature somehow loses this trait, then he/she also loses the HP.

Breath Attack

Accessible to: dragon, chimera, etc.

Breath attacks are any kind of magical projectiles that are expelled from the mouth. If the monster breathes fire, those who are hit with the flames must also make an Agility roll (Difficulty: 15) or else she catches on fire. See section on Fire under Hazards for details. All breath attacks come in two varieties: line and cone.

Line: The monster expels a line of fire upon a single target. Although it is magical, it is considered a range weapon, and thus its attack rolls and damage rolls are modified by the attacker's Agility and it has a range of 10 feet per Agility score.

Cone: The monster expels a cone of fire on an area 10 feet per Agility level away, frying all within the area. Because it is considered an area attack, there are no attack rolls required and the damage is not modified by Agility. Instead, all those inside the blast area must make an Agility roll (Difficulty varies depending on the creature) to take half damage.

Carriage Levitation

Accessible to: pegasus, griffin, hippogriff, etc.

Whenever a pegasus is attached to a wagon, trailer, or carriage, she can cause it to levitate off the ground as she flies, encumbering the same restrictions as pulling a carriage on a flat road. However, this power only applies to the carriage and its contents/occupants. If any earth ponies or unicorns try to pull the carriage along with the pegasus or try to hang onto the sides, then the pony would wind up dangling, still bound by gravity, and would require a Strength roll to climb back into the carriage. The levitation lasts for as long as the carriage is still attached to at least one pegasus. If it is disconnected, it automatically falls to the ground.

Connection to the Earth

Accessible to: earth pony, zebra, etc.

All earth ponies have a strong connection to the Earth and all life that live on it, so much so that they get a +4 bonus whenever using Farming, Healing, Husbandry, Botany, Zoology, Herbalism, Gemology, and Cooking.

Construct Attributes

Accessible to: golem, homunculus, etc.

The creature is not alive but a magical or mechanical machine. As such, it has a Constitution score of 0 and is immune to fatigue, concussive damage, poison, and disease.

Once its HP reaches 0, it is destroyed. A construct cannot be healed with spells or the Healing skill. Instead, it has to be repaired with other skills. See section on Medical Treatment for the Non-Living under Combat. Because they have 0 Constitution, all constructs have the Damage Reduction trait, which reduces HP damage by half if the damage was caused by slashing weapons (swords, axes, etc.) and piercing weapons (bows and arrows, guns, etc.) but not against any other weapons (staffs, clubs, spells, fire, etc.) unless noted otherwise.

Crystal Magic

Accessible to: crystal pony

The natural shine of a crystal pony can grant them a number of magical abilities, which include the following:

- **Crystal Armor:** Crystal ponies get a +2 bonus to Armor Class.
- **Reflect Magic:** If a crystal pony is successfully hit with a spell, it affects the pony like normal. However, if she is able to resist the spell or the spell misses, then the pony has the power to redirect the spell back upon the caster. When that happens, the spell is treated as if the crystal pony cast the spell upon the caster at the same spell level and with the same enhancements but she uses her own Mentation score. The crystal pony can willingly suppress this power so she can receive beneficial spells. This protection is lost if the pony is unconscious or dead.
- **Reflect Light:** If a crystal pony holds up a light source, then the light's diameter is magically extended by 10 feet.
- **Blessing of the Crystal Heart:** If the crystal pony is standing within 100 feet of the Crystal Heart, then (as a full-round action) she can grant her crystal magic upon 10 different living (or animate) targets from no further than 100 feet away. The crystallization grants the bearer the Crystal Armor, Reflect Magic, and Reflect Light abilities as described above. The blessing will last for 10 minutes. Passing on this power to other crystal ponies or others who are already under the power of the blessing has no added benefit. This power cannot be used when the crystal pony is out of range of the Crystal Heart unless she has the Avatar of the Crystal Heart feat.

Damage Reduction

Accessible to: golem, zombie, vampire, etc.

Certain creatures have resistance to certain kinds of weapons. When hit with these weapons, the monster only receives half the amount of damage dealt. However, such creatures with damage reduction have some kind of weakness that causes them to sustain damage like normal. The most common creatures to have damage reduction are undead and constructs who take half damage from stabbing or piercing weapons but take normal damage from bludgeoning weapons, spells, acid, etc.

Deaf

Accessible to: gelatinous sphere, living cloud, living puddle, etc.

A creature with this trait is naturally deaf, meaning they cannot hear and are immune to all effects that affect hearing. See section on Blindness/Deafness under the Hazards chapter for further details.

Elemental Attributes

Accessible to: phoenix, windigo, elemental, etc.

Equestria has creatures that have a natural affinity to one of the four elements: fire, earth, air, and water. The benefit of this attribute is that they are naturally immune to their own element (except for earth elementals), even if it is magically created. The down side is that elementals are particularly vulnerable to natural or magical representations of the element they're weak against: In other words, fire beats air, air beats water, water beats fire. Earth is the exception because it is actually strong and weak against itself. For details, see below:

- Fire Elemental Attributes: Immune to all fire- and electric-based attacks. Water- or cold-based magic can cause an additional 3 points of damage to a fire elemental and they get a -5 penalty to Swim rolls. All fire elementals are immune to hyperthermia.
- Air Elemental Attributes: Immune to all air- and sound-based attacks and cannot be blown away by strong wind. Fire- or electric-based magic can cause an additional 3 points of damage to an air elemental.
- Water Elemental Attributes: Immune to all water- and cold-based attacks and cannot be swept away by strong water currents. Air-based and sound-based magic can cause an additional 3 points of damage to a water elemental and they get a -5 penalty to their Strength roll when resisting the effects of strong air currents. All water elementals are immune to hypothermia.
- Earth Elemental Attributes: Earth- or metal-based magic can cause an additional 3 points of damage to an Earth elemental and they get a -5 penalty to their Agility roll when resisting the effects of earthquakes.

There do exist some rare elementals like windigos that are actually combinations of one or more elements and tend to have unique weaknesses and strengths.

Unicorn magic has several elemental based magic that can be affective against elementals including: Pyrokinesis (fire), Electrokinisis (electricity), Aerokinesis (air), Audiokinesis (sound), Hydrokinesis (water), Cryokinesis (cold), Terrakinesis (earth), and Ferrokinesis (metal).

Equine Combat

Accessible to: pony (of all kinds), donkey, buffalo, etc.

If a pony is without a weapon, then she can fight using only her hooves and body such as kicking, stomping, crushing, bucking, stabbing with the horn, body slamming, or head-butting. No matter the method, all ponies can deal one 6-sided dice plus Strength of bludgeoning damage. The Improved Bare Hoof Combat feat adds +4 to attack rolls.

Fearsome Presence

Accessible to: ura major, questing beast, banshee, etc.

A monster with this trait is so large and terrifying that any pony that sees it must roll a Mentation roll (Difficulty varies. See individual monster descriptions for details), or else be frightened so much by the monster that she will want to flee from it. While terrified, the victim is unable to attempt any skills or cast any spells unless it's to aid her escape.

The panicked pony would also be too afraid to physically fight the monster, and when unable to escape, she will block or dodge attacks as opposed to fighting back. The fear effect lasts until the pony manages to get at least 100 feet away from the monster. This affect only works once per encounter. Creatures with an Intelligence score of 0 are immune to this fear effect. This power also doesn't work if the target cannot see the creature.

Fireproof

Accessible to: dragon, golem, etc.

This trait allows a monster to be unharmed by fire, whether it is natural, lava, or magically created. The monster cannot catch on fire unless wearing clothing or carrying equipment that is not fire retardant. If the equipment/clothing does catch on fire, it only harms the items, not the monster. This invulnerability to fire is typically because of fireproof natural armor or because the monster is made of fire resistant materials. Creatures with this trait can still be hurt by electricity and explosives.

Flammable

Accessible to: timber wolf, rapid rhododendron, zombie, etc.

A monster with this trait takes additional 4 points of damage from fire or fire-based attacks and receives a -2 penalty to its Agility rolls to resist catching on fire or to put out a fire. This vulnerability typically applies to monsters made of dry and flammable materials.

Flight

Accessible to: pegasus, griffin, changeling, etc.

All pegasi and other flying creatures can fly as fast as they can trot or gallop on land. When it comes to flying physics, this game tends to be loose with realism. However, that doesn't mean there aren't restrictions and rules. To take off, a pegasus can easily just rocket off the ground at will. Landing is equally easy so long as she's landing on a solid and stable surface. No matter the action, flying requires just as much focus as walking, so if a pony were to fall unconscious mid flight, she would plummet to the ground. Flight follows the same restrictions when it comes to fatigue and carrying capacity just like with trotting or galloping. While in the air, a pony can do any of the following actions as a simple action.

- **Powered Flight:** This is where the pegasus is exerting her energy to fly, allowing her to fly quicker than her base speed, following the rules for galloping. See section on Galloping under Movement for details.
- **Hover:** This is where the pony remains suspended in the air, but uses as much effort and focus as trotting. While hovering, a pony can more easily use a skill, an item, or a weapon. Hovering follows the same rules regarding fatigue as trotting. See section on Fatigue under Weights and Measurements for details.
- **Dive:** A pegasus can plummet toward the ground in a controlled flight, falling at twice her speed unless flying against strong winds.
- **Ascend:** A pegasus can use powered flight to climb directly upward at half her speed.

- **Cloud Walking:** All pegasi and other flying creatures can walk on clouds just as easily as solid land. They can also move clouds no larger than 10 cubic feet to anywhere in the sky over 10 feet off the ground or water. To move large clouds, there needs to be other pegasi to help (at least one per 10 cubic feet of cloud). To manipulate the clouds into raining, the pegasus needs the Control Weather skill. To shape the clouds into physical structures, the pegasus needs the Shape Cloud skill. Creatures with the Small Size trait can only manipulate clouds 5 cubic feet in size while creatures with the Giant Size trait can manipulate clouds double their size.

Gaze Attacks

Accessible to: cockatrice, medusa, etc.

As a free action, a monster can magically affect any pony who tries to look into the eyes of the creature they are staring at. To avoid the effects of the gaze attack, the pony can avoid eye contact, but suffer a -4 penalty to attack rolls and AC in doing so. The monster is not affected by its own gaze attack if it looks at its own reflection.

Giant Size

Accessible to: ursa major, kraken, roc, etc.

Most monsters have a reach of 0 and a size of 5 cubic feet like a pony does. However, some monsters can have larger sizes and longer reach. A monster's size is sometimes measured in cubic feet (example: 40 cubic feet means 40 feet long, 40 feet wide, and 40 feet high). Monsters with more varying size increments tend to be listed in this order: length x width x height. (example: 40 feet x 50 feet x 30 feet means 40 feet in length, 50 feet in width, and 30 feet in height). A monster's reach can be extended to up to 10 feet for large creatures, although it can be longer than that if the creature has long appendages such as tentacles. With a longer reach, a monster can attack an opponent at a greater distance with natural abilities and short-range weapons. Creatures with this trait will receive a -2 size penalty to AC.

Incorporeal

Accessible to: ghost, banshee, specter, etc.

All incorporeal monsters are not solid, meaning all physical objects will harmlessly pass through them. This also means they cannot physically manipulate solid objects except through telekinesis. The only way to manipulate or harm an incorporeal monster is through other incorporeal creatures or objects, telekinesis, or magic. When an incorporeal creature is destroyed, it does not leave behind a body. It instead fades away into nothingness.

Innate Magic

Accessible to: phoenixes, windigoes, elementals, etc.

There are some creatures who have such a strong affinity for one or more spells that they automatically gain 1 spell level to those spells. What the spell(s) is/are varies between different creatures, and the creature has the option to raise the level of the spells it knows by adding allocable skill points into them. This trait does not give the creature the ability to learn any other spells or use any feats that have the Spell Casting trait as a prerequisite.

If the creature somehow loses this trait, then he/she also loses the spell levels he/she previously had.

Invisibility

Accessible to: invisible wall, ghosts, etc.

A monster has the power to turn invisible as a full-round action and maintain that invisibility for as long as it wants, gaining a +4 bonus to Initiative while invisible. If a pony tries to attack an invisible creature, she gets a -6 penalty to attack rolls and loses her Agility bonus to AC when attacked. To turn visible again also requires a full-round action. See section on Invisibility under Hazards for more details on the effects of invisibility.

Levitation

Accessible to: ghost, banshee, specter, etc.

An apparition with this trait can move about through the air with nothing more than a thought. Moving requires no physical effort on the creature's part and even if the creature were to be left unconscious, it would remain suspended in the air. No Aerobatics rolls are required since the creature can will itself to appear where it wants. While levitating, the creature can still be pushed and moved about by outside forces. Creatures that can levitate also have the power to walk on clouds as if it is a solid surface. Levitating is considered a simple action during combat.

Multiple Heads:

Accessible to: hydra, Cerberus, orhrus, etc.

Having more than one head means there's more than one consciousness at work, allowing for more efficient multitasking. On its turn during combat, the creature can do one standard action per head or two simple actions per head (or a combination of both), although the creature cannot do the same simple action more than once during a turn. The creature can only do one full-round action during its turn. Having multiple heads also improves its senses, granting a +2 bonus per head to its Perception rolls. If one of the creature's heads is cut off, then its bonuses will proportionally reduce. If the creature loses all but one head, then it loses all of its bonuses. See section on Breaking Objects and Bones under the Combat chapter for details.

Natural Armor

Accessible to: dragon, golem, etc.

Creatures with extra tough hides or made of hard material get natural bonuses to their AC.

Night Vision

Accessible to: fruit bat, troll, timberwolf, etc.

A monster with this power can see in dim light for up to 80 feet, darkness from up to 50 feet, and pitch-black from up to 10 feet. See section on Darkness under Hazards.

Ooze Attributes

Accessible to: gelatinous sphere, living puddle, living cloud, etc.

All oozes are amorphous blobs of slime that slither around and feed on organic life. Their only means of attack is to use a Grapple roll on opponents. Once it has an opponent, the

victim will sustain severe acid damage as she is digested inside its body. Oozes have a Constitution, Intelligence, and Cleverness score of 0 and it is immune to fatigue, concussive damage, poison, and disease. Once its HP reaches 0, it is destroyed. The oozes cannot be healed with the Recovery spell or the Healing skill. However, it can rapidly heal one 6-sided dice of damage every six hours. Oozes cannot be harmed by any kind of physical attacks. If cut in half with a slashing weapon, the two halves can move independently and reform together or grow into two separate entities after a week. The only way to kill ooze monsters is with magic, acids, incendiary attacks (bombs, fire, electricity, etc.), and intense heat. Because all oozes have no solid shape, they can squeeze through any tight space. All oozes are inherently have the Blind and Deaf traits and hunt for food through touch and smell.

Regeneration

Accessible to: ursa major, troll, lycanthrope, etc.

As a free action, a monster can naturally heal itself. A monster with this power is immune to Aptitude score loss, concussive damage, poison, and disease and can constantly heal itself whenever it has taken HP loss. At the end of every round, it heals a set amount of HP so long as it is still alive, however, monsters have different rates of regeneration as indicated in the monster's description. If the monster's limbs are ever cut off, it can spend one full-round action to reattach the limb by placing it against the stump or it can wait one 6-sided dice in hours for the limb to fully grow back on its own, leaving the severed limb to rot naturally. Cutting off the monster's head, drowning it, or any other affect that would instantly kill other creatures would only paralyze the monster until the condition is fixed (Ex: the head is reattached, the monster is taken up where there's air, etc.).

Seismic Sense

Accessible to: gelatinous sphere, invisible wall, etc.

As a free action, a monster with this power can sense the location of any creature or object within range by feeling the vibrations in the ground. The monster can sense anything that is touching the ground from as far away as 10 feet per Mentation score. It is able to determine the current location and size of the creature but nothing else. This power can also determine topography such as identifying cliffs, bodies of water, plants, etc. Creatures that are not touching the ground are undetectable through seismic sense. The monster also cannot use seismic sense when it is not touching the ground.

Skill Specialty

Accessible to: earth pony, donkey, zebra, etc.

Earth ponies are far more versatile and more concentrated on skills than other ponies. As such, all earth ponies get one bonus feat and 4 bonus allocable skill points upon creation. In addition, if XP is distributed with the Calculated Method, the pony will obtain two bonus allocable skill points every time she earns 80 XP. If using the Loose Method, the pony earns two skill points either every time the GM awards her two Aptitude points, four skill points, one feat, or purely at the GM's discretion. See section of on XP Experience Points for details.

Small Size

Accessible to: homunculus, will-o'-the-wisp, etc.

Most monsters have a reach of 0 and a size of 5 cubic feet like a pony does. However, some monsters can have smaller sizes. A character's size is sometimes measured in cubic feet (example: 2.5 cubic feet means 2.5 feet long, 2.5 feet wide, and 2.5 feet high).

Monsters with more varying size increments tend to be listed in this order: length x width x height. (example: 3 feet x 4 feet x 2 feet means 3 feet in length, 4 feet in width, and 2 feet high). However, their small size can enable more than one to fit in one 5 cubic foot square and fit through small openings. All small monsters have a reach of 0 ft. Creatures with this trait will receive a +2 size bonus to AC.

Spell Casting

Accessible to: unicorn, changeling, alicorn, etc.

All unicorns have the option to learn spells. With each spell they learn, they can store spell points in their heads to power more powerful magic. (See section on Magical Spells and the List of Magical Spells. See List of Feats for feats that can modify spells.)

Swallowed Whole

Accessible to: ura major, kraken, roc, etc.

Monsters that are at least 20 cubic feet in size and have large mouths can swallow creatures that are small enough for it to ingest. Typically that means the swallower has to be at least 4 times larger than the target. Example: a monster who wants to swallow a pony that fits into a 5 cubic feet square would have to be large enough to fit a 20 cubic feet square. To swallow whole, the monster must first make a successful Grapple roll. If the Grapple fails, then the pony manages to break free of the monster's mouth without harm, but if the Grapple succeeds, then the pony is swallowed, sustaining two 8-sided dice of crushing damage before hitting the stomach. Whilst there, the pony will suffer one 8-sided dice of damage per round from stomach acid and will be at risk of suffocation since there is no air in the stomach. If she has a sword or some sort of slashing weapon, she can cut her way out of the stomach (AC 20) and if she manages to kill or inflict 25 points of damage upon the monster before dying, then the pony successfully cut herself free. If the pony manages to free herself, the opening in the monster's stomach will close automatically by muscular action, forcing any pony else who gets swallowed to cut a new way out. For every 20 cubic feet of space the monster takes up, it can only hold 5 cubic feet in its stomach. If it tries to swallow more than its stomach can hold, then the monster automatically regurgitates all that it had swallowed.

Telekinesis

Accessible to: unicorn, changeling, alicorn, etc.

This power is the most versatile power that unicorns can use. So much so that most of them don't learn any other form of magic. Telekinesis allows them to manipulate objects by magically levitating objects off the ground without touching it. Manipulating objects with telekinesis follows the same rules as manipulating objects with brute strength (that includes rules concerning fatigue and carrying capacity) but with two differences: Instead of using Strength, telekinesis uses the unicorn's Mentation score and objects can be manipulated at a range of 10 feet per Mentation score. Multiple objects can be held at once, but the weight of each object is added together when determining weight

classification and each item has to be within range. Mentation can only replace Strength when it comes to attempting skill rolls, using short-range weapons, and moving heavy objects. For example, a unicorn can telekinetically wield a sword, using her Mentation instead of Strength to modify its attacks and damage, but if she is using a bow and arrow, all attacks attempted and all damage dealt with that bow and arrow is modified by Agility only. For more details on what can be done with telekinesis, see below:

- **Moving Objects:** A unicorn can move, throw, push, or lift any solid and inanimate objects. Liquids, gases, and other non-solids cannot be manipulated. To manipulate other living or animate creatures, the unicorn must use the Grapple, Trip, or Disarm skills (see each skill descriptions for details)
- **Using weapons and skills:** To use skills or any kind of hand-held weapon, it has to be done within the reach of the unicorn (0 feet away). This is for two reasons: First of which, in order to perform a skill, the pony has to be close enough to see what she is doing whether it be sewing, cooking, healing, etc. The second reason is because there's more finesse possible up close. At a distance, a pony has limited control and can only perform very forceful actions such as the Grapple, Trip, and Disarm skills. Up close, a unicorn can perform much more precise and delicate actions. No more is this truer than with weapons. A pony can use a weapon with telekinesis, and in doing so, she can replace her Strength score with her Mentation score. However, she must be close enough to see how her weapon is being held and to take careful aim. If she moves the weapon away from her body, she loses all attack roll bonuses from weapon proficiency feats and she incurs a -2 penalty to attack rolls for every 5 feet away she tries to swing her weapon.
- **Using telekinesis as an attack:** Telekinesis is a power that involves a unicorn using her force of will to hold, push, or lift. However, to concentrate one's telekinetic powers to inflict harm is a power that requires certain feats such as the Telekinetic Crush. However, a pony can still inflict harm by telekinetically throwing objects. See section on Throwing Objects under Combat.
- **Manipulating One's Self:** A unicorn cannot use telekinesis to manipulate herself unless she has the Psychokinetic Levitation feat.

Timelessness

Accessible to: alicorn, windigo, etc.

All alicorns and spirits are not subject to the flow of time, enabling them to live for millennia. Once the alicorn reaches adulthood, she never ages any further. As such, she is immune to the affects of ageing.

Undead Attributes

Accessible to: zombie, ghost, vampire, etc.

The creature is not alive but a magically animated corpse or a spirit of the dead. As such, it has a Constitution score of 0 and is immune to fatigue, concussive damage, poison, and disease. Once its HP reaches 0, it is destroyed. The undead cannot be healed with the Recovery spell or the Healing skill. Instead, it has to be healed with the Necromancy spell. See section on Medical Treatment for the Non-Living under Combat. Because they have 0 Constitution, the majority of undead have the Damage Reduction trait, which

reduces HP damage by half if the damage was caused by slashing weapons (swords, axes, etc.) and piercing weapons (bows and arrows, guns, etc.) but not against any other weapons (staffs, clubs, spells, fire, etc.) unless noted otherwise. The only exception is incorporeal undead (ghosts, specters, banshees, etc.), which have no physical body to begin with and thus has no damage reduction.

Wild Creature Attributes

Accessible to: cat, dog, bird, etc.

Animals with this trait typically live as domesticated pets or living in the wild where they hunt and forage off the land. Either way, they tend to rely on the care of ponies to maintain the environment. However, there do exist various other fanciful animals and beasts who also live as wild animals despite their magical abilities and supernatural characteristics. Animals cannot talk but instead can chirp, squeak, bark, or do whatever vocal noise it can to communicate. Such noises are unintelligible to any creature without the Wild Creature Attributes, unless they can speak the Faunal language through the Linguistics skill.

Creating Traits

All traits need to be something innate and typically a power that can be easily learned through practice (kind of like how a foal learns to walk and talk) or be a weakness or bonus that is common for the race of the character.

LIST OF FEATS

Acrobat

This feat provides a +4 bonus to Gymnastics, Aerobatics, and Catch skill rolls.

Acrobatic Steps

Prerequisites: 7 level or higher Agility score.

A pony with this feat can walk through up to 20 feet of difficult terrain per round without any penalties or risks as if walking on flat ground.

Adeptness

This feat grants +4 bonus to allocable skill points. This feat can be taken multiple times, increasing the bonus each time. Each skill cannot exceed maximum skill level allotment.

Alertness

Gain a +4 bonus to Perception, Outwit, and Precognition rolls.

Animal Companions

Prerequisites: 1 level or higher Animal-Handling score.

The use of this feat can train any one domesticated animal to be his/her loyal companion. That animal will willingly do any task its owner wants it to do without needing to do an Animal-Handling roll, so long as the task doesn't involve doing anything the animal wouldn't normally do (commit suicide, run head on into a fire, etc.). If forced to do so,

then the owner must make an Animal-Handling roll (Difficulty varies depending on the severity of the task, typically 15-25) or else the animal will abandon its owner. The pony can only have one animal companion, but can possess multiple animal companions by acquiring this feat more than once. If an animal dies or runs away, the pony can acquire another animal companion. The trainer can only have a creature with the Wild Creature Attributes trait as an animal companion. To turn a wild animal into a new companion, the pony must first make an Animal-Handling roll.

Apple Family Traditions

Prerequisites: Must be born or raised into the Apple Family.

All members of the Apple Family are highly adept with apples. As such, they get a +4 bonus to Farming and Cooking skill rolls that pertain to apples.

Archery

This feat grants the pony attack bonuses (and triple damage from critical hits for most weapons) to bows and arrows.

Athlete

This feat gives a +4 bonus to Climb, Swim, and Outmuscle skill rolls.

Athletic Pony

This feat grants +2 bonus to Agility. This feat can be taken multiple times, increasing the bonus each time. Cannot exceed maximum Aptitude allotment.

Avatar of the Crystal Heart

Prerequisites: 5 level or higher Mentation score and Crystal Magic trait.

As a full-round action, a crystal pony can use the Blessing of the Crystal Heart ability from anywhere without being near the Crystal Heart. This feat can only be done once per day per Mentation score, it can only affect one target per Mentation level, has a range of 5 feet per Mentation level, and will only last one minute per Mentation level. See Crystal Magic under the section on Traits for details.

Aviation

Prerequisites: 1 level or higher Aeronautics score

This feat allows a pony to fly any kind of machined aircraft whether it is an airplane, a helicopter, a dirigible, etc. Any kind of physical stunt work in the air requires the Aeronautics skill.

Axe Proficiency

This feat grants the pony attack bonuses (and triple damage from critical hits for most weapons) to axes.

Bard's Knowledge

Prerequisites: Bard's Song feat.

A bard can grant herself a bonus +10 to any roll that uses Intelligence. This feat can only be used once per day per Cleverness level.

Bard Songs

Prerequisite: 1 level or higher Music score and Musical Instrument Proficiency feat.

As a full-round action, a bard can enchant her targets with the magic of music. To use this ability, the bard must first have access to a bard's instrument (to learn more about bard's instruments, see section on Musical Instruments under the Shopping chapter), have the proper Musical Instrument Proficiency feat to play said instrument, and have a Music score of 1 or higher.

The bard can only play a song once per day for every Music level she has (Ex: A Music level of 5 means that she can play a bard song 5 times a day) with the exception of Song of Suggestion and Song of Mass Suggestion (see below for details). A full night's sleep restores her daily limit to maximum.

Once the song is started, the bard can keep the song going for as long as she can still play without needing to take any actions other than free actions. The song's effects will only end if the bard stops playing or if she is unable to play the song any more such as being knocked out, killed, paralyzed, etc.

The bard can choose to affect one target per Cleverness level (including the bard playing the song, if wished) at a distance of 10 feet per Cleverness level. To resist any of the effects of a song, the targets must make a Mentation roll against the bard's Cleverness roll. The songs require that the target be able to hear the song and see the bard in order to take effect so blind and/or deaf creatures are immune. Creatures with an Intelligence score of 0 are immune to Bard Songs.

At first, the bard may not have access to all of the bard songs because each song has a minimum Music level that the bard must meet in order to be able to play the song. For example, with a Music level of 1, the bard can play Countersong, Song of Mesmerization, and Song of Courage. With a Music level of 5, a bard could play Song of Courage and Song of Suggestion. With a Music level of 7, the bard can play Song of Fear, etc.

- **Countersong:** Music level 1. This song can be used to dispel the music of another bard using Bard Songs. The two bards must make a Music roll, and the highest number is the winner.
- **Song of Mesmerization:** Music level 1. Those affected by the song will be entranced by the bard and unable to take their eyes off of her. While entranced, the targets get a -4 penalty to their Perception rolls. If the targets are ever attacked while entranced, then they get another Mentation roll against the bard's Cleverness roll to resist. While the targets are entranced, the bard also has the option to use Suggestion and Mass Suggestion below, which are the only songs that can be used without spending the bard's daily allotment of songs, but if the roll fails, then the bard cannot use the song again unless she ends the Song of Mesmerization and replays it.
 - **Song of Suggestion:** Music level 5. The bard can cast the Suggestion spell on any one of the targets she has mesmerized at the same spell level as her

Music level. The target can resist the effect by rolling a Mentation roll against the bard's Cleverness roll.

- **Song of Mass Suggestion:** Music level 10. The same as the Suggestion song above, except it can affect all mesmerized targets at once.
- **Song of Courage:** Music level 1. The party receives a +1 bonus to attack and damage rolls as well as on any saving throws to resist fear effects. The bonus lasts for as long as they can still hear the song and are within range of the bard. If the bard has a Music level of 5 or higher, this raises the bonus to +4.
- **Song of Confidence:** Music level 5. The party receives a +2 bonus to all skill rolls. The bonus lasts for as long as they can still hear the song and are within range of the bard. If the bard has a Music level of 10 or higher, this raises the bonus to +4. If the bard has a Music level of 15 or higher, this raises the bonus to +6.
- **Song of Fear:** Music level 7. This song causes the targeted enemies to feel an uncontrolled fear of the bard as if she has the Fearsome Presence trait. The targets can resist the effect by rolling a Mentation roll against the bard's Cleverness roll.
- **Song of Healing:** Music level 9. If the bard can keep the song going for four rounds, then the song will magically heal two 6-sided dice plus Cleverness of HP loss. After that, the song has ended and does no further bonuses if the bard continues to play the song.
- **Song of Heroes:** Music level 10. The party receives a +4 bonus to saving throws and to AC as an Agility bonus. The bonus lasts for as long as they can still hear the song and are within range of the bard.
- **Song of Death:** Music level 15. The bard can cause so much sorrow and joy with just her music upon one target that the target can actually die instantly. The target can resist the effect by rolling a Mentation roll against the bard's Cleverness roll. This song can only affect one target at a time.

The bard cannot play more than one song at a time and these songs cannot be played on any instruments without the proper enhancements. See section on Music under the List of Skills chapter for more details on how playing instruments is done.

Bleeding Critical Hits

Prerequisites: 7 level or higher Strength score.

When making a successful critical hit on an opponent with a sword or other slashing weapon, the opponent must make a Constitution saving throw (Difficulty 15) or else she will become badly injured to the point that she sustains two 6-sided dice of damage on the round hit and every other round afterward. The bleeding can only be stopped with medicinal herbs and a Healing skill roll (Difficulty 15) or with a healing spell.

Blind Sight

A pony with this feat is so adapt at working in darkness that she is unaffected by the AC and attack penalties caused by blindness, darkness, or invisible opponents, but does not prevent any other problems such as being unable to read, do Perception rolls to see, etc. See sections on Blindness/Deafness, Darkness, and Invisibility under Hazards.

Blinding Critical Hits

Prerequisites: 10 level or higher Strength score.

When making a successful critical hit on an opponent, your opponent must make a Constitution saving throw (Difficulty 15) or else become permanently blinded. The blindness can only be reversed with medicinal herbs and a Healing skill roll (Difficulty 15) or with a healing spell. This feat has no effect on creatures that don't use their eyes to see.

Brawny Pony

This feat grants +2 bonus to Strength. This feat can be taken multiple times, increasing the bonus each time. Cannot exceed maximum Aptitude allotment.

Canterlot Graduate

Prerequisites: Spell Casting trait.

The best magic schools in Equestria can be found in Canterlot. As such, all unicorns who have learned magic in a Canterlot school gain a +2 bonus allocable points to any of their spells, and a +1 bonus to Mentation.

Cleave

If a pony manages to reduce an opponent's HP to below 1 with a short-range weapon, then (as a simple action) she gains an additional attack on any one opponent within range in the same round.

Club Proficiency

This feat grants the pony attack bonuses (and triple damage from critical hits for most weapons) to clubs, mace, and hammers.

Cold Tolerance

A pony who is used to a cold and snowy climates can gain an additional 30 minutes to resist the effects of hypothermia. That bonus is reduced to 1 minute if submerged in water. See section on Cold Weather under Hazards.

Deadly Strike

Prerequisites: One of any kind of weapon proficiency feat.

A pony's chances of dealing critical damage with her favored weapon increases by allowing a critical hit when rolling a 20 or a 19 on the dice roll. This bonus only applies to using a weapon with the proper weapon proficiency feat (Archery for bows and arrows, Swordplay for swords, Improved Bare Hoof Combat for using bare hooves, Spell Precision for spells, etc.). If the pony is using a weapon without the proper weapon proficiency feat, then she can only roll a crit when rolling a 20 like normal. See section on Critical Hits under Combat for details.

Deafening Critical Hits

Prerequisites: 10 or higher Strength score.

When making a successful critical hit on an opponent, your opponent must make a Constitution saving throw (Difficulty 15) or else become permanently deafened. The

deafness can only be reversed with medicinal herbs and a Healing skill roll (Difficulty 15) or with a healing spell. This feat has no effect on creatures that don't use their ears to hear.

Deflect Projectiles

A pony with this feat gains a +4 to AC if she is attacked with a ranged weapon. This bonus does not apply if the pony is taken by surprise, immobilized, unable to see the projectile, or the projectile is a spell or too large to deflect (boulders, cannon balls, etc.)

Earthen Spiritualist

Prerequisites: Connection to the Earth trait.

An earth pony with this feat can double the bonuses granted by her Connection to the Earth trait to +8.

Encryption

Prerequisites: 1 level or higher Linguistics score.

A pony with this feat is skilled at disguising her written messages so that only one other can read it. Once the message is written, only the one whom the message was written for can read it, which she can easily do so long as she has the Encryption feat. If someone tries to read the message without the Encryption feat or read a message not intended for her, then the reader must make a Linguistics roll against the writer's Linguistics roll. If the reader wins, then she successfully decrypted the message. If the reader loses, then the message is unintelligible. Retries are not possible.

Extend Spell Duration

Prerequisites: Spell Casting trait.

At the cost of one additional spell point, a unicorn could double the duration of any one spell. For example, Bubblegum has a 3th level Enchant spell. If she spends one spell point, she can cast the spell with a duration of three minutes, but if she spends two spell points, she can extend the duration to six minutes.

Extend Spell Range

Prerequisites: Spell Casting trait.

At the cost of one additional spell point, a unicorn could double the range of any one spell. For example, Bubblegum has a Mentation score of 5. If she spends one spell point on an Enchant spell, she can cast the spell at a range of 25 feet, but if she spends two spell points, she can extend that range to 50 feet.

Extend Telekinesis

Prerequisites: Telekinesis trait.

A unicorn with this feat can use it to double the range of her telekinetic powers.

Extraordinary Resilience

Prerequisites: 7 level or higher Constitution score.

Any pony with this feat is automatically immune to all diseases and poisons, including magical ones.

Evasion

Prerequisites: 5 level or higher Agility score.

With any kind of explosive or spell that blows up an area, normally (instead of making an attack roll) those who are caught in the blast make an Agility roll, and on a successful roll, thus sustain half damage instead of avoiding it. With this feat, the PC is so fast and nimble that she can avoid damage completely (as a simple action) upon a successful Agility saving throw but will still take damage like normal on a failed roll. In order to use Evasion, the pony must be able to move and she cannot be wearing any armor heavier than padded armor.

Far Shot

Prerequisites: Either Archery feat, Firearms feat, or Throwing Weapon Proficiency feat.

As a full-round action, a pony can use this feat to extend the maximum range of any ranged weapon she is using except spells. Before making an attack roll, she must make an Agility roll (Difficulty 10 + 1 for every 5 foot increase). If she fails the roll, then the shot is an automatic miss. This feat cannot be used at the same time as the Multiple Shots feat within the same round. In order to use this feat, the pony must also have the appropriate weapon feat depending on the weapon used (Archery for bows and arrows, Firearms for pistols and muskets, and Throwing Weapon Proficiency for all throwing weapons).

Firearms

This feat grants the pony attack bonuses (and triple damage from critical hits for most weapons) to pistols and muskets.

Flurry of Blows

Prerequisites: Improved Bare Hoof Combat feat or Improved Claw Combat feat and 7 level or higher Agility score.

When attacking with her bare hooves (or any other appendages for non-equine creatures), a pony is so fast and so precise that she can make two attack rolls. This feat does not work if the pony is using any weapons.

Gift of Gab

Prerequisites: 1 level or higher Linguistics score.

This feat provides a +4 bonus to Linguistics rolls. The user also gains the ability to learn two additional languages.

Greater Feint

Prerequisites: 5 level or higher Bluff and Intelligence score.

The user is so good at feinting that on a successful feint attempt, she can cause an opponent to overreact to the feint, causing the opponent to not only lose her Agility bonus to AC when the liar attacks, but the penalty will also last until her next turn, even while other characters attack her. See Bluff under the List of Skills for details on how feinting works.

Greater Initiative

This feat grants +4 bonus to Initiative during combat. This feat can be taken multiple times, increasing the bonus each time.

Heat Tolerance

A pony who is used to a hot and dry climates can gain an additional 30 minutes to resist the effects of hyperthermia. That bonus is reduced to 10 minutes if over exerting one's self or wearing thick clothing. See section on Hot Weather under Hazards.

Hoof-to-Hoof Combat

Prerequisites: Equine Combat trait and 5 or higher Strength and Mentation score.

Any character with the Equine Combat trait can obtain this feat to train in unarmed hoof combat. Upon selecting this feat, the character chooses any two of the attacks below. All of these attacks can be done without weapons. This feat can be taken multiple times, choosing another attack each time. Each of these attacks requires one standard action to use and two attacks cannot be done at the same time.

- **Force Punch:** With a burst of motion, a pony could create a concussive force of wind so strong, it could be used to inflict damage from a distance of 10 feet per Agility score, causing one 4-sided dice plus Agility of damage. This power cannot be used underwater or in airless environments.
- **Furious Hooves:** The pony sacrifices defense for offense by resorting to swift and powerful attacks. The pony's attack damage increases to one 10-sided dice plus Strength of damage, but her AC drops by -4. This penalty lasts until her turn in the next round.
- **Immovable Stance:** A pony uses her strength for both forceful attacks and strong blocks. The pony's attack increases to one 8-sided dice plus Strength of damage, and her AC rises by +1. This bonus lasts until her turn in the next round.
- **Knockout Punch:** While only using her bare hooves, this attack allows the pony to inflict one 12-sided dice plus Strength of concussive damage. See section on Concussive Damage under Combat for details.
- **Light Hooves:** The pony sacrifices offense for defense by resorting to acrobatic dodges. The pony's attack decreases to one 4-sided dice plus Strength of damage, but her AC rises by +4. This bonus lasts until her turn in the next round.
- **Slowing Touch:** If the opponent is successfully hit with this attack, the attack will reduce the opponent's base speed by 5 feet. Roll one 4-sided dice and the number rolled indicates how long the penalty lasts in rounds.

Hoof-to-Hoof Combat (Advanced)

Prerequisites: Must be an earth pony, pegasus, unicorn, or alicorn, Equine Combat trait, Hoof-to-Hoof Combat feat, and 7 or higher Strength and Mentation score.

Upon taking this feat, the pony obtains one new attack based on her race: unicorns get Chi Strike, pegasi get Skydive Driver, and earth ponies get Touch of Death. If an alicorn takes this feat, then she can choose any one of the attacks below and can obtain other attacks by taking this feat multiple times. Each of these attacks requires one full-round action to use and two attacks cannot be done at the same time.

- **Chi Strike:** Unicorn only. A unicorn can train to focus her magic for offensive strikes. When attacking with her hooves at 0 feet range, instead of rolling an

attack roll, she rolls a Mentation roll against her opponent's Mentation roll. If she wins the roll, then the chi she channels through her strike will bypass the opponent's armor and cause an instant hit of two 12-sided dice plus Mentation of damage.

- **Skydive Driver:** Pegasus only. While in the air or on the ground, a pegasus can grab an opponent with a Grapple roll. If she manages to hold onto the opponent, she then plummets to the ground with her opponent in her grasp and crashes her opponent into the ground, causing four 6-sided dice plus Strength of damage. If this move is done on the ground, the pegasus must lift off 30 feet off the ground before crashing down, otherwise the attack cannot be attempted.
- **Touch of Death:** Earth pony only. Earth ponies who normally have the power to treat the sick and injured can also use that same power to inflict serious harm. If the pony successfully inflicts damage to an opponent with her hooves, the opponent must make a Constitution roll (Difficulty 10 + the attacker's Mentation level) or else suffer from the effects of the touch. This attack causes serious harm to the nervous system of a target. If the target fails the roll, she sustains one 8-sided dice of damage. For each round, she must keep making a Constitution roll. If she succeeds, she recovers from the effect, but if she fails, she takes even more damage. This is not a poison or disease so Healing rolls can't undo the effect. This attack has no effect on creatures with 0 Constitution.

Ice Skating

A pony with this feat (as well as a pair of ice skates) can easily glide across any solid ice, moving at twice her base speed and gallop speed. This feat also negates the risk of falling through thin ice.

Improved Bare Hoof Combat

Prerequisites: Equine Combat trait.

A pony gains a +4 bonus to attack rolls whenever attacking with just her bare hooves.

Improved Claw Combat

Prerequisites: Any kind of trait that allows a monster to make a short ranged, non-magical attack with appendages that ponies don't have such as claws, fanged teeth, horns, hands, etc.

A monster gains a +4 bonus to attack rolls whenever attacking with just her claws, fists, teeth, tentacles, or whatever counts as her primary natural attack.

Improved Natural Healing

A pony with this feat can heal faster on her own. Everyday, she heals three 6-sided dice plus Constitution score of HP, 3 points of Aptitude score loss, and broken bones take only one week to heal. This feat does not enhance any kind of healing from magic or skills.

Ingenious Pony

This feat grants +2 bonus to Cleverness. This feat can be taken multiple times, increasing the bonus each time. Cannot exceed maximum Aptitude allotment.

Jack of All Trades

Prerequisites: 5 level or higher Cleverness score.

A pony with this feat is so adept and clever that she can roll for any skill that is **trained only** despite not having a level in that skill. This ability can only be done once a day per Cleverness score over 4. Example: A Cleverness score of 5 grants one attempt per day, a Cleverness score of 6 grants two attempts per day, a Cleverness score of 7 grants three attempts per day, etc.

Even with this feat, however, that does not enable the user to attempt any tasks that require a 1 or higher skill level as specifically outlined in the instructions for the skill. Example: a pony can't learn temporary spells with the Spell Craft skill, can't make a permanent spell with the Spell Permanency skill, etc.

Knockout

Prerequisites: 5 level or higher Strength score.

This feat grants a pony an additional one 10-sided dice of concussive damage to knockout an opponent in addition to the dice rolled for concussive damage caused by a weapon and Strength bonuses. For more information on knocking out an opponent, see section on Concussive Damage under Combat. To use this ability, the pony must sneak up on her target by making a successful Stealth skill roll against the target's Perception roll. If she succeeds, then she attacks (with the target losing her Agility bonus to AC) and if the attack was a hit, she gets the bonus to her concussive damage. To use this feat, the pony can only attack one target and may only use a weapon with a range of 0 feet. This feat cannot be performed on a target who has become aware of the attacker.

Knowledgeable Pony

This feat grants +2 bonus to Intelligence. This feat can be taken multiple times, increasing the bonus each time. Cannot exceed maximum Aptitude allotment.

Lip Reading

Prerequisites: 3 level or higher Linguistics score.

As a free action, a pony with this feat can understand any conversation spoken in a language she is fluent in without actually hearing what the speaker said. The way this talent works is the pony has to be able to see the speaker's lips move, and she can read what is spoken based on the lip movements. This feat cannot be used if she can't see.

Magical Energy Beams

Prerequisites: Spell Casting trait

A spell caster can fire beams of magical energy from her horn (or any other magical appendage) as an offensive range weapon. The attack has a range of 10 feet per Mentation score, the attack roll is modified by Mentation (and can be further enhanced with the Spell Precision feat), and it can cause one 4-sided dice plus Mentation of damage. The attack can be used repeatedly without needing to spend any spell points.

Magical Energy Rays

Prerequisites: Spell Casting trait and the caster must be at Alicorn level

It works the same way as Magical Energy Beams as described above, except the attacks can cause one 6-sided dice plus Mentation of damage. The attack can be used repeatedly without spending any spell points, but if the pony also has the Spell Pool feat, she can spend one spell point from any spell to enhance the damage caused to one 12-sided dice plus Mentation. This enhancement lasts for 3 rounds and spending additional spell points during that time has no added effect.

Maximize Spell

Prerequisites: Spell Casting trait and 5 level or higher Mentation score.

At the cost of two additional spell points, a unicorn could maximize the amount of HP damage a spell can cause. This feat also can maximize the amount of HP healed in the case of the Recovery spell. For example, Cinnamon has a 7th level Electrokinesis spell. If she spends one spell point, she can inflict three 6-sided dice plus 6 (Mentation bonus) of damage, but if she spends three spell points, she is guaranteed to cause 24 HP (the maximum amount possible) of damage if she hits her target.

Multiple Shots

Prerequisites: Archery feat and 7 level or higher Agility score.

When attacking with a bow and arrow, a pony is so fast and so precise that she can make two attack rolls per round. This feat does not work if the pony is using any other weapons. This feat cannot be used at the same time as the Far Shot feat within the same round.

Musical Instrument Proficiency

Prerequisites: 1 level or higher Music score.

A pony can gain the ability to play any one of these types of musical instruments: string, wind, percussion, or electric. This feat can be taken multiple times for mastery over different instruments. Even with this feat, you need at least 1 level in Music to play a song. Having this feat can also enable a pony to repair or modify instruments with a successful Music skill roll.

Mystical Pony

This feat grants +2 bonus to Mentation. This feat can be taken multiple times, increasing the bonus each time. Cannot exceed maximum Aptitude allotment.

Powered Attack

A pony can reduce her attack roll by -4, but if she succeeds at the hit, she can inflict an additional one 8-sided dice of damage. The player must announce this power before attempting to use the feat.

Powered Hoof

Prerequisite: Equine Combat trait and Connection to the Earth trait

An earth pony with this trait can increase her damage with the Equine Combat trait to one 10-sided dice plus Strength of damage.

Psychokinetic Levitation

Prerequisites: Telekinesis trait and 5 level or higher Mentation score.

As a full-round action, all creatures with the Telekinesis trait cannot use this power to lift themselves off the ground unless they have this feat. When they use this feat to fly, they can only fly at their base speed and their speed does not increase or decrease whenever they descend or ascend, respectively. They cannot accelerate their speed. When flying in harsh weather conditions, they use a Mentation roll in place of a Strength roll. When telekinetically lifting other objects during flight, the unicorn must add her own weight with the weight of the objects, incurring the penalties of lifting capacities. See section on Weights and Measurements for details. This feat does not grant the unicorn the power to walk on clouds.

Quicken Spell

Prerequisites: Spell Casting trait and 5 level or higher Mentation score.

An advanced spell always requires one full-round action in order to cast. However, by spending 4 spell points in addition to the cost of the spell, the spell's casting time can be shortened to a free action, allowing the unicorn to cast the spell and be allowed to take any other actions that round, including casting another spell as a regular full-round action. Spells that are already standard, simple, or free actions to cast (as described in the spell description) are unaffected by this feat. A unicorn cannot cast more than two spells per round, although she can still cast two quickened spells in one round to do more additional actions. See section on Standard, Simple, Full-Round, And Free Actions under the Combat chapter for details about actions during a round.

Reach Weapon Proficiency

This feat grants the pony attack bonuses (and triple damage from critical hits for most weapons) to short-range weapons that have a reach of 5 feet.

Robust Pony

This feat grants +2 bonus to Constitution. This feat can be taken multiple times, increasing the bonus each time. Cannot exceed maximum Aptitude allotment.

Smooth Talker

This feat provides a +4 bonus to Diplomacy, Bluff, and Charm rolls.

Sneak Attack

Prerequisites: 1 level or higher Stealth score.

This feat increases the amount of damage caused by a surprise attack. To use this ability, the pony must sneak up on an opponent that is either unaware of an intruder or is distracted by something else. To attack, the pony must make a successful Stealth roll against the target's Perception roll. If she succeeds, then she attacks (with the target losing her Agility bonus to AC), and if the attack was a hit, then the attack causes additional damage based on the attacker's Stealth level (see table below).

- Stealth 1-2: +One 6-sided dice.
- Stealth 3-4: +Two 6-sided dice.
- Stealth 5-6: +Three 6-sided dice.
- Stealth 7-8: +Four 6-sided dice.

- Stealth 9-10: +Five 6-sided dice.
- Stealth 11-12: +Six 6-sided dice.
- Stealth 13-14: +Seven 6-sided dice.
- Stealth 15-16: +Eight 6-sided dice.
- Stealth 17-18: +Nine 6-sided dice.
- Stealth 19-20: +Ten 6-sided dice.

Example: Shadow Dancer wants to sneak attack a diamond dog during a fight. The diamond dog is busy fighting against an earth pony named Swordplay, giving Shadow Dancer a chance to pull back and quietly sneak around the diamond dog. On his next turn, he uses Sneak Attack and moves up behind the diamond dog. He has an Agility score of 6 and a Stealth bonus of 8, giving him a bonus of 14. The diamond dog rolls his Perception roll against Shadow Dancer's Stealth roll and loses, meaning that Shadow Dancer successfully took the diamond dog by surprise. He attacks on the same turn with the diamond dog losing his Agility bonus to AC. If the attack is a hit, then (because Shadow Dancer's Stealth level is 8) that means Shadow Dancer gets a plus four 6-sided dice of damage in addition to the damage caused by his weapon.

If the attacker rolls a critical, the bonus damage is not doubled as a result, only the damage normally caused by the weapon alone. This feat cannot be performed if the target is made aware of the attacker or if the attacker cannot see her target.

See section on Stealth under the List of Skills chapter for more details on how stealth works in combat.

Spell Pool

Prerequisites: Spell Casting trait and 5 level or higher Mentation score.

With this feat, a unicorn can freely take spell points from one spell, and spend it to cast a different spell. For example, Cherry is out of spell points for her Pyrokinesis spell, but still has one more spell point for her Apportation Spell. Normally this would mean that Cherry can't cast the Pyrokinesis until the next day, but with Spell Pool, she can spend that one spell point for Apportation to cast Pyrokinesis.

Spell Precision

Prerequisites: Spell Casting trait.

When using a spell to inflict damage, the pony gains a +3 bonus to her attack roll. This feat can be taken twice, increasing the bonus to a maximum of +6.

Spin Attack

As a full-round action, when using any kind of short-range weapon, she can spin around and inflict damage to all opponents within range. To attempt the move, she must first make an Agility roll (Difficulty: 15) or else her attack will fail. If using a staff and she has the Staff Proficiency feat, then she still gets two attack rolls per round. This attack is done as a full-round action and the pony cannot move from that spot in that round.

Staff Proficiency

The pony is allowed two attacks per round when attacking with a staff.

Stave Off Death

A pony can survive twice as much negative hit points than normal, but will still remain unconscious until her HP is raised to 1. See section on Death and Dying under Combat for details.

Stunning Critical Hits

Prerequisites: 7 or higher Strength score.

When the attacker scores a critical hit, the target must make a Constitution saving throw (Difficulty 15) or else become paralyzed and unable to move. Roll one 4-sided dice and the number rolled indicates how long the paralysis lasts in rounds. See section on Paralysis under Hazards for details.

Swift Hooves

This feat increases base speed by +10 feet. This feat can be taken multiple times, increasing the bonus each time, but a pony's base speed can't be higher than 50.

Swimming Proficiency

Prerequisites: 5 level or higher in Swim

A pony with this feat can swim at both their base speed and gallop speed underwater.

Swordplay

This feat grants the pony attack bonuses (and triple damage from critical hits for most weapons) to swords.

Throwing Weapon Proficiency

This feat grants the pony attack bonuses (and triple damage from critical hits for most weapons) to throwing weapons.

Telekinetic Crush

Prerequisites: Telekinesis trait.

A unicorn can use her telekinetic powers to cause crushing damaging while grappling an opponent. Whenever a pony uses the Grapple roll via telekinesis, if her Grapple roll is at a certain number higher than her opponent's Outmuscle roll, then she could cause damage depending on how much higher her roll is in comparison to her opponent's roll as indicated by the table below:

- 6-10 higher Grapple roll vs. Outmuscle roll: one 4-sided dice of damage.
- 11-15 higher Grapple roll vs. Outmuscle roll: one 6-sided dice of damage.
- 16-20 higher Grapple roll vs. Outmuscle roll: one 8-sided dice of damage.
- 21-25 higher Grapple roll vs. Outmuscle roll: one 10-sided dice of damage.
- +26 higher Grapple roll vs. Outmuscle roll: one 12-sided dice of damage.

Example: In the first round, Will Power uses his telekinesis to grapple a diamond dog. The diamond dog's Outmuscle roll is 15 while Will Power's Grapple roll is 17. That means Will Power's roll is +2 higher than the diamond dog's roll, meaning he successfully grappled the diamond dog but causes no harm.

In the second round, the diamond dog tries to break free. The diamond dog's Outmuscle roll is 12 while Will Power's Grapple roll is 23. That means Will Power's roll is +11 higher than the diamond dog's roll. According to the chart, the diamond dog gets one 6-sided dice of damage because of this. This process can continue for as long as Will Power maintains his telekinetic grip on the diamond dog.

Terrain Mastery

Prerequisites: 4 or higher level in Wilderness Survival

A pony with this feat is so adapt at a specific environment that she gains a +4 bonus to her Perception, Stealth, Wilderness Survival, Hide, Control Weather (excluding terrain underground or underwater), Navigation, and possibly other rolls while within her chosen environment. She can also easily hide her tracks within her environment so no pony can track her, although she can choose to deliberately leave tracks. A pony can choose any one of the following terrains to specialize in.

- Arctic (ice, glacier, tundra, and snow)
- Clouds
- Deserts (sand and wasteland)
- Forest (coniferous and deciduous trees in a temperate zone)
- Hellish Terrain (any places that are tainted with evil forces and is inhabited by demonic creatures such as Tartarus)
- Jungle (rainforests and tropical climates)
- Mountains and hills (Picking this terrain also grants bonuses to Climb rolls.)
- Plains
- Swamp (Picking this terrain also grants bonuses to Swim rolls.)
- Underground (caves, tunnels, and dungeons. Picking this terrain also grants bonuses to Climb rolls.)
- Urban (cities, streets, and sewers)
- Water (Both above and underwater and on beaches. Picking this terrain also grants bonuses to Swim rolls.)

For every 3 additional points of Wilderness Survival the pony has, she can choose an additional terrain to specialize in. For example, a level 7 Wilderness Survival grants two terrain specialties, a level 10 Wilderness Survival grants three terrain specialties, etc.

Trap Sense

Prerequisites: 1 level or higher Precognition and Mechanic score.

At any time, a pony with this feat can intuitively sense whether or not there's a trap in the room using the Precognition skill. If her precognition roll succeeds, then she immediately knows there's a trap in the room, but doesn't know what kind of trap it is or where to find it. This feat also grants her +4 bonus to Precognition rolls to sense traps, Perception rolls to find traps, and to Mechanic rolls to disable, modify, or build traps.

Vigor

This feat adds +8 to maximum HP. This feat can be taken multiple times, increasing the bonus each time.

Creating Feats

Feats apply to all abilities that involve proficiency over certain weapons, vehicles, or tools or it can pertain to some kind of enhancements to existing abilities or stats.

LIST OF SKILLS

Aerobatics

Agility ([Armor Penalties](#))

As a full-round action, a pony could attempt any flight-based move, whether be a simple takeoff or a very dangerous mid-air stunt. If a roll fails and if the pony is more than 20 feet off the ground, then she can save herself from falling with an Aerobatics roll (Difficulty: 10). If that roll fails, then she will fall 20 feet before she can try again.

- Recover from a fall: Difficulty 14
- Come to an abrupt stop mid-air: Difficulty 19
- Land on an unstable or slippery surface: Difficulty 24 (Failing the roll means the pony crashes onto the ground and takes three 6-sided dice of damage.)
- Fly through a narrow opening: Difficulty 15 (Failing the roll means the pony clips her wing, taking one 6-sided dice of damage. If the roll winds up under 10, then the pony crashes into the ground/wall and takes four 6-sided dice of HP damage.)
- Wrap rope or net around a target: Difficulty 5 (for immovable targets) or 10 (for moving targets)
- Dive bomb: Difficulty 5 (for immovable targets) or 15 (for moving targets)
- Perform basic stunt: Difficulty 10 (includes loops, Cuban eights, barrel rolls, etc.)
- Perform moderate stunt: Difficulty 20 (includes stall turns, tail slides, tag team stunts, etc.)
- Perform advanced stunt: Difficulty 30 (includes breaking the sound barrier, complex zigzag maneuvers, stunts in fast winds or severe weather, etc.)

While a pony can tumble passed an opponent with a Gymnastics roll on the ground, a pony can do the same thing in mid air with an Aeronautics roll if she needed to. See description of Gymnastics skill to learn how tumbling works.

When wearing any armor heavier than padded armor, the armor can cause a penalty to the Aerobatics roll: -5 for plated armor, -3 for chainmail, etc. This applies to aviation since suits of armor can restrict a pony's ability to operate the controls of an airplane.

Having any skill levels in Aerobatics does not actually enable a pony to fly.

Animal-Handling

Cleverness

You can domesticate, manipulate, train, and calm any kind of animal with the Wild Creature Attributes trait. With nothing more than your voice and your body language, a pony could calm a wild animal or to encourage it to follow a command. Training an animal often requires a reward of some kind such as offering food. When training a

domesticated animal to do a trick on command or to domesticate a wild animal, the GM must roll one 6-sided dice and the number rolled indicates how many weeks it takes to successfully train the animal.

- Befriend a wild animal: Difficulty 10
- Encourage a wild animal to follow a basic command: Difficulty 15
- Domesticate a wild animal: Difficulty 25
- Train a domesticated animal to do basic tricks on command (sit, fetch, roll over, etc.): Difficulty 15
- Train a domesticated animal to do complex tricks on command (do a flip, balancing acts, perform complex tricks, etc.): Difficulty 25
- Train a domesticated animal to do dangerous tricks on command (fight an enemy, go into a dangerous cave, etc.): Difficulty 30

When trying this skill upon any creature with magical abilities and/or are fanciful in nature (timber wolves, fruit bats, manticores, wyvern, etc.), the Difficulty increases by +5. If the creature also has the Giant Size trait, the Difficulty increases by +15.

Apply Poison

Agility

Coating a weapon with poison is not as easy as just pouring a bottle onto the blade. The poison has to be evenly coated onto the blade by hoof for maximum effectiveness and that's trickier than it looks. A pony can carefully apply poison onto any bladed or piercing weapon. Once successfully applied, any pony who is cut with the blade must make a Constitution saving throw to resist the poison, and the poison will last on the weapon for one hour per Agility score before it dries and becomes harmless. Difficulty to apply the poison varies depending on the nature of the weapon in question. If the pony fails her Apply Poison roll, the pony will sustain one 4-sided dice of damage and be poisoned herself and must make a Constitution saving throw to resist the affects. Listed below is the Difficulty of applying the poison and how many times a single quart-size bottle of poison can be applied onto that weapon before depleting.

- Blow Gun Needles: Difficulty 1 (32 applications per quart)
- Throwing knives, arrows, spear tips, and other small blades: Difficulty 10 (8 applications per quart)
- Swords: Difficulty 15 (4 applications per quart)
- Axes and other large blades: Difficulty 20 (2 applications per quart)

Poison can only be applied to piercing and slashing weapons (swords, axes, arrows, needles, knives, etc.). Poison can't be used on blunt weapons (staves, clubs, etc.) or weapons that use fire (firearms, explosives, etc.), and poison instantly washes off when the weapon is completely submerged in water but not when merely splashed with it.

Because telekinesis cannot manipulate liquids, a pony can only apply poison with her hooves.

Appraise

Intelligence

A pony with this skill can accurately determine the financial value of any object she is examining. The GM should secretly roll the dice, keeping it a secret if the pony got it right, and use the chart below to see if the player got an accurate reading.

- Roll 1-15: Estimate is off by 20%.
- Roll 20-25: Estimate is completely accurate.
- Roll 26 or over: The pony gets an accurate estimate and also knows about other features it has such as magic.

Retries are not possible on the same item.

Art

Cleverness

Applies to creating drawings, sculpture, painting, etc.

Archeology

Intelligence (trained only)

Identify any kind of historical and ancient structures and artifacts.

Astronomy

Intelligence

Map and chart the stars and planets and identify constellations. Finding a consultation typically has a Difficulty of 10. Finding a planet or astrological phenomena (comets, quasars, black holes, etc.) typically has a Difficulty of 15. This skill can also be used to identify the direction of north by studying the stars (Difficulty 12), thus providing a +4 bonus to Navigation rolls, although this skill can only be used at night on a cloudless day.

Beast Lore

Intelligence

With a successful Intelligence roll, a pony could accurately identify and know general information about the monster she is studying.

Blacksmithing

Intelligence (trained only)

Create, fix, or create a forgery of anything made out of metal.

Bluff

Cleverness

As a free action, a pony can successfully lie to anyone. To successfully lie to another, the pony must use her Bluff roll to beat an opponent's Outwit roll. Telling any kind of believable lie incurs no penalties, but if the liar tries to stretch credibility too far for the listener to believe, then the liar gets a penalty to her Bluff roll.

- The target wants to believe you: +5 bonus to Bluff
- Target is intoxicated: +5 bonus to Bluff
- You possess convincing proof: +10 bonus to Bluff
- A little hard to believe: -5 penalty to Bluff
 - Example: "I was able to take down a timber wolf with nothing more than a dagger and my bare hooves."

- Hard to believe: -10 penalty to Bluff
 - Example: “My fireballs are so explosive, I can blast off all four heads of a single hydra with just one shot.”
- Seems highly improbable: -20 penalty to Bluff
 - Example: “I’m actually an alicorn who moonlights as a superhero, fighting crime and saving all of Equestria from destruction. I just magically hide my horn and wings to conceal my identity.”

If the roll fails, then the pony does not get a retry for that situation.

Bluff can also be used to feint during combat, which involves misdirecting an opponent so that they lose their Agility bonus to AC. As a simple action, the attacker can roll her Bluff roll against an opponent’s Outwit roll. If the liar wins the roll, then she can make an attack with a standard action and her opponent will lose her Agility bonus to AC. If the Bluff roll loses, then the attack is an automatic miss and the liar wasted her turn. Feinting can only be done with a short-range weapon and on only one opponent. Feinting does not work on creatures with an Intelligence score of 0.

Botany

Intelligence

A pony can accurately identify and know general information about any plants she is studying.

Catch

Agility ([Armor Penalties](#))

Most objects that are thrown or dropped can be caught in midair by a pony. To catch an object, the pony must be in the path of the object’s flight or ascent and have a hoof or mouth free to catch it. The rules followed to catch the object vary a little depending on the circumstances.

Catching a passing throw: When two or more ponies are merely tossing an object to each other (such as playing a game or handing something across a room), the catcher has to make a Catch roll.

Catching falling or flying objects: If the object was dropped or flying in the direction of the pony, the GM must make an attack roll (with no modifiers to attack or damage). If the attack roll hits, then the target is hit by the object, taking damage from a thrown object (see section on Throwing Objects under Combat for details). However, if the object misses, then the pony can attempt the Catch roll. If she misses, then the object hits the ground or flies passed.

Catching an attacking throw: If the thrown object was a deliberate attack on the part of an opponent whether it is threatening (throwing a rock) or simply a playful attack (throwing a pie or a water balloon), then the attacker must make an attack roll. If the attacker’s attack roll wins, then the object hits the target. If the attack roll fails, then the target has the option to try and catch the object. If the target fails the Catch roll, then the object harmlessly slips through her grasp.

In all circumstances, the Difficulty to catch the object is the same:

- **Large Objects (soccer ball, football, etc.):** Difficulty 10
- **Small Objects (baseball, golf ball, etc.):** Difficulty 15
- **Throwing Weapons (spear, throwing knife, etc.):** Difficulty 25
- **Explosives and Incendiary Devices:** Difficulty 30
- **Arrows:** Difficulty 40
- **Bullets:** Difficulty 50

If the item is successfully caught, then on the next round, the catcher has the option to throw or use the item on her next turn.

There are some items that cannot be caught. For example, items that can break apart (pies, water balloons, etc.) will break whether caught or not, objects that are not solid cannot be caught, and a catcher cannot catch any item whose weight exceeds her light load carrying capacity. (See section on Lifting and Pulling Capacity under Weights and Measurements for details.)

When wearing any armor heavier than padded armor, the armor can cause a penalty to the Catch roll: -5 for plated armor, -3 for chainmail, etc.

Carpentry

Intelligence (trained only)

Build or fix any wooden objects. The materials to create any wooden objects are half the market cost as listed under the Shopping section. The cost of materials to make repairs can be anywhere between 0%-50% of market price depending on the severity of the damage.

Charm

Cleverness

As a free action, a pony can calm, entice, sway, or arouse others by using your persona, attitude, or sex appeal. To do so, a pony must roll a successful Charm roll against an opponent's Outwit roll. If the roll fails, then the pony does not get a retry. Charm has no affect on creatures with an Intelligence of 0. The target gets a +10 bonus to his Outwit roll if he is outwardly hostile to the charmer or if the charmer is trying to sexually entice the target against his/her sexual preference. For example, a stallion trying to sexually arouse a heterosexual stallion would most likely fail.

Chemistry

Intelligence (trained only)

A pony that is knowledgeable with chemistry can create various chemicals to make acids, poisons, gunpowder, fuel, etc. The materials to create any chemical solution cost half the market price as listed under the Shopping section.

- Acid: *Difficulty:* 10, *Cost of Ingredients:* 3 bits per bottle.
- Antitoxin: *Difficulty:* 15, *Cost of Ingredients:* 25 bits per vial.

- Elixir of Death: *Difficulty*: 32, *Cost of Ingredients*: 3,250 bits per quart. See section on Poison under the Hazards chapter for details.
- Fuel, flamethrower: *Difficulty*: 5, *Cost of Ingredients*: 50 cents per quart
- Gasoline, aviation: *Difficulty*: 20, *Cost of Ingredients*: 2 bits per gallon.
- Gunpowder: *Difficulty*: 15, *Cost of Ingredients*: 13 bits for 10 shots worth of gunpowder.
- Mandrake Extract: *Difficulty*: 28, *Cost of Ingredients*: 1,250 bits per quart. See section on Poison under the Hazards chapter for details.
- Nightshade Extract: *Difficulty*: 25, *Cost of Ingredients*: 900 bits per quart. See section on Poison under the Hazards chapter for details.
- Oil (for lanterns): *Difficulty*: 5, *Cost of Ingredients*: 5 cents for one pint.
- Smelling Salts: *Difficulty*: 12, *Cost of Ingredients*: 50 cents.
- Toadstool Extract: *Difficulty*: 15, *Cost of Ingredients*: 45 bits per quart. See section on Poison under the Hazards chapter for details.

Childcare

Intelligence

This skill is used when caring for a young foal or it can apply to caring for the young of any sentient species such as griffins, diamond dogs, dragons, etc.

Climb

Strength ([Armor Penalties](#))

As a full-round action, a pony can climb along any surface at half her base speed. Since she can't dodge attacks while climbing, she loses her Agility bonus to her AC while climbing. Surfaces that are too smooth cannot be climbed. The Difficulty of the climb is indicated as follows:

- Ladder or similar structure: Difficulty 1.
- Vertical wall with a rope: Difficulty 5.
- Vertical wall with ledges that can be clung to (very rough wall, ship's rigging, etc.): Difficulty 10.
- Any object with adequate handholds (trees, rocks, cliff ledge, etc.): Difficulty 15
- Vertical stonewall or any natural structure with adequate handholds: Difficulty 20.
- An uneven vertical wall with few handholds like a dungeon wall: Difficulty 25.
- Climb across any overhang like a rope or a ceiling without footholds: Difficulty 30.

If the roll fails, then the pony falls to the ground.

When wearing any armor heavier than padded armor, the armor can cause a penalty to the Climb roll: -5 for plated armor, -3 for chainmail, etc.

Cooking

Cleverness

Create any kind of dish. The materials to create any dish are half the market cost as listed under the Shopping chapter.

Concentration

Constitution

If a unicorn tries to cast a spell in a taxing or difficult situation, she must make a Concentration roll (as a free action) to ensure that the spell is not interrupted. If she succeeds the roll, then the spell is successfully cast. If she fails, then the spell doesn't work and the spell point (if any are spent) is wasted. The Difficulty of the Concentration roll is dependent on the level of the spell being cast and the following circumstances:

- Sustains injury before the spell was cast during the same round: Difficulty 10 + 1 per 5 HP of damage + spell level
- Fails a Mentation saving throw to resist an opponent's spell before the caster's spell was cast during the same round: Difficulty 10 + level of opponent's spell + spell level
- Vigorous motion while casting (on a rocking boat, on a bouncy wagon, etc.): Difficulty 10 + spell level
- Violent motion while casting (earthquake, on a ship during a violent storm, resisting a powerful tornado, etc.): Difficulty 15 + spell level
- Grappled or pinned: Difficulty 10 + grappler's Strength score + grappler's Grapple score + spell level

In regard toward sustaining injuries or failing a Mentation roll, those rolls are only necessary if the injury took place before the spell was cast that round (by order of initiative score). So, if an attacker with a higher initiative score were to successfully hit the caster on the same round before the caster cast her spell, then the caster must make a Concentration roll. If the spell was cast first, then no Concentration roll is needed that round.

Skills that are not considered spells but still use Mentation follow the same rules as spells except they use skill levels instead of spell levels.

Control Weather

Mentation ([Armor Penalties](#))

As a full-round action, a flying creature can manipulate the weather. To create any kind of precipitation or fog, a pegasus needs a cloud. A pegasus can control the wind, but she needs to use her wings and speed to influence the air currents. It is possible to control the direction of the wind and where precipitation lands on, but when creating lightning, she has no control over how often the lightning strikes or whom it hits. Different weather effects have different Difficulties to create.

The following Difficulties are for manipulating clouds 10 cubic feet in size or areas of air 10 cubic feet in size. To manipulate clouds or air larger than 10 cubic feet, add a +4 to the Difficulty for every additional 10 feet. Example: 20-foot cloud adds +4, 30-foot cloud adds +8, 40-foot cloud adds +12, etc.

- Light or Moderate wind: Difficulty 5
- Strong wind: Difficulty 10
- Severe wind: Difficulty 15

- Windstorm: Difficulty 20
- Hurricane: Difficulty 25
- Tornado: Difficulty 30
- Rain or snow (light or moderate): Difficulty 10
- Rain or snow (strong): Difficulty 15
- Rain or snow (storm): Difficulty 15 + the Difficulty for severe wind, windstorm, hurricane, or tornado (see above) depending upon the speed of the wind.
- Fog: Difficulty 15
- Lightning/Thunder: Difficulty 20

To learn the effects of all these weather conditions, see the section on Weather under Hazards.

If a pegasus wants to control the weather in a wider area or some other inadequate conditions, then the Difficulty will be modified as follows.

- Manipulate clouds/wind currents 5 cubic feet or less: -5
- Cause snow, sleet, hail, or fog in hot climates: +20
- Cause rain, snow, sleet, and hail in dry climates: +15
- Combining weather effects: Add the Difficulties together. (Ex: strong snow fall and a windstorm creates a blizzard)

All weather effects created by one pegasus will last one minute per Mentation level. If multiple ponies are involved, then the duration is the combined sum of the ponies' Mentation scores. Upon a failed skill roll or the duration of the weather expires, the air becomes still or the cloud dissipates, preventing further weather control in the targeted area or cloud for 1 hour. To stop a weather effect prematurely or to alter the direction of the wind or position of the cloud, the pegasus must make another Control Weather roll (Difficulty is the same to create it). If she fails, she doesn't get a retry.

To control the weather, the PC or NPC must have the Flight trait, be physically able to fly, and be outdoors. Even wind cannot be created indoors because there needs to be open space for free flowing wind currents to move. Clouds are needed for snow and rain. A pegasus can't control air temperature.

When wearing any armor heavier than padded armor, the armor can cause a penalty to the Control Weather roll: -5 for plated armor, -3 for chainmail, etc.

Control the Stars

Mentation (**trained only**)

Before Princess Celestia and Princess Luna took charge of the skies over Equestria, unicorns used to routinely raise the sun and moon with their magic. Although that responsibility is entirely handled by the royal princesses in modern day Equestria, unicorns still have the power to manipulate the celestial bodies in outer space. It just

requires a lot of training and study to do so. With this skill, the unicorn can control any of the following if their skill roll beats the difficulty:

- **Celestial Lights:** A unicorn can make cosmetic changes to the lights in the sky such as cause the stars to twinkle, cause the moon to be brighter, put more visible detail in the Milky Way, etc. These changes will last for one minute per Mentation score. Difficulty: 15.
- **Meteors:** Any bodies of rock or ice that comes close enough to the earth can be drawn down into the Earth's atmosphere, causing a meteor shower to appear in the sky over the unicorn. The meteor shower will last for one minute per Mentation score. Difficulty: 25.
- **The Sun and Moon:** A unicorn can freely summon the day and night. Once the sun or moon has been raised, it normally continues to move through the sky by itself, but upon reaching the horizon, the unicorn must then raise the sun or moon to start the day or night, respectively. If no one tries to move the sun or moon, then both will remain stationary on the horizon, leaving the skies stuck in a perpetual twilight. This power can also be used to create other solar or lunar events such as an eclipse or changes in the phases of the moon. Difficulty: 30.
- **Supernovas, Quasars, and Black Holes:** A pony can make cosmetic changes to any large celestial body. The unicorn cannot change its shape, but she can move its position in the night sky. These changes will last for one minute per Mentation score. Difficulty: 45.

Because magic is required to move the heavens, the pony or ponies attempting to use this skill must have the Spell Casting trait. If a pony fails her roll, she must wait a minute before attempting it again.

Craft Magic Item

Intelligence (trained only)

A unicorn can create or fix any permanently enchanted items. To learn how to create magic items, see the section on Creating Magic Items under Magic Items chapter for details. To repair broken magic items requires spending half the cost and time to create the item but the Difficulty is the same as listed for each individual item. With this skill, it is also possible to identify a magic item (Difficulty 15), identify an item's password (Difficulty 25), determine if an item is cursed (Difficulty 10), and determine what type of curse (Difficulty 20). Upon a failed roll, the player not only fails to obtain any information, but she also loses 5 minutes of time.

Demonology

Intelligence (trained only)

A pony with levels in this skill has knowledge about demons, devils, and other hellish creatures that reside in the most tainted parts of the world such as Tartarus.

Diplomacy

Cleverness

As a full-round action, this skill is used to rally others to her cause, bargain over price, persuade others to follow her command, and win debates and negotiations. The Difficulty of the roll is dependent on the attitude the target has toward the diplomat.

- Violent/Hostile: Difficulty 25+target's Cleverness score
- Unfriendly: Difficulty 20+target's Cleverness score
- Indifferent: Difficulty 15+target's Cleverness score
- Friendly: Difficulty 10+target's Cleverness score
- Helpful: Difficulty 0+target's Cleverness score

In addition, there are several other factors and conditions that can add to the Difficulty:

- The diplomat's request is long and complicated: +5
- The diplomat's request is dangerous or illegal: +15
- The diplomat has more than one request: +5 per additional request

Diplomacy cannot be used on a creature that cannot understand the diplomat's language. If the diplomat fails the roll, then she does not get a retry for at least 24 hours.

Diplomacy can also be used to gather information about the area by hearing local rumors. The information can be anything that might be common gossip or public knowledge, whether it is about something specific or not. To use this skill, a pony must spend an hour visiting pubs, bakeries, parties, or any social gatherings and walk around, asking questions. Every time a pony uses this skill, she must also spend a little bribery money or offer drinks to get locals to talk. Roll one 4-sided dice to see how much money in bits the pony must pay. Once the pony is done collecting information, the GM must secretly roll the dice and the roll determines how accurate the information is. The GM then tells the party the information uncovered, not letting them know if the information is correct or not.

- Skill roll 10 or less: The pony couldn't obtain any information.
- Skill roll 11-15: The information was completely inaccurate.
- Skill roll 16-20: The information was only half correct and the other half is either exaggerated or misleading.
- Skill roll 21-25: The information was accurate but vague or incomplete.
- Skill roll 26 or higher: The pony obtains all the information she wants accurately.

To retry, the pony might have to go to a different location at the GM's discretion.

Disarm

Strength or (when using telekinesis) Mentation

As a standard action, a player can knock a weapon out of an opponent's grasp. To disarm an opponent, the attacker uses her Disarm roll against her opponent's Outmuscle roll. If successful, the opponent is disarmed, if not, then nothing happens. If disarming with a weapon, then the disarmed weapon falls to the ground and requires a full-round action to be picked up. If disarming with bare hooves or telekinesis, then the attacker obtains the opponent's weapon. This skill works on all hand-held items.

When using telekinesis, the attacker uses her Mentation score instead of Strength score when attempting the Disarm skill, but the opponent being disarmed can use either her

Strength or Mentation when attempting the Outmuscle skill roll, whichever is higher. With telekinesis, a pony can only use Disarm on one opponent at a time.

Disguise

Cleverness

A pony who is trying to deceive others with a disguise must make a Disguise roll that beats another's Perception roll to successfully fool the target. If she tries to disguise herself as a different sex or pony race, she incurs a -2 penalty. If she disguises herself as a different but similar species (pony into a changeling, zebra, etc.), she gets a -5 penalty. If she disguises herself as a complete different species, she gets a -10 penalty. If a disguise kit is used, she gets a +2 bonus.

When one tries to disguise herself as someone else in particular that the observer already knows, then the observer gains a +4 (recognizes on sight), +6 (friends or associates), +8 (close friends), or +10 (some pony he intimately knows) to his Perception roll

If the target wins her Perception roll, then she sees through the disguise, but if she doesn't win the roll, she can retry again an hour later.

Dowsing

Mentation (trained only)

Dowsing is a form of innate magic, a kind that is often used by earth ponies to locate water or any other object underground. How dowsing works is that a pony has to be looking for a specific object such as water, gems, gold, etc. To perform dowsing, a pony must hold a wooden stick in her teeth and walk around the area. Once she is standing over what she is looking for, the tip of the rod is drawn to the ground, signaling that there is something down there. Another way of dowsing can be done with a map and a pendulum, which is typically a carved stone or gold ring hung on a string (although that doesn't have to be the case). When there's something in particular the pony wants to find (even when it is not underground), the pony can simply hang the pendulum over a map and the pendulum will point in the direction of the object's location on the map (assuming it is stationary). With triangulation, the object's exact location can be found. To make a successful dowsing, a pony must make a successful Dowsing roll or else the pony will either get an inaccurate reading or no reading. The Difficulty is naturally 15 plus any other factors that may apply:

- The pony has a vague idea of what she's looking for: +4
- The pony has no clear target: +15
- Target is moving: +8
- Target is off the map/search area: +10
- Target is buried somewhere that is inaccessible: +2
- The pony is misinformed of the target's general location: +3

Dowsing requires quiet concentration. If she is distracted, she must make a Concentration roll. If the roll fails, then the pony does not get a retry for another hour. The GM should roll the dice in order to hide whether or not the pony got it right.

Engineering

Intelligence (trained only)

Build or repair any kind of large engine-powered locomotives such as trains and aircrafts.

Escape Artist

Agility (Armor Penalties)

You can wiggle out of any tight space, rope, snare, or anything that can bind or hinder you by overcoming the following difficulties:

- Rope, nets, or snares (both magical and non-magical): Difficulty 20
- Manacles and chains: Difficulty 30
- Tight spaces (spaces no smaller than half the character's size): Difficulty 20
- Very tight spaces (spaces less than half the character's size): Difficulty 30
- High quality manacles and chains: Difficulty 35

If the roll fails, then the pony does not get a retry except when squeezing out of tight spaces.

When fitting through any tight space that is smaller than the character's size, the character can only move at half her base speed, and can only move every round she beats her Escape Artist roll. While squeezed into a tight space, a character gets a -4 penalty to attack rolls and she loses her Agility score to her AC.

When wearing any armor heavier than padded armor, the armor can cause a penalty to the Escape Artist roll: -5 for plated armor, -3 for chainmail, etc.

Farming

Intelligence

Pertains to the growing and cultivating of all plants

Gemology

Intelligence (trained only)

A pony with this skill is adept at identifying, shaping, and utilizing all types of precious stones, including magical ones. To learn how to create magic stones, see the section on Creating Magic Items under Magic Items for details. Identifying a regular stone has a Difficulty of 10. Identifying a magical stone has a Difficulty of 15. See section on Identifying Magic Items under the Magic Items chapter for details.

Grapple

Strength or (when using telekinesis) Mentation

As a standard action, a pony can use her Strength to hold down an opponent of the same size or smaller.

To grapple, the attacker must make a successful Grapple roll against an opponent's Escape Artist or Outmuscle skill roll, whichever is higher. If successful, then the opponent is held in place. If failed, then the target escapes.

Once an opponent is held down, the target is held down for one round. For each additional round, the target can make another Escape Artist or Outmuscle skill roll

against the grappler's Grapple roll, breaking free if successful and remaining pinned if failed. Both the grappler and the target cannot attack while grappled and they both lose their Agility bonus to AC, but they can cast spells if they make a successful Concentration roll.

While grappling, both the target and the grappler(s) provide 75% of cover for each other, which gives both the grapplers and the target a +7 bonus to their AC (see section on Cover under Combat for details). If an attack misses within the margin of the cover bonus, then it hits the other player instead (see section on Firing a Range Weapon Into Combat under the Combat chapter for details).

When more than one pony is grappling, a single Grapple roll is rolled, but the bonuses of all participants are applied together as one. See section on Team Work under Using Skills in the Game for details.

When using telekinesis, the grappler uses her Mentation score instead of Strength score when attempting the Grapple skill, but the opponent being grappled can use either her Escape Artist skill roll or her Strength or Mentation when attempting the Outmuscle skill, whichever is higher. By using telekinesis, the pinned opponent can't move from her current location, but the attacker and opponent do not lose her Agility bonus to AC and there's no penalty to attacking either the pinned opponent or the attacker, although both the attacker and the opponent still can't attack. With telekinesis, a pony can only use Grapple on one opponent at a time.

If grappling with a rope or something else that can be used to help restrain an opponent, the grappler can tie up or shackle the opponent upon a successful Grapple roll. Grapple can also be used to strangle an opponent by targeting the neck of a victim upon initiating a grapple with their bare hooves, rope, or telekinesis. When attempting to strangle a target, the grappler gets a -4 penalty to his Grapple rolls each round she attempts or maintains the grapple. While a victim is held down, the victim cannot breathe and is at the risk of asphyxiation. See section on Suffocation under Hazards for details. If the victim manages to break free before she passes out, then the grappler would have to initiate a grapple again to start the process all over. Creatures that have a Constitution score of 0 cannot be strangled.

Gymnastics

Agility (Armor Penalties)

As a full-round action, a pony can do any light-footed stunts: tightrope walking, somersault, flip, tumbling, dives, etc.

Tumbling is done to quickly slip passed opponents. To tumble through a space occupied by an opponent, the gymnast can only move at her base speed for that round and to successfully tumble that distance requires a full-round action and a Gymnastics roll (Difficulty: 10 + opponent's Strength score + opponent's Agility score). If the tumbler wins, then she somersaulted, slid, or ducked her way through, but if the opponent wins, then the tumbler is stopped in front of the opponent and her turn has ended. To tumble

passed an opponent, the gymnast must be of equal to or smaller than the size of her opponent.

A creature that is 2.5 cubic feet or smaller gets a +4 bonus when tumbling passed a 5 cubic foot opponent and a +8 bonus when tumbling past a 10 cubic foot or larger opponent. A creature that is 5 cubic feet gets a +4 bonus when tumbling passed a 10 cubic foot or larger opponent.

To jump, the pony must make a full gallop on a runway no less than 10 feet long. The Difficulty to jump over a horizontal gap is 1 per foot. If jumping onto a ledge that's high off the ground, the Difficulty becomes 4 per foot jumped. Example: If Light Foot jumps over a 10-foot wide gap, he has a Difficulty of 10. If he jumps onto a ledge 5-foot above the ground he's on, the Difficulty is 20. However, if there's a 10-foot gap in front of a 5-foot high ledge, the Difficulties are combined to 30.

If the jump fails, the pony can make a Gymnastics roll to either grab onto the side of the ledge (Difficulty 20) or cushion the fall (Difficulty 15) so that the first 10 feet are ignored when determining damage from the fall. See section on Falling/Collisions under Hazards for details.

There are certain conditions that can cause penalties to Gymnastics rolls, including:

- Slight Obstructions (gravel, sand, wet surface, etc.): -2 penalty
- Severe Obstructions (cavern, rubble, etc.): -5 penalty
- Slippery Surfaces (ice, Grease spell, etc.): -5 penalty
- Severely Sloped Surfaces: -5 penalty
- Unsteady (boat on rough water): -5 penalty
- Severely Unsteady (earthquake): -10 penalty

When wearing any armor heavier than padded armor, the armor can cause a penalty to the Gymnastics roll: -5 for plated armor, -3 for chainmail, etc.

Hair Care

Cleverness

Stylize and trim a pony's mane, coat, or tail. This skill can also be applied to other sentient creatures like donkeys, griffins, diamond dogs, etc.

Healing

Intelligence

When it comes to treating any living thing whether it be pony, animal, or otherwise, the pony with this skill can heal injuries and cure sickness. All healing attempts require magic herbs and at least a full-round action.

To heal injuries, the pony must first choose which dice to use to determine how much HP is restored. Upon making a successful Healing skill roll, the pony heals the amount chosen.

- **Heal one 4-sided dice plus Intelligence score:** Difficulty 2

- **Heal one 6-sided dice plus Intelligence score:** Difficulty 6
- **Heal one 8-sided dice plus Intelligence score:** Difficulty 10
- **Heal one 10-sided dice plus Intelligence score:** Difficulty 14
- **Heal one 12-sided dice plus Intelligence score:** Difficulty 18
- **Heal two 6-sided dice plus Intelligence score:** Difficulty 18
- **Heal three 6-sided dice plus Intelligence score:** Difficulty 22
- **Heal four 6-sided dice plus Intelligence score:** Difficulty 26
- **Heal five 6-sided dice plus Intelligence score:** Difficulty 30
- **Heal six 6-sided dice plus Intelligence score:** Difficulty 34

When curing disease, the pony needs to use antidotal herbs, supplies from a first aid kit, and time to grind up and mix the herbs (2 minutes to make medicines for diseases and 3 rounds to make antidotes for poisons) into a usable medicine or antidote. See sections on Disease and Poison under Hazards chapter for details on how to cure both ailments. See section on Tool Kits under the Shopping chapter for details on the first kit.

If the skill roll fails, then the patient isn't healed and the medicine used is wasted, although retries are possible. Attempting the Healing skill uses up one medicinal herb or antidotal herb.

Herbalism

Intelligence (trained only)

A pony can identify and collect plants and plant extracts to brew for medicines and magic potions. To learn how to create potions, see the section on Creating Magic Items under Magic Items for details. If the herbalist fails her roll when making a potion, she must try again to fix the potion. If a pony drinks the potion before it is fixed, not only will the potion not work, but the pony must make a Constitution saving throw (Difficulty 20) or else contract Cutie Pox. See section on Diseases under Hazards for details on Cutie Pox.

Hide

Agility (Armor Penalties)

As a simple action, a pony can hide out of sight. In order to conceal oneself from view, the pony must make a successful Hide roll against an opponent's Perception roll. To hide, the pony requires a place she can reasonably hide behind or under. If either roll fails, then the pony is spotted and doesn't get a retry.

When wearing any armor heavier than padded armor, the armor can cause a penalty to the Hide roll: -5 for plated armor, -3 for chainmail, etc.

Husbandry

Intelligence

This skill involves taking care of and raising animals. This includes veterinary care, herding, breeding, milking, butchering, grooming, etc.

Intimidation

Cleverness

As a free action, a pony can frighten or bully another into submission with her mere words and presence. To do so, your Intimidation roll must overcome an opponent's Outwit roll. If succeeding, the pony will obey one or two commands from the aggressor out of fear and will more likely run away or defend against the intimidator than fight her unless she has no choice. If the roll fails, then retries are impossible for at least an hour. Intimidation has no affect on creatures with an Intelligence of 0.

Intuit Direction

Mentation (trained only)

By concentrating for one minute, the pony can determine the direction of north (Difficulty: 15). If the roll fails, then the pony does not obtain any information. After a successful Intuit Direction roll, the pony also get's a +4 bonus to her Navigation roll in the next round.

Linguistics

Intelligence (trained only)

A pony with a level in this skill makes him or her adept at languages, enabling her to decipher written and spoken languages and also learn a secondary language.

To decipher an incomplete, archaic, or foreign message in written or spoken form, the translator must make a Linguistics roll (Difficulty 20 for simple messages, 25 for standard texts, and 30 or more for exotic, detailed, or very old writing or dialect). If the roll succeeds, the translator understands the general content of a conversation or one page of a piece of writing. Example: Chatterbox overhears a conversation between two changelings speaking in Mimic, the language of changelings. Although Chatterbox can't speak Mimic, she instead uses her Linguistics roll to translate. The conversation is standard Mimic dialect, so the Difficulty is 25. She wins the roll and while that doesn't mean she can translate it word for word, she does know that they're talking about an invasion to Canterlot.

The GM must make the roll secretly so that the player does not know if they got the message right or wrong.

The mother tongue of almost all ponies is called Equestrian and it is commonly spoken throughout Equestria. However, certain creatures and inhabitants from other countries outside of Equestria can speak their own common languages. There are also underground sects that may communicate with a type of constructed language, typically for covert reasons. Although all speaking creatures start with one primary language, obtaining a level in this skill allows a pony to fluently speak and read a secondary language in addition to their primary one. The pony can only know one secondary language for every 3 points of Intelligence level. For example, a pony with an Intelligence of 6, 7, or 8 can learn a total of two secondary languages in addition to their native language. The list below contains all the languages known in Equestria, although the GM may opt to make his/her own languages.

- Alacon: This extinct language was thought to have originated from ancient unicorns and alicorns thousands of years ago. This language is typically found in writing upon artifacts, temples, and tablets, particularly ones pertaining to magic spells.
- Aquarian: This is a common language among undersea creatures such as mermaids and naga.
- Arcane: This is a type of constructed language that is used among highly magically inclined unicorns, typically in secret magic cults.
- Dragon: The language of dragons.
- Elemental Speak: The language of elementals.
- Equaggian: The language of zebras, saddle Arabians, and all those who live in their lands.
- Equestrian: This language is the common tongue in Equestria and can be spoken by all ponies and almost all inhabitants of Equestria.
- Faunal: The language of various animals in the wild. All creatures that have the Wild Creature Attribute trait speak this language that mostly consists of the chirps, barks, squawks, and other noises that animals make.
- Fay: The language of small fairy creatures such as breezies, fairies, will-o'-the-wisps, etc.
- Griffic: The language of griffins.
- Mimic: The language of changelings.
- Perissian: An extinct language that Equestrian and most other languages were derived from. This language is normally found in writing on ancient artifacts and tablets.
- Rogue's Tongue: A type of constructed language typically used among thieves to pass top-secret messages.
- Tartaric: The language of the monsters of Tartarus.

Lock Picking

Agility (trained only)

To pick a lock, a pony needs proper tools such as torsion wrenches and picks for keyholes or a stethoscope to hear the tumbler inside combination locks. All of which can be obtained from a lock pick kit. In either case, a pony relies on her dexterity and her steady hoof to pick any lock. Difficulty varies depending on the quality of the lock.

- Cheap or simple lock: Difficulty 20
- Average lock: Difficulty 25
- Strong lock: Difficulty 30
- High quality lock: Difficulty 40
- Manacles: Difficulty 20 (regular), 30 (masterwork)

Picking a lock takes one minute per attempt. If failed, then the pony can retry.

Masonry

Intelligence (trained only)

Build and repair any kind of structure out of stone and concrete. The materials to create any stone objects are half the market cost as listed under the Shopping section. The cost

of materials to make repairs can be anywhere between 0%-50% of market price depending on the severity of the damage.

Mathematics

Intelligence

Proficiency with all forms of math.

Mechanic

Intelligence (trained only)

Be skillful at building, disabling, or fixing machines, including traps and machines powered by magic. The materials to create any machine are half the market cost as listed under the Shopping section. The cost of materials to make repairs can be anywhere between 0%-50% of market price depending on the severity of the damage.

Meditation

Mentation (trained only)

A pony can enter a trance-like state that can grant her speedy recovery. With every minute she maintains her meditation, she recovers 1 HP per Mentation score and skill score. This power can only be done in a quiet and private place. The pony is not allowed to take any other action, not even speaking, while meditating. If she is interrupted by some kind of distracting stimuli, then she will need to make a Concentration roll or else the meditation is interrupted.

Metallurgy

Intelligence (trained only)

Become knowledgeable of the smelting, identifying, and finding all kinds of metals.

Mischief

Cleverness

As a free action, a pony can fool or humiliate another with either a prank or a joke. To succeed, the pony's Mischief roll must overcome an opponent's Outwit roll. If either roll fails, then the pony does not get a retry. Mischief has no affect on creatures with an Intelligence of 0.

Music

Cleverness (trained only)

Write, play, and sing any song. When performing a song on an instrument without the appropriate Musical Instrument Proficiency feat, add a -5 penalty to the roll. Music is used in place of Performance when playing for an audience. This skill can also be used to modify or repair instruments so long as the musician has the appropriate Musical Instrument Proficiency feat for the instrument worked on.

Navigation

Intelligence

A pony can use this skill to find her way to a particular destination through any location in the air, on land, at sea, in urban settings, underground, and in buildings. The Difficulty of the navigation varies depending on the type of terrain traveled through.

- Clouds: Difficulty 20
- Forests and jungles: Difficulty 20
- Hill or moor: Difficulty 14
- Mountain: Difficulty 16
- Ocean (both above and below): Difficulty 22
- Urban, ruins, and dungeons: Difficulty 12

Using a map or compass or successfully using an Intuit Direction or Astronomy skill can provide a +4 bonus to Navigation rolls.

There are certain conditions that can reduce or increase the Difficulty of the roll:

- Following a trail of some kind: -8
- The character is going through an area that she is familiar with: -10
- Bad weather (rain, snow, strong winds, etc.): +2
- Poor visibility (fog, night time with a full moon and/or light source): +4
- Darkness (night time with a new moon and poor light source): +8

If a character fails a roll, then she will wonder in random directions not reaching her destination. Every hour lost, the navigator can make another Navigation roll (Difficulty 20) to determine if she's lost, and she only then can make another Navigation roll to find the right path.

When more than one character is traveling, only the character leading the way makes the Navigation roll. The GM must roll the dice secretly so the pony won't know if she got it right.

Party-Planning

Cleverness

A pony could set up a fun and enjoyable party from anywhere and with whatever she has available.

Perception

Mentation

As a free action, this skill is used to determine if a pony managed to successfully see, hear, touch, taste, or smell something.

- Sight: A pony can visually detect anything that is hidden or out of sight. A pony gets a -4 penalty when trying to spot objects from a moderate distance or is moderately obstructed (across a large room, across a road, through a window, behind some leaves, etc.). A pony gets a -8 penalty if it's a great distance or greatly obstructed (across a field, over 100 feet away, lots of foliage in the way, several objects in the way, etc.). Penalties caused by distance can be negated with a telescope. Looking for very small objects (a grain of sand from a sample, a speck on a wall, details in a painting, etc.) inherently have a penalty of -8 unless

the pony has a magnifying glass. Other factors that can hinder vision include darkness, invisibility, and fog, all of which are detailed in the Hazards section. This skill cannot be done if the pony is blind.

- Hearing: A pony can hear even the quietest of sounds. A pony gets -4 penalty if she is trying to listen to a specific sound while there is a moderately loud noise in the background (music, strong wind, rainstorm, ponies talking, etc.) or a -8 penalty with deafening noise (loud crowds, explosions, machinery, etc.). When hearing through a wall, the pony gets a -10 penalty per foot of thickness. This skill cannot be done if the pony is deaf.
- Touch, Taste, and Smell:
 - Smell strong odors: Difficulty 0
 - Smell moderate odors: Difficulty 5
 - Smell light odors: Difficulty 10
 - Feel painful sensations: Difficulty 0
 - Feel prickly sensations: Difficulty 10
 - Tasting if food is spoiled: Difficulty 5
 - Tasting if a drink has been drugged: Difficulty 20
 - Tasting to identify a potion's effects: Difficulty 15

Performance

Cleverness

A pony can put on any kind of performance whether it be comedy, storytelling, dance, puppets, mime, poetry reading, stunts, slapstick, or any other instance where a pony tries to entertain an audience. The Difficulty is determined by how hard the attempted performance is. If the Performance roll succeeds in front of an audience, the pony will earn money. If she fails her roll, then the audience panned the performance and she only earns half the money.

- Street Performance: Perform out on the streets, receiving tips from passersby. *Difficulty*: 10. *Earnings Per Day*: roll one 10-sided dice to determine amount earned in cents.
- Simple Performance: Perform for a small crowd out in a public place or in a private residence if allowed to. *Difficulty*: 15. *Earnings Per Day*: roll ten 10-sided dice to determine amount earned in cents.
- Enjoyable Performance: Perform in front of a small, live audience. In time, you might be able to be invited to join a professional troupe and possibly gain a regional reputation. *Difficulty*: 20. *Earnings Per Day*: roll one 4-sided dice to determine amount earned in bits.
- Grand Performance: Perform on a stage in front of a crowd of dozens. In time, you might attract the attention of noble patrons and possibly gain a national reputation. *Difficulty*: 25. *Earnings Per Day*: roll one 6-sided dice to determine amount earned in bits.
- Extraordinary Performance: Perform before an audience of hundreds. In time, you may draw the attention of patrons from far away lands. *Difficulty*: 30. *Earnings Per Day*: roll three 6-sided dice to determine amount earned in bits.

Pick Pocket

Agility

As a standard action, a pony can steal any small object off of another. If the thief fails, she can still steal the object, she just winds up getting caught in the act. To steal from another, the pony must first get within arm's reach of her intended, sometimes using the Stealth skill first if trying to take a target by surprise. The Difficulty is dependent on the circumstances as indicated below:

- Unattended object or item off unconscious opponent: 10
- Steal object off a conscious opponent: 20
- Steal object while being watched: Target's Perception roll

Precognition

Mentation (trained only)

If a pony manages to relax and concentrate for one full-round action, she can consciously sense danger. A succeeding skill roll would allow her to accurately know if there's danger but knows no other details. A failed roll indicates no reaction or an inaccurate reaction. The danger doesn't have to be physical harm. It could be something bad like someone is trying to deceive you or the decision has potentially negative consequences.

Difficulty is determined by how familiar the pony is with the potential danger. Take for example a scenario where Stardust is trying to sense a cockatrice waiting to ambush her in the Everfree Forest. If Stardust had been ambushed by cockatrices in the Everfree Forest before, then the difficulty is 10. If Stardust was only told that there were cockatrices in the Everfree Forest or saw evidence of cockatrices, then the difficulty is 14. If she only assumes there's danger but has no idea what it could be and/or has no evidence to back up her suspicions of a cockatrice, then the difficulty is 18. And if she is completely unaware of the danger of running into a cockatrice, then the difficulty is 25. Difficulty level:

- A situation where danger is known from past experience: Difficulty 10
- A situation where danger is known from word of mouth: Difficulty 16
- A situation where danger is only assumed: Difficulty 22
- A situation where danger is not expected at all: Difficulty 30

This power doesn't happen automatically. The pony has to consciously announce she is using this power. If the roll fails, then the pony does not get a retry to sense the same danger that day. To use this power during taxing circumstances, she must make a Concentration roll or else the power will fail. The GM should secretly roll the dice so the PC doesn't know if she got the right answer or not.

Pyrotechnic

Intelligence (trained only)

Create and use any kind of explosive. The materials to create any incendiary device are half the market cost as listed under the Shopping chapter.

- Dynamite: *Difficulty*: 15 (If the roll is 5 or under, the grenade blows up in the pony's face), *Cost of Ingredients*: 25 bits.
- Grenade: *Difficulty*: 20 (If the roll is 5 or under, the grenade blows up in the pony's face), *Cost of Ingredients*: 188 bits.

- Flamethrower: *Difficulty*: 20, *Cost of Ingredients*: 125 bits
- Molotov Cocktail: *Difficulty*: 5, *Cost of Ingredients*: 50 cents per bottle.
- Smoke Bomb: *Difficulty*: 15 (If the pony fails the roll, then she must make another Pyrotechnic roll [Difficulty 10] to prevent the smoke bomb from going off), *Cost of Ingredients*: 18 bits.
- Smoke Stick: *Difficulty*: 10, *Cost of Ingredients*: 10 bits.

Outmuscle

Strength or (sometimes when resisting telekinesis) Mentation

As a standard action, a pony can use her brute strength to resist an opponent. With this skill, she can resist another's Disarm, Grapple, and Trip skill rolls. If the roll fails, then the pony does not get a retry against Trip or Disarm rolls, but she does against a Grapple roll. Outmuscle typically uses Strength except when a pony is resisting the effects of telekinesis. When that happens, the pony has the option to use either Strength or Mentation, whichever is higher.

Outwit

Mentation

As a free action, a pony can use her intuition to see through any and all deception and her willpower to resist manipulation from another. With this skill, she can resist another's Bluff, Charm, Intimidation, and Mischief skill rolls. If the roll fails, then the pony does not get a retry.

However, even on a failed roll, the pony will relent but doesn't necessarily do anything out of character or irrational. For example, if she lost to a Bluff roll, then she can still suspect that the speaker is lying. She just gives the liar the benefit of the doubt. Or if she lost to an Intimidation roll, then she will feel too intimidated to disobey the aggressor's demands, but will still fight back if attacked.

Sailing

Intelligence (trained only)

A pony with this skill can operate any boat or seafaring ship. When faced with any kind of strong current or bad weather that could impair a ship's progress, the ship uses the captain's Sailing roll instead of a Swim or Strength roll. See sections on Water Hazards and Weather under the Hazards chapter for details.

Sense Magic

Mentation (trained only)

If a pony manages to relax and concentrate, she can consciously sense the presence of a spell currently in effect from up to 10 feet per Mentation score (Difficulty: 10 + spell level). If the pony succeeds, then she senses the location and level of any spell, but knows nothing more about the spell unless she also succeeds at a Spell Craft roll (Difficulty: 15 for adult level spells and 25 for alicorn level spells). If the pony fails the Sense Magic roll, then the spell is not detected and the pony doesn't get a retry. The GM should roll the dice secretly so the pony doesn't know if the attempt worked.

Sewing

Cleverness

Create and fix any kind of garment. The materials to create any garment are half the market cost as listed under the Shopping section. The cost of materials to make repairs can be anywhere between 0%-50% of market price depending on the severity of the damage.

Shape Cloud

Intelligence (trained only)

Build, repair, or alter any building or furniture made of clouds. Permanent structures made by the Shape Clouds feat are solid enough for all to walk on and support the weight of inanimate objects.

Spell Craft

Intelligence (trained only)

When it comes to knowing the history of spells and magical practices, this skill pertains to knowledge in both regards. A pony can identify spells that were cast no more than a minute ago (Difficulty: 10 + spell level + 1 per additional minute), or spells that are already in affect or upon a magic item or victim (Difficulty: 15 + spell level), or if the spell is very unusual or high level like alicorn level spells or spirit magic (Difficulty: 25 + spell level). If the roll fails, then the pony does not get a retry on that day.

This skill can also be used to identify magic items. See section on Identifying Magic Items under the Magic Items chapter for details.

Spell Craft also gains the unicorn or any creature with the Spell Casting trait the power to temporarily obtain the use of one rudimentary or advanced spell. To do that, the unicorn must have access to the spell's formula in writing whether it is in a spell book or on a scroll. The pony then must spend five minutes studying the spell in a quiet and private place as well as make a Spell Craft roll (Difficulty: 5 for all rudimentary spells, 15 for advanced spells, and 25 for alicorn level spells). If she fails, then she won't get a retry until the next day. If she succeeds, then she obtains the spell in her head at level 1 and the spell will stay in her head until cast. For example, Stardust researches the Snare spell at advanced level. Her roll succeeds and she gains the Snare spell at level 1 which she can cast only once. Wanting to wait until the opportune time, her chance comes three days later when she wants to set up a trap for a rampaging diamond dog. She uses the Snare spell she'd been saving to create the trap. After use, the spell is gone and she would have to replant the spell in her head later if she wants to cast it again.

A unicorn can only store one spell per Spell Craft skill level she has. She also cannot spend any additional spell points to enhance the spell, not even with the aid of any feats. However, a unicorn can store the same spell in her head more than once so long as she has enough Spell Craft skill levels to do so.

Spell Permanency

Intelligence (trained only)

The caster can use this skill to make any advanced spell listed below last indefinitely. To make a spell permanent, the spell must be cast first then the caster spends a minute to make the spell permanent. With each spell listed, there's a minimum Spell Permanency level required in order to make that spell permanent as well as a Difficulty roll to beat and a cost to pay for material components. If the caster fails the roll, then she must spend another minute to try again and an additional 100 bits is added to the price each retry. Once the spell is made permanent, then it will last indefinitely and can only be undone with a Dispel spell.

- Aerokinesis: *Minimum Spell Permanency Level: 4, Difficulty: 16, Cost: 10,000 bits.*
- Alarm: *Minimum Spell Permanency Level: 1, Difficulty: 10, Cost: 2,500 bits.*
- Animation: *Minimum Spell Permanency Level: 6, Difficulty: 20, Cost: 15,000 bits.*
- Clairvoyance: *Minimum Spell Permanency Level: 3, Difficulty: 13, Cost: 5,000 bits.*
- Cloudwalking: *Minimum Spell Permanency Level: 1, Difficulty: 10, Cost: 2,500 bits.*
- Comprehend Languages: *Minimum Spell Permanency Level: 1, Difficulty: 10, Cost: 2,500 bits.*
- Confusion: *Minimum Spell Permanency Level: 4, Difficulty: 16, Cost: 10,000 bits.*
- Enlarge/Reduce: *Minimum Spell Permanency Level: 1, Difficulty: 10, Cost: 2,500 bits.*
- Ensnaring Cloud: *Minimum Spell Permanency Level: 4, Difficulty: 16, Cost: 10,000 bits.*
- Fish Form: *Minimum Spell Permanency Level: 3, Difficulty: 14, Cost: 7,500 bits.*
- Flight: *Minimum Spell Permanency Level: 5, Difficulty: 18, Cost: 12,500 bits.*
- Force Field: *Minimum Spell Permanency Level: 5, Difficulty: 18, Cost: 12,500 bits.*
- Fortitude: *Minimum Spell Permanency Level: 1, Difficulty: 10, Cost: 2,500 bits.*
- Hydrokinesis: *Minimum Spell Permanency Level: 4, Difficulty: 16, Cost: 10,000 bits.*
- Impenetrable Cage: *Minimum Spell Permanency Level: 8, Difficulty: 24, Cost: 20,000 bits.*
- Invisibility: *Minimum Spell Permanency Level: 2, Difficulty: 12, Cost: 5,000 bits.*
- Magic Armor: *Minimum Spell Permanency Level: 1, Difficulty: 10, Cost: 2,500 bits.*
- Night Vision: *Minimum Spell Permanency Level: 2, Difficulty: 12, Cost: 5,000 bits.*
- Portal: *Minimum Spell Permanency Level: 8, Difficulty: 24, Cost: 20,000 bits.*
- Silence: *Minimum Spell Permanency Level: 2, Difficulty: 12, Cost: 5,000 bits.*
- Spider Climb: *Minimum Spell Permanency Level: 2, Difficulty: 12, Cost: 5,000 bits.*
- Waterbreathing: *Minimum Spell Permanency Level: 1, Difficulty: 10, Cost: 2,500 bits.*

In order to use Spell Permanency, the player needs to have the Spell Casting trait.

Stealth

Agility (Armor Penalties)

As a simple action, a pony can attempt to sneak around unsuspecting targets. If a pony manages to beat an opponent's Perception roll with a Stealth roll, she can move without being seen or heard in order to pickpocket, ambush, or escape. If her roll fails, then the pony is noticed. Being noticed does not prevent the pony from escaping, pick pocketing, or attacking. All it means is that the target is now aware of what the pony is doing and can retaliate. If the pony tries to use Stealth on multiple targets, then the targets can add their bonuses together when making their Perception roll together.

During combat, the pony must walk around the opponent to get behind her before attempting a surprise attack, but this can only be done if the opponent is distracted by something (Ex: fighting some pony else, casting a spell, etc.) or before she is made aware of the attacker's presence. If the Stealth roll succeeds, she then rolls an attack roll and the opponent loses her Agility bonus to AC because she was caught off guard. If the Stealth roll fails, then the target notices the attacker and does not lose her Agility bonus to AC if attacked. For more information on ambushing a target at the start of a round, see section on The Surprise Encounter First Round under the Combat chapter. The pony can only attack one target per round. Ranged weapons can be used so long as the attacker is no more than 30 feet away from her target.

While attempting to use Stealth, the pony can only move at half her base speed. If the pony attempting to use Stealth were moving faster than half her base speed but still slower than her normal base speed, then she gets a -5 penalty to her Stealth rolls. Stealth rolls cannot be done while walking at base speed, running, or charging.

When attempting a Stealth roll while flying, the pony gets a -4 penalty to her Stealth rolls.

If the pony is invisible, she gains a +40 bonus to her Stealth rolls while standing still and a +20 bonus while moving.

When wearing any armor heavier than padded armor, the armor can cause a penalty to the Stealth roll: -5 for plated armor, -3 for chainmail, etc.

Strategy

Intelligence

Whether it is games, combat, or competitions, this skill allows ponies to be able to strategize to gain an edge over opponents.

Swim

Strength (Armor Penalties)

As a standard action, ponies and many other land-based creatures can swim underwater only at their base speeds. To be able to swim at her gallop speed, she would need the Swimming Proficiency feat. To swim in hazardous conditions, a pony must make a Swim

roll to resist getting swept away in the current. See section on Water Hazards under the Hazards section for details. A pony can't lift more than light loads while swimming. If carrying medium or heavy loads, the pony automatically sinks if they fail their Swim roll (Difficulty: 35 for medium loads and 45 for heavy loads, but add +10 to the Difficulty if the swimmer tries swimming at gallop speeds).

When wearing any armor heavier than padded armor, the armor can cause a penalty to the Swim roll: -5 for plated armor, -3 for chainmail, etc.

Trip

Strength or (when using telekinesis) Mentation

As a standard action, a pony could knock an opponent off her hooves so long as she is of the same size. Creatures that are more than twice the pony's size cannot be tripped.

To attempt a trip, she must make a Trip skill roll against the opponent's Outmuscle or Gymnastics skill roll (which ever is higher). If an opponent trips, she loses her Agility bonus to AC while on the ground and she must spend a full-round action to get back up. If the Trip roll fails, then nothing happens.

When using telekinesis, the attacker uses her Mentation score instead of Strength score when attempting the Trip skill, but the opponent being tripped can use her Gymnastics skill roll or either her Strength or Mentation when attempting the Outmuscle skill, which ever is higher. With telekinesis, a pony can only use Trip on one opponent at a time.

Tripping can't be done on characters who are swimming, flying, or creatures who have no legs.

Wilderness Survival

Intelligence

This skill pertains to any tasks used for surviving in any kind of natural environment, whether it is hunting, foraging, tracking, building a fire, setting up camp, fishing, etc. The Difficulty for such tasks are typically between 10-15, but the GM can raise or lower the Difficulty depending on factors. For example, foraging for food and water is typically 10, but the GM can raise the Difficulty to as high as 30 in deserts.

When it comes to tracking an opponent or animal, the Difficulty is dependent upon the condition of the ground the tracks are in. Increase the difficulty by +1 for every hour that passed since the tracks were left and increase the difficulty by +5 if it had been raining at the time.

- Snow or wet mud: Difficulty 10
- Sand: Difficulty 15
- Soft ground: Difficulty 20
- Hard ground: Difficulty 25

To light a fire, see section on Fire under the Hazards chapter for details.

Writing

Cleverness

Create any kind of written art or documents with literary flair.

Zoology

Intelligence

A pony can accurately identify and know general information about any animals she is studying.

Creating Skills

Skills frequently pertain to creating, fixing, healing, improving, identifying, making a forgery, or being knowledgeable about any subject. However, skills also can be applied to abilities that involve searching or sensing something such as tracking, precognition, navigation, etc. To determine whether or not the skill is “trained only” depends on how accessible the skill is by layman standards. Almost all skills that use Strength, Constitution, Agility, or Cleverness are accessible by layman standards unless it requires some kind of practice or it is very difficult. Skills that use Intelligence can also be accessible, but only if they pertain to common knowledge. For example, skills like Mathematics, Healing, and Navigation are skills that most ponies have at least some basic knowledge in. However, most skills that pertain to sciences or obscure knowledge would not be accessible such as Metallurgy, Gemology, Spell Craft, etc. Almost all skills that use Mentation can only be done with practice and training, thus they are not accessible by layman standards. The lone exceptions are abilities that are innate like Control Weather, Outwit, and Perception.

USING SKILLS IN THE GAME

Like with any RPG, characters do far more than fight. Sometimes characters will want to attempt difficult tasks or perhaps build or fix something. Ponies need to be skilled with their hands (sort of speak) and the way in which that works is with the Aptitudes and skills.

Skill Rolls: Whenever some pony tries to accomplish some kind of task, the pony must succeed at what is called *a roll*. To accomplish a task, roll one 20-sided dice and upon whichever number comes up, add onto the appropriate Aptitude score from the character’s stats. To determine success or failure, each task needs a Difficulty, which is a number that the pony must get an equal or greater number to succeed. For example, lifting a heavy rock has a Difficulty of 20 and the character’s Strength score modifies the roll or the puzzle has a Difficulty of 15 and the character’s Intelligence score modifies the roll.

There are many tasks that require certain skills such as Cooking, Swimming, Healing, etc. When that happens, the pony adds her bonus Aptitude score and her skill score to the result of the roll. If the pony does not have any levels in the skill attempted, then she can

still attempt it (unless the skill is labeled as “trained only”), but she can only put in her Aptitude score as a bonus.

For example, let’s say that a stallion named Soft Hooves wants to make an elaborate stew with fancy ingredients and careful preparation. Since the stew is so much more complicated than any ordinary recipe, the GM gives it a Difficulty of 20, meaning the dice roll has to be equal to or greater than 20 to succeed. Making a stew requires the Cooking skill and that skill is associated with Cleverness. Soft Hooves has a Cleverness score of 3, meaning he can add a +3 bonus to his roll. However, that means he has to roll a 17 or higher to successfully cook the stew. Despite his low Aptitude score, he can improve his chances of success by taking levels in the skill he wants to use beforehand. So if he had a Cooking skill level of 7, the skill level will be added to his +3 Cleverness bonus, making the total bonus into +10. That way, he would only have to roll a 10 or higher to cook the stew, greatly increasing his odds of success.

Trained Only Skills and Armor Penalty: Many skills are accessible to every pony, but some skills have the words “**trained only**” written next to its Aptitude. That means that some pony can only use the skill if she has at least one level in that particular skill. If certain conditions grant bonuses or penalties to a skill that is trained only, that does not grant the user access to that skill without a skill level.

For example, Mechanic is considered a *trained only* skill. Crystal Wand has a high Intelligence of 10 while Soft Hooves has an Intelligence of 4. However, despite her high intelligence, Crystal Wand cannot attempt a Mechanic skill roll, but Soft Hooves can because he has a Mechanic skill level of 1.

There’s also the words “**Armor Penalty**” written next to skills that involve being light on one’s hooves and or being quick and dexterous. On most armor, there’s an Agility roll penalty written into the description and that penalty applies to rolling any skill where armor penalties apply.

Calculating Difficulties: Throughout this book, there are many scenarios where the Difficulty of certain tasks is already listed for the sake of convenience. Of course, there are many times when the GM has to decide on what the Difficulty is on his or her own. When that happens, here are some simple approximations of the Difficulty for any given scenario based on how difficult it might be for one pony. However, the following numbers are merely suggestions and the GM can modify them if circumstances demand it.

- **Routine: 0.** Applies to any task that the pony has done so often that it has become a force of habit. Example: Carve a simple figurine out of wood that the pony has made several times before.
- **Trivial: 5.** Any task that is very easy. Example: Carve a wooden stake.
- **Easy: 10.** It requires a little effort, but there is still little chance of failure. Example: Carve a small wooden figurine.
- **Middling: 15.** The task is a little tough for someone not adept in the subject at hand, but it’s still possible to be done. Example: Carve little wooden pieces, then put them together with nails, wire, glue, and string to create a figurine.

- **Challenging: 20.** The task is moderately tough for someone not adept in the subject at hand, but it's still possible to be done. Example: Carve little wooden pieces, then put them together complete with movable parts to create a working puppet.
- **Hard: 25.** The task is very tough for someone not adept in the subject at hand, but it's still possible to be done. Example: Build wooden furniture.
- **Complicated: 30.** So difficult, only an expert can do it. Example: Build a wooden house.
- **Advanced: 35.** So difficult, only a moderately skilled expert can do it. Example: Build a wooden ship.
- **Highly advanced: 40.** So difficult, only a highly skilled expert can do it. Example: Build a wooden ship that can also travel on land.
- **Immense: 45.** So difficult, only an alicorn would be able to do it. Example: Build a wooden ship that can fly on helicopter propellers.
- **Superhuman: 55.** So difficult, even an alicorn would struggle to do it. Example: Build a wooden ship with rockets that can fly to and from the moon.
- **Impossible: 61 or higher.** No one can do it. Example: Build a wooden ship that can fly into outer space faster than the speed of light.

Taking the Time/Rushing Through a Task: If a character has plenty of time to work and has no distractions, the GM can allow her to take additional time in exchange for bonuses to her skill roll for that one task. If she takes twice the amount of time, the GM can award a +4 bonus to her skill roll. If she takes triple the amount of time, then the GM can award a +8 bonus to her skill roll. Reversely, if she tries to rush through the task, the GM can cause a -4 penalty if she works with three-fourths of the time allotted or a -8 penalty if she works half the time allotted. See section on Measuring How Much Time a Skill Takes under the Weights and Measurements chapter for details on time spent on a skill.

While the GM is allowed to decide when these bonuses or penalties can be applied, there are some circumstances where a character can never take her time on.

- Tasks that are not associated with skills such as attack rolls, saving throws, etc.
- Any skills that involve going up against another character's skill roll such as Diplomacy, Bluff, Charm, Mischief, Outwit, Outmuscle, Perception, etc.
- Any skill that uses Strength and Constitution and any Agility skills that rely on split second reflexes such as Aerobatics, Catch, and Gymnastics.

Competition: In the event that two or more characters try to best each other, then the Difficulty would be the roll of the opponent. For example, if two ponies are hoof wrestling, then both ponies roll a 20-sided dice and add their Strength scores and the victor is the one with the highest number. Certain skills that are meant to be used against another (Bluff, Trip, Mischief, etc) require specific skills or Aptitudes to counter it as described in the skill's description. In the event of a tie, use a coin or a dice as a tiebreaker or simply reroll.

Teamwork: In the event that characters try to help each other out, then the sum of the participants' Aptitude and skill scores can be applied to the one roll to accomplish the task. However, when attempting any task that requires a skill that is "trained only," then all participants must have at least 1 skill level of the skill in question to help.

Example: A pony named Monkey Wrench is trying to fix a busted train engine with a Difficulty of 30. He has an Intelligence score of 6 and a Mechanic skill score of 3, giving him a bonus of +9 which is not high enough to accomplish the task, so he gets his friends, Live Wire and Screwdriver, to help. Live Wire has an Intelligence of 5 and a Mechanic skill score of 1. Screwdriver has an Intelligence of 4 and a Mechanic skill score of 2. Combine the bonus points of all three of them and that makes a bonus of +21. The dice is rolled, ending up with 14. Add +21 and that makes a total of 35. The attempt was a success.

Failing a Skill Roll and Retries: Whenever a skill roll fails, a pony can sometimes attempt a retry unless the instructions say the player cannot or if the GM forbids it. When reattempting a skill roll, the player usually spends more time and more resources to try again. For example, let's say that a pony fails her Cooking skill roll and the stew she made didn't turn out as she hoped. She can spend twice as much time and twice as much food and spices to make a retry to fix it. Or perhaps a pony fails to fix a train engine. She can spend twice as much time and use up twice as many nuts and bolts to retry her Mechanic skill roll. However, if the pony fails again, the GM can choose to allow the player to succeed at the cost of spending a significant amount of time, typically three times the amount of time it would take. For more information on how time is measured, see section on Measuring Time and section on Measuring How Much Time a Skill Takes under Weights and Measurements.

Being Creative with Skills and Tasks: When applying all these skills into your game, you shouldn't feel restricted by the rules and descriptions laid out before you. In addition to creating your own skills, it's possible to use existing skills in creative ways. The rules can be bent a little to allow different uses beyond what is described. For example, a pony with a Farming skill can grow any kind of plant whether it is food, flowers, trees, herbs, tobacco, etc. It's also possible that the skill can be applied as a substitute for a similar skill, but it won't be as effective as the skill it's substituting. For example, Farming involves growing plants, but does not involve turning them into medicines or identifying herbs such as in Herbalism. Nonetheless, Farming is somewhat similar enough to Herbalism to attempt to make medicines, although there will be penalties at the GM's discretion such as halved skill score, increased difficulty, or both.

This also applies to magic skills as well. Spells may have a lot of rules to them, but they're there simply to allow some context of what is and what isn't too powerful. A spell can be altered a little to provide different functions. For example, Electrokinesis's rudimentary powers can create small sparks of electricity. Those sparks in turn could be used in creative ways such as creating a small reading light, a cattle prod, a crude defibrillator, etc. The advanced portion of this power can conjure destructive lightning,

which could also be used to recharge a large battery. All spells can be altered a little to allow for creative uses so long as they are reasonable to the GM.

Using Hooves for Hands: One may ask the perfectly legitimate question of how a pony can perform all of these skills without hands. For the purposes of this game, it should be assumed that ponies will either use their nimble lips and teeth, grip objects under their wings, use magic, or use what is known as tactile telekinesis where objects just stick to their hooves like Velcro. In game, don't worry so much about how a pony can do these things unless there are some obstructions hindering performance such as speaking with something in her mouth, using more than one weapon at the same time, her wings and hooves are tied down, serious injuries, etc.

SPELL STATS DESCRIPTION

For the sake of convenience, each spell has stats that clarify the spell's range, duration, designated targets, etc. Each spell is divided into two different variations: rudimentary and advanced. Whether the caster is casting an advanced spell or a rudimentary spell, both are equally limited by the stats provided.

- **Range:** Much like a range weapon, spells can only hit a target from a limited distance. The distance is typically 10 feet per Mentation score, however, spells that only affect the caster as the target have a range of 0 feet. See section on Attack, Damage, and Range under the Combat chapter for details.
- **Duration:** Once a spell is successfully cast, it only lasts for a limited amount of time before it wears off. Most spells only last 1 minute per spell level, but some can last for longer durations such as 10 minutes or 1 hour per spell level. There are some spells that are “instantaneous” (usually attack spells and healing spells), which means the spell only lasts for one round with no lingering magical effects but any physical effects caused will last such as damage dealt, items conjured, etc.
- **Offensive Abilities:** All spells fall under at least one of three classifications that provide a generalized description of how the spell is used offensively and how the targets can defend against it.
 - **Ranged Attack:** Spells that can inflict HP damage are generally treated as a ranged attack roll. The caster's Mentation score modifies her attack roll, but the Spell Precision feat can add a +3 or +6 bonus to spell attack rolls. See section on Attack, Damage, and Range under the Combat chapter for details.
 - **Mentation Roll:** If a spell is used to enchant, transmute, or charm an unwilling target, then the target is allowed to roll a Mentation roll against the caster's Mentation roll to resist the effects of the spell. If the target wins the roll, then the spell is negated. If the caster wins, then the spell takes effect. Sometimes, the word “Harmless” is written into the stats. That means that the effects of the spell are actually beneficial and should be reserved for allies.
 - **None:** This means that the spell only affects the caster, inanimate objects, or indirectly affected targets that do not get any roll to resist.

- **Target:** Certain spells have certain effects that affect certain targets. There can be many variations for targets, but the three mentioned here are the most common:
 - 1 target per spell level within range: The caster can choose to have the spell affect herself and/or any living (or at least animate) target within range and no more targets than the level of the spell, although the caster doesn't have to affect that many targets.
 - Only 1 target within range: That means the spell will only work on one target.
 - The caster: Then the caster can only cast the spell on herself.
- **Rudimentary:** All spells come with rudimentary and advanced variations. Rudimentary spells are spells that are very simple and easy to do, thus they can be used as many times per day as the caster wants without spending any spell points. The spell still has to follow the stats listed above.
- **Advanced:** Advanced spells are far more powerful because they can circumvent mundane abilities (Teleportation, Snare, Transformation, etc.), can be used offensively (Enchant, Pyrokinesis, etc.), grant bonuses and enhancements to others (Fortitude, Magic Armor, etc.), grant penalties to others (Haste/Slow, etc.), or conjure something (Apportation, Grease, etc.). To cast an advanced spell, the caster must spend at least one spell point that comes with the spell.

Spell Points: Spell points are mental energies that a caster spends to cast advanced spells. Each spell only gets one spell point per spell level. Example: Aerokinesis at level 5 has 5 spell points. This allotment of spell points is replenished after a full night's sleep. The spell points are divided between the spells the caster knows, so one spell's points cannot be used to power another spell unless the pony has the Spell Pool feat. Extra spell points can also be spent to enhance spells in certain ways depending on the feats or spells used.

How to Cast and Cancel a Spell: There's no need to roll just to successfully cast a spell. Casting time requires one full-round action and there are no material components unless noted otherwise. All spells require concentration, and if a unicorn tries to cast a spell during taxing situations, she must make a Concentration skill roll or else the spell fails. See section on Concentration under the List of Skills for details. Once a spell is cast, a unicorn can prematurely end her own spells as a free action so long as she is within spell range.

LIST OF MAGIC SPELLS

Aerokinesis

Range: 0 feet

Duration: One minute per spell level

Offensive Abilities: None

Target: The caster

Rudimentary: While under the influence of this spell, a caster can freely summon a breeze at no greater than moderate wind speed, strong enough to lift any lightweight object and a small boat, but nothing else. The breeze is shaped into a funnel 5 feet in diameter and up to 10 feet per spell level long.

Advanced: A caster under the effects of this spell can create a strong gust of wind that can be used as an offensive weapon or a form of propulsion, conjuring a fierce funnel of wind (The funnel is 5 feet in diameter and 10 square feet per spell level long) directed away from the caster that can blow away opponents on the ground and in the air. This same power can also cushion falls (to provide for a safe landing from great heights) and as a means of propulsion to move anything with a sail or to rocket objects no heavier than 10 pounds per spell level off the ground. The wind can be maintained for as long as the spell duration will allow without the caster needing to maintain focus, although she can still redirect the wind as a free action. The wind speed can be light, moderate, or strong, but if she spends two spell points, she can boost the speed to severe or windstorm in strength level, and the pony can alter the speed of the wind at any time during the duration of the spell as a free action. By spending five skill points, she can conjure hurricane force winds. See section on Weather under the Hazards section for details on wind speed.

Alarm

Range: 10 feet per Mentation score

Duration: One hour per spell level

Offensive Abilities: None

Target: a 5-foot per spell level in diameter ward summoned within range of the caster.

Rudimentary: The caster can use her horn (or anything else that she uses to cast spells with) to ring an alarm after a preset time has passed, maximum of 1 minute per spell level.

Advanced: This spell creates an invisible ward over an area that will ring an alarm every time some pony enters it. To enter the ward without setting off the alarm, the players would have to say a password (determined at the time of casting) before entering. There are two types of alarms that the caster can choose from at the time of casting: audible and mental alarms. Audible alarms create a loud noise that can be clearly heard from up to 60 feet away. An audible alarm can be silenced with a Silence spell. A mental alarm is an alarm that only the caster can hear, so long as she is no further than a mile away from the ward. This alarm can wake up the caster from sleep but otherwise does not disrupt concentration. Mental alarms are not disabled by Silence spells or deafness.

Animation

Range: 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: None

Target: One inanimate object per spell level within range

Rudimentary: A caster can cause small, unattended objects to move on its own, usually rattling in place or perhaps spinning around or rolling away.

Advanced: A caster can cause any inanimate object to move on its own as if it were alive. To direct the object, the caster can mentally will it to move (within spell range) in any direction the object can physically move. In order for an object to move, it needs some kind of propulsion such as wheels, moveable legs, wings, buoyancy in water, etc. Otherwise, the object cannot move from its position but can do things such as rock back and forth, bounce, shake, etc. Although the caster has to be within spell range to control

the object, the object itself will still keep going if it is goes outside the spell range, following its most recent command until finished.

Apportation

Range: 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: None

Target: The spell can summon one item per spell level.

Rudimentary: A pony can create an intangible object no more than 1 inch per spell level in size that lasts for the spell's duration. The objects can be anything and look realistic, but they are only illusions and have no effect on any solid object. If anything tries to touch it, then it will pass through it as if it was smoke.

Advanced: This spell can create temporary objects of no larger than 10 cubic feet all together. The objects are solid and appear real, but the object will disappear once the duration ends. This spell can also be used to instantly create permanent objects (including food and beverages) in only one full round, but the pony must still have all the supplies (but not necessarily the tools) necessary and she must succeed at the appropriate skill roll as if making the object by hoof. The spell point is automatically spent, whether the skill roll was successful or not.

Audiokinesis

Range: 10 feet per Mentation score

Duration: Instantaneous / (Deafness) One minute per spell level

Offensive Abilities: Ranged Attack and Mentation Roll (to resist deafness)

Target: Only 1 target within range

Rudimentary: A caster can replicate any harmless sound effect out of nothing such as music, voices, etc.

Advanced: This spell can also be used to create a concentrated blast of sound, which can cause one 10-sided dice plus Mentation of damage from sonic waves. If a successful hit is made, the target must also succeed at a saving throw or else be temporary deaf for one minute per spell level. See section on Blindness/Deafness under the Hazards section. This spell will automatically fail if cast within an area under the Silence spell unless the Audiokinesis spell level is higher than the Silence spell level. If both spell levels are equal, then the caster must win a Mentation roll against the Mentation roll of the caster of the Silence spell to successfully cast the spell.

Automaton

Alicorn Level Casters Only

Range: 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: None

Target: 1 summoned automaton

Rudimentary: A caster can make cosmetic changes to her automaton at will, allowing her to customize the appearance of the automaton, even going as far as change it so that it would look like a real pony.

Advanced: This spell can create an automaton, which is a magical construct made of a clear ectoplasm. This construct is essentially a pony-shaped robot who follows the verbal commands of its summoner without question. The automaton can follow every order to the best of its ability. If the automaton is ever destroyed or the spell ends, then the it fades away. There are three kinds of automatons that the caster can create: earth, pegasus, and unicorn. For details, see Automaton under the List of Monsters.

Chronokinesis

Range: 0 feet

Duration: Instantaneous

Offensive Abilities: None

Target: The caster

Rudimentary: This spell can be used to tell the caster the exact time and date of her location at the time of casting. This spell can be cast as a free action.

Advanced: This spell allows a caster to manipulate time around herself, creating a number of different effects depending on how many spell points are spent. By spending one spell point, the caster can travel one minute per spell level into the future. The pony will instantly disappear and reappear in the same spot she started from, but from the caster's perspective, the jump into the future would feel like it happened in a split second and she would be unaware of what happened in the time she was gone. At the cost of 5 spell points, a pony could regress back into the past and relive the previous round, allowing her to attempt to change the outcome. Once the spell is cast, the pony travels back to the previous round, undoing all affects that happened to the caster and her attacker(s) if any in that round, and from there, the caster can take a different action than before or reroll the same action, potentially changing the outcome. At the cost of 10 spell points, the spell can accelerate the caster so fast that from her perspective, it looks like the world is standing still. She will remain this way for three rounds (relative time) and when the spell ends, only one second would have gone by in real life. All effects she causes while accelerated (whether it is casting a spell, attacking, etc.) will not have any affect until the spell ends.

Clairvoyance

Range: 0 feet

Duration: One minute per spell level

Offensive Abilities: None

Target: The caster

Rudimentary: A caster under the effects of this spell can automatically sense the presence of a sensor cast by another's Clairvoyance spell with a successful Perception roll (Difficulty: 10 + spell level of the spell that created the sensor).

Advanced: This spell allows the caster to see and hear from any location away as if the caster was there. While using this spell, a caster is limited by her own ability to hear and listen. For example, if the room is dark and she doesn't have night vision, then she can't see anything in the room. The spell creates an invisible sensor at the place where the caster designates. This sensor can be moved once it is created and it can be repelled or dispelled like any ordinary spell.

Cloudwalking

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: One hour per spell level

Offensive Abilities: Mentation Roll (Harmless)

Target: 1 target per spell level within range

Rudimentary: The spell can provide a +2 bonus to Control Weather rolls for the spell's duration.

Advanced: The spell allows a pony to walk on clouds like a pegasus. If the spell were to end while a pony is still on a cloud, then she will safely float down to the ground at a speed of 60 feet per round. As soon as she lands on any surface that can support her weight, the spell is broken and the pony is once again gravity bound.

Comprehend Languages

Range: 10 feet per Mentation score

Duration: Ten minutes per spell level

Offensive Abilities: Mentation Roll (Harmless)

Target: 1 target per spell level within range

Rudimentary: Provides a +2 bonus to Linguistics rolls for the duration of the spell.

Advanced: The caster can cast the spell on herself and others, allowing them to comprehend and respond to any spoken and written language fluently for the duration of the spell. She can also speak and write any language. This spell has no effect on creatures with a 0 Intelligence score.

Confusion

Range: 10 feet per Mentation score

Duration: (Rudimentary) Instantaneous / (Advanced) One minute per spell level

Offensive Abilities: Mentation Roll

Target: Only 1 target within range

Rudimentary: A target that's successfully hit with this spell is dazed so he/she can only take simple or free actions during his/her turn the next round in combat. Once the effect has worn off, the target becomes immune to any other daze attempts for three minutes.

Advanced: Those under the effects of this spell are confused and disoriented. During a round, roll a Percentage Roll and the number rolled indicates how the target would react that round.

- % Roll 01-25: Act normally.
- % Roll 26-50: Do nothing but babble incoherently.
- % Roll 51-75: Deal one 8-sided dice plus Strength of damage to oneself.
- % Roll 76-100: Attack the closest target.

If the target cannot perform the indicated action, then the target will just sit there, babbling incoherently. If the confused target was attacked, then the target will attack her attacker the next round so long as she is still under the effects of the spell by then. This spell has no effect on creatures with a 0 Intelligence score.

Cryokinesis

Range: 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: Ranged Attack

Target: Only 1 target within range

Rudimentary: A caster can cause the air around her horn to turn cold as well as mildly freeze any object her horn touches, including small samples of food or beverages to be preserved for later. When used on an opponent, it can cause mild pain but no damage.

Advanced: This spell can also be used as an offensive weapon, conjuring a beam of cold air, causing three 6-sided dice plus Mentation of damage. This spell can also be used to instantly freeze 5 cubic feet of water into solid ice that is thick enough to safely walk across. This spell can also be used to create a dome of cool air 5 feet per spell level in diameter. All within the dome are unaffected by the affects of hot conditions, including hyperthermia. See section on Heat Hazards for details.

Darkness

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: (Rudimentary) Instantaneous / (Advanced) One minute per spell level

Offensive Abilities: None

Target: (Rudimentary) The caster/ (Advanced) An invisible sphere 5 feet per spell level in diameter conjured within the spell range.

Rudimentary: As a free action, the caster can grant herself a +2 bonus to her saving throw to resist the effects of going blind from a bright light, whether it be magical or natural.

Advanced: The caster causes the enchanted area to become completely pitch-black dark (See section on Darkness under the Hazards chapter for details) so that no light can be seen within, enter into, or through the affected area. Natural light sources don't work and spells and attacks that use light cannot be used unless the spell level is greater than the Darkness spell level. See section on Blindness/Deafness under the Hazards chapter for details on how blindness works.

Detect

Range: 0 feet

Duration: One minute per spell level

Offensive Abilities: None

Target: The caster

Rudimentary: Upon casting, the caster can automatically locate any one of the following (chosen at the time of casting) within 10 feet per spell level away for as long as the spell lasts. The targets detected have no saving throw to resist because the spell only enhances the caster's ability to sense it. Once the target of the spell has been chosen, it cannot be changed unless the spell is cast again.

- Poison
- Snares
- Pits

Advanced: Same as the rudimentary power, but the caster can locate any one of the following:

- Animals (creatures with the Wild Creature Attribute trait)
- Monsters of Tartarus (creatures with the Beast of Tartarus trait)
- Plants
- Undead (creatures with the Undead Attribute trait)

- Constructs (creatures with the Construct Attribute trait)
- Invisible creatures/objects (invisible by trait, item, or spell)
- Oozes (creatures with the Ooze Attribute trait)
- Hidden doors

Disintegrate

Alicorn Level Casters Only

Range: 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: Mentation Roll

Target: Only 1 target within range

Rudimentary: A target that fails her Mentation roll will sustain one 4-sided dice plus spell level of damage (no Mentation bonus).

Advanced: A target that fails her Mentation roll automatically receives three 6-sided dice plus spell level of damage (no Mentation bonus). If the caster spends 5 spell points, the damage is increased to 5 HP per spell level of damage. If the caster spends 10 spell points, the damage is increased to 10 HP per spell level of damage. If the caster spends 15 spell points, the target will die instantly regardless of how much HP she had. In all four circumstances, if the target's HP falls to 0, she is killed instantly and her body disintegrates into dust, making it impossible to resurrect the dead victim to life except with a Wish spell.

Dispel

Range: 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: None

Target: 1 target per spell level within range

Rudimentary: A caster can easily undue a rudimentary spell cast by another. To dispel a spell, the caster must roll the dice (one 20-sided dice plus caster's Dispel level) against a Difficulty of 10 plus the targeted spell's level. When dispelling **Alicorn Level Casters Only** spells, the Difficulty increases to 15 plus the targeted spell's level. This spell can affect any objects, characters, or areas that are under the effects of a spell, but it has no affect on other magical effects. It also has no effect on spells with an instantaneous duration because the magical effects have already passed.

Advanced: Works like the rudimentary spell but can be applied against advanced spells and it can also be used to dispel magical effects from cursed magic items, diseases, plants, traits, or feats so long as the descriptions say that it is allowed. See sections on Disease and Plants under the Hazards chapter for details.

Electrokinesis

Range: 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: Ranged Attack

Target: Only 1 target within range

Rudimentary: A caster can generate electricity from her horn, enough to cause a mild (but painful) shock by sticking her horn into an opponent. She can also produce enough electricity to power small electrical objects such as light bulbs.

Advanced: This spell can also be used as an offensive weapon by shooting a bolt of lightning, causing three 6-sided dice plus Mentation of damage. By spending three spell points, the caster can boost the amount of damage to six 6-sided dice of damage.

Enchant

Range: 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: Mentation Roll

Target: 1 target per spell level within range

Rudimentary: A caster can implant small messages into the heads of others within range. The message can be no longer than 10 words per + spell level and it has to be in a language the target can understand.

Advanced: This spell can plant a suggestion to force a pony to behave in a way that the caster desires. For example, a friendly pony could be made to be mean and rude or a pony could be irresistibly drawn to something. A pony can be charmed into doing anything that she can physically do except inflict harm to herself or others. This spell has no effect on creatures with a 0 Intelligence score.

Enfeeblement

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: Mentation Roll

Target: (Rudimentary) The caster / (Advanced) Only 1 target within range

Rudimentary: As a free action, the caster can grant herself a +2 bonus to any saving throw to resist the effects of Aptitude score loss, including against the Enfeeblement spell.

Advanced: The caster can inflict 1 point of Aptitude score loss to any one of the target's Aptitudes. If the caster spends three spell points, she can inflict 2 points of Aptitude score loss. If the caster spends five spell points, she can inflict 3 points of Aptitude score loss. If the caster spends ten spell points, then the target's Aptitude score will drop to 0. In all cases, the caster chooses which Aptitude is affected. See section on Aptitude Score Loss under the Hazards chapter for details.

Enlarge/Reduce

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation level

Duration: (Rudimentary) Instantaneous / (Advanced) One minute per spell level

Offensive Abilities: Mentation Roll

Target: (Rudimentary) The caster / (Advanced) Only 1 target within range

Rudimentary: The caster can reduce herself to a tiny size for a moment, granting herself a +6 bonus to AC until the spell ends on her next turn during combat. The caster cannot take any other actions while small.

Advanced: The target can either grow or shrink in size depending on the desire of the caster.

- **Enlarge:** The target doubles her size and weight (example: a 5 cubic foot pony becomes a 10 cubic foot pony). The target gets a +1 Aptitude score bonus to Strength and an extended reach of +10 feet, but also gains a -1 Aptitude score loss to Agility (minimum of 1) and a -2 penalty to AC for the duration of the spell. All clothing and armor she is wearing grows with the target and will return to its previous size once the spell ends. If the target grows too large for the space she is in, then she will only grow to the maximum size the space allows and she'll only reach her full height until she either moves into a space with adequate room or breaks her way through the space with a Strength roll.
- **Reduce:** The target shrinks to half her size and weight (example: a 5 cubic foot pony becomes a 2.5 cubic foot pony). The target gets a +1 Aptitude score bonus to Agility and a +2 bonus to her AC, but she also gets a -1 Aptitude score loss to Strength (minimum of 1) for the duration of the spell. All clothing and armor she is wearing shrinks with the target and will return to its previous size once the spell ends.

Ensnaring Cloud

Range: 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: None

Target: An area of air.

Rudimentary: A pony can create a fog around herself 5 cubic feet per spell level in size and can be shaped in any way as the caster chooses. To learn about the effects of a fog, read the section on Weather under Hazards.

Advanced: This spell creates a cloud 5 cubic feet per spell level in size and can be shaped in any way as the caster chooses. The cloud may seem harmless, but any pony that tries to pass through it or walk on it will automatically get caught in the cloud and to escape its grip, the pony must make a Strength roll (Difficulty: 15 + spell level) or else be stuck in the cloud until the next round where he can try again. All solid inanimate objects will automatically get stuck in the cloud, including projectiles.

Enthrall

Alicorn Level Casters Only

Range: 10 feet per Mentation score

Duration: Ten minutes per spell level

Offensive Abilities: Mentation Roll

Target: Only 1 target within range

Rudimentary: The caster can use this spell to force a pony to follow one command on the next round if she fails her saving throw. The command has to be simple (take one step forward, say a sentence, swing a weapon, etc. More complicated tasks like casting spells and doing skills are not allowed.), and it has to be something the pony can realistically do. If the target is forced to take an action she normally wouldn't do (commit suicide, attack a friend, etc.) the spell automatically fails.

Advanced: Those under the effects of this spell will be under the complete control of the caster. The target will willingly follow all the commands of the caster for the duration of

the spell, including doing things the target normally wouldn't do such as self-destructive behavior. This spell has no effect on creatures with a 0 Intelligence score.

Etherealness

Alicorn Level Casters Only

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: Mentation Roll (Harmless)

Target: (Rudimentary) The caster / (Advanced) 1 target per spell level within range

Rudimentary: This spell can be used to enable the caster to detect ethereal creatures and objects just like the Detect spell.

Advanced: A caster can enter an ethereal state where she can see the physical world around her as indivisibly and as incorporeal as a ghost. She cannot be seen or heard by any pony who is not under the effects of an Etherealness spell. The caster in turn also can't interact with any physical objects. All those who are ethereal can fly in the same way they can walk. If they rematerialize while still inside a solid object, then they'll rematerialize to the nearest space available.

Ferrokinesis

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: Ranged Attack

Target: (Rudimentary) The caster / (Advanced) Only 1 metal weapon within range

Rudimentary: A caster can turn her horn (or hand or other extremities in the case of other spell casting creatures) into a living magnet, allowing any metal objects within the caster's natural reach (0 feet in the case of ponies) to stick to the horn for as long as the spell is maintained. To forcibly pry the item off the horn requires a Strength roll (Difficulty: 10+spell level). This spell can be activated and deactivated as a free action.

Advanced: Any metal objects, no matter how innocuous, can be turned into a lethal weapon for one round. To cast this spell, the pony needs to have a handheld metal object in her possession, whether it is a knife, a needle, a clump of metal, a metal weapon, a spoon, etc. The caster can then enchant this item to temporarily transform it into a magic item. For as long as the spell lasts, the item can then fly at a maximum of the spell range and strike a target. If the attack roll succeeds, then the item deals one 8-sided dice plus Mentation of damage. Whether the spell hits or not, the item will automatically return to the caster. If a short-range weapon was used for this spell, then the amount of damage the weapon can deal will also be added to the damage caused by the spell (minus Agility and Strength bonuses). For example, if a dagger was enchanted with Ferrokinesis, then it will cause two 6-sided dice and one 8-sided dice of damage plus Mentation of damage instead of one 6-sided dice plus Strength as usual. The weapon can still be used as a normal short-range weapon and bonuses to damage still apply. However, if the weapon is used as a long-range weapon, bonuses to attack rolls from weapon proficiency feats do not apply here, but bonuses granted by the Spell Precision feat will apply instead.

Fish Form

Range: 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: Mentation Roll (Harmless)

Target: Only 1 target within range

Rudimentary: A caster can increase swim speed by +5 feet for the duration of the spell.

Advanced: For the duration of the spell, the pony will sprout gills and fins like a fish.

These appendages allow her to breathe water and swim as if possessing the Amphibious Trait. See section on Traits for details. If the spell ends while the pony is still underwater, a pony is given a full breath of air to give her a little time before she suffocates. See section on Suffocation under Hazards for details.

Flight

Range: 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: Mentation Roll (Harmless)

Target: Only 1 target within range

Rudimentary: For the duration of the spell, a caster can make objects levitate like a balloon. The objects have to be inanimate, solid, no larger than 5 cubic feet, and not faceted to the ground in order for the spell to work. The object is weightless, hovers at eye level (by pony standards) and when the spell ends, it gently floats down to the ground. If applied to living or animate creatures, they won't levitate but their descent will slow to 20 feet per round whenever they fall from a great height, allowing for a safe landing.

Advanced: The pony can fly at the same speeds as they can on land and walk on clouds. If the spell ends while the subject is still in the air or standing on a cloud, the subject will safely float down to the ground at a speed of 60 feet per round. As soon as she lands on any surface that can support her weight, then the spell is broken and the pony is once again gravity bound.

Force Field

Range: 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: None

Target: One force field summoned.

Rudimentary: At will, the caster can summon a small shield made of magical energy that she can telekinetically manipulate within arm's length. While this is in place, she gets a +1 bonus to AC.

Advanced: A pony can create a force field as a vertical wall 5 square feet per level or as a dome or sphere 5 feet per level in diameter. The wall is impervious to all spells and physical harm with the exception of Dispel, which is the only way to take it down.

Foresight

Alicorn Level Casters Only

Range: 0 feet

Duration: (Rudimentary) Instantaneous / (Advanced) Ten minutes per spell level

Offensive Abilities: None

Target: The caster

Rudimentary: The caster can use her foresight abilities to detect the presence of poison on any object she touches.

Advanced: The caster can use this spell to enable herself to see attacks and danger in the near future. While under the effects of this spell, the caster cannot be taken by surprise in combat and she gains a +2 bonus to all saving throws and to AC. Also, any time she is about to walk into a dangerous trap or hazard, the GM must warn her there is danger, but gives no further information about the danger, just where the dangerous is.

Fortitude

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: (Rudimentary) Instantaneous / (Advanced) One minute per spell level

Offensive Abilities: Mentation Roll (Harmless)

Target: (Rudimentary) The caster / (Advanced) 1 target per spell level within range

Rudimentary: As a standard action, the caster can grant herself +1 bonus to her saving throws.

Advanced: The caster can award +1 per spell level bonus to any one of the target's Aptitude rolls for the duration of the spell.

Gravikinesis

Range: 10 feet per Mentation score

Duration: (Rudimentary) one round per spell level or it ends when the target touches the ground / (Advanced) One minute per spell level

Offensive Abilities: Mentation Roll

Target: 1 target per spell level within range

Rudimentary: As a simple action, the caster can cast this spell while falling or on the same round before the fall, and those under the effects of the spell will fall at a rate of 60 feet per round and receive no damage or injury upon landing. The spell ends as soon as the character lands on a surface that can support her weight or when the duration of the spell expires. In which case, the target will fall like normal and the Gravikinesis spell cannot be cast again until the target hits the ground.

Advanced: Those who are under the effects of this spell will suddenly fly off the ground as gravity is reversed. The targets will be suspended 5 feet per spell level off the ground where they can't move unless they can fly. If there's a ceiling that is within range, the subjects can hit the ceiling and stand on it. If there is something faceted to the ground to grab onto, a character can make an Agility saving throw (Difficulty: 15 + spell level) to grab onto it and keep herself from falling. Those who fall onto a solid surface can take falling damage (see section on Falling/Collision under the Hazards chapter for details) but if allies or the caster were affected by the spell, the caster can use the rudimentary version of this spell to prevent harming herself and her party.

Grease

Range: 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: None

Target: (Rudimentary) One small inanimate object / (Advanced) An area of solid ground or floor.

Rudimentary: This spell puts a coating of grease upon any inanimate object 1 cubic inch per spell level in size. In doing so, the object becomes difficult to pick up. If any pony tries holding it with her teeth, hooves, wings, or other appendages, the pony must make an Agility roll each round (Difficulty: 10 + spell level) or else the item will slip away from her grasp.

Advanced: This spell creates a thin layer of grease on the floor that lasts for the spell's duration. The grease is 5 square feet per spell level in size and can be shaped in any way as the caster chooses. All who stand on it must make an Agility roll (Difficulty: 10 + spell level) or else fall over. To get up, the pony must spend another full-round action and succeed at the next Agility roll or else fall over again. If she tries to walk across the surface, she must make an Agility roll every two rounds (Difficulty 10 + spell level + 1 for every 5 feet per round the pony is walking) or else fall over.

Grounded

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: Mentation Roll

Target: (Rudimentary) The caster / (Advanced) 1 target per spell level within range

Rudimentary: While under the influence of the spell, a caster can cast this spell on herself, rooting herself to the ground or any solid floor so she can't move and no pony else can easily force her from the position. To force her off the ground, the grappler must make a Strength roll (Difficulty: 10 + spell level).

Advanced: All those under the influence of this spell will suddenly lose the ability to fly for the duration of the spell, even if they have the Flight trait or under the influence of the Flight spell. Those who are in the air that are affected by the spell will automatically fall to the ground.

Haste/Slow

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: Mentation Roll

Target: (Rudimentary) The caster / (Advanced) 1 target per spell level within range

Rudimentary: A caster can use this spell to enhance her base speed by +5 feet.

Advanced: The spell can do one of two things, chosen upon casting:

- **Haste:** The targets move faster, gaining a +4 Aptitude score bonus to Agility (increasing AC and Initiative) and +20 feet bonus to their base speed to a maximum of 50 feet base speed for the duration of the spell.
- **Slow:** The targets move slower than normal, losing a -4 Aptitude score loss to Agility (decreasing AC and Initiative) and -20 feet penalty to base speed (not going any lower than a 5 feet base speed) for the duration of the spell.

Hydrokinesis

Range: 0 feet

Duration: One minute per spell level

Offensive Abilities: None

Target: The caster

Rudimentary: A pony with this power can control the flow of up to 5 cubic feet per spell level of water. By doing so, she can freely control the current, allowing for propulsion for all objects floating on the surface (including small boats), and conjure small waves. The spell can also condense the water, allowing herself to literally walk on any liquid water.

Advanced: A caster under the effects of this spell can summon one wave the size of 5 cubic feet per spell level that can strike anything within 10 feet per spell level away from the shore, dock, or edge of a boat. All those hit by the wave sustain one 10-sided dice plus Mentation of damage and they must make a Strength roll (Difficulty 15 + spell level) or else be swept away into the water. The caster can also control the speed and direction of 5 cubic feet per level of water, creating fast rapids to wash away opponents and to potentially drown them. By spending 10 spell points, the caster can also create a whirlpool 5 feet per spell level in diameter that lasts for the duration of the spell. See section on Water Hazards under the Hazards chapter for details on how whirlpools work.

Illusion

Range: 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: None

Target: Only 1 illusion summoned

Rudimentary: Create an illusion of any kind of sound, smell, or sensation that all within 5 feet per spell level away from the caster can perceive. To realize it is an illusion, the observer must make a Perception roll (Difficulty: 10 + spell level).

Advanced: The caster can create an illusion no larger than 5 cubic feet that can look, sound, and feel real in every way, but it is actually an illusion and if any pony attacks it, then the illusion disappears. If the caster spends 3 spell points, she can hide an entire area 5 cubic feet per spell level in diameter under an illusion. The area can look, sound, feel and smell like a real environment. To see through any one of the illusions created by this spell, the observer would have to make a Perception roll (Difficulty: 20 + spell level).

Impenetrable Cage

Alicorn Level Casters Only

Range: 10 feet per Mentation score

Duration: One hour per spell level

Offensive Abilities: Mentation Roll

Target: Summon one box.

Rudimentary: Creates a small box that's one cubic inch per spell level. The box can be used to store small objects and will disappear once the duration expires. The box is made of a clear force field that is impossible to break (except with Dispel) but it can be manipulated and picked up like any ordinary box.

Advanced: This spell can be used to trap an opponent inside a magical box 5 cubic feet per spell level in size. Anyone and anything that is inside the cage will be trapped in a temporal stasis where they are unaware of their surroundings and neither requires food and drink nor age while inside the cage. The box is impervious to all attacks and magic (with the exception of the Dispel spell). The cage cannot be easily moved and can remain suspended in the air if the ground under it were to be removed. To move the box, it requires a Strength roll (Difficulty: 25 + spell level), and once moved, the box remains

suspended where it was moved. The only way to open the cage is to say a password, which is designated at the time of its creation by the caster. If the cage is made permanent with the Spell Permanency skill, then the cage will become a permanent solid object that is immune to the Dispel spell.

Invisibility

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: Mentation Roll (Harmless)

Target: (Rudimentary) The caster / (Advanced) Only 1 target within range

Rudimentary: A caster can turn herself invisibility but only while maintaining concentration. While maintaining the spell, she cannot take any other actions aside from free actions. If she loses concentration because of injury or any other distracting circumstance, she automatically becomes visible. See section on Concentration under the List of Skills.

Advanced: A pony can turn invisible and is able to fully act while invisible. See section on Invisibility under Hazards chapter for details.

Magic Armor

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: One hour per spell level

Offensive Abilities: Mentation Roll (Harmless)

Target: (Rudimentary) The caster / (Advanced) Only 1 target within range

Rudimentary: As a free action, the caster can increase her own AC by +2 every time she chooses to take a defensive stance during combat. See section on Defend under Possible Actions During Combat section for details.

Advanced: At the cost of one spell point, the spell adds +2 to armor class. At the cost of three spell points, the spell adds +4 to armor class.

Magic Shockwave

Alicorn Level Casters Only

Range: 0 feet

Duration: Instantaneous

Offensive Abilities: (Rudimentary) Ranged Attack / (Advanced) see below

Target: (Rudimentary) Only 1 target within range / (Advanced) The spell creates an energy field 10 feet per spell level in diameter that shoots outward from the caster.

Rudimentary: This spell can shoot a beam of pure magical energy that can inflict one 4-sided dice plus Mentation of damage upon only one target.

Advanced: This spell sends out a wave of magical energy that inflicts three 6-sided dice of damage (no Mentation bonus) to all who are caught within the field. The victims caught in the field can make a Reflex saving throw (Difficulty 15 + spell level) to reduce the damage by half.

Necromancy

Range: 10 feet per Mentation score

Duration: Instantaneous / (Speak with Dead) One minute per spell level

Offensive Abilities: None and Mentation Roll (Rudimentary)

Target: See description below for details.

Rudimentary: This spell can inflict one 4-sided dice plus Mentation of damage upon one monster with the Undead Attributes trait that loses its Mentation roll.

Advanced: This spell can do one of two effects chosen by the caster:

- **Speak with Dead:** The caster can animate any corpse so that it can answer any questions to the best of its knowledge in life, and that includes the languages it can speak. If the corpse is hostile to the caster, then the corpse could lie, be cryptic, or refuse to talk. The corpse can be dead for a long time, but it has to be in one piece in order to communicate.
- **Create zombie/skeleton:** Animate one intact dead body that obeys the caster's verbal commands. The corpse either becomes a zombie (if it still has flesh) or a skeleton (if there's little to no flesh). See descriptions on skeletons and zombies for statistics. Only one undead creature per spell level can be animated at a time, but others can be animated as well with multiple castings. The undead creature will service its master until the creature is destroyed (and thus cannot be animated again) or if the master either dies or voluntarily releases control of the monster. If freed from control, it starts acting on instinct (typically attacking its former master).

Note: If the GM doesn't allow undead creatures, then Necromancy is also forbidden.

Night Vision

Range: 10 feet per Mentation score

Duration: (Rudimentary) One minute per spell level / (Advanced) One hour per spell level

Offensive Abilities: Mentation Roll (Harmless)

Target: 1 target per spell level within range

Rudimentary: The target gets a +2 bonus to her Perception rolls when trying to see or hear in the dark for the duration of the spell.

Advanced: Those under the effect of this spell will gain the power of night vision, enabling them to clearly see in dim light for up to 80 feet, darkness from up to 50 feet, and pitch-black from up to 10 feet.

Nullify Magic

Alicorn Level Casters Only

Range: 10 feet per Mentation score

Duration: (Rudimentary) Instantaneous / (Advanced) Ten minutes per spell level

Offensive Abilities: None

Target: (Rudimentary) One magic item / (Advanced) Create one magical dome 5 feet per spell level in diameter.

Rudimentary: The caster can temporarily disable a magic item (except for potions and magical stones) for one 4-sided dice in rounds. To disable a magic item, the caster must roll the dice (one 20-sided dice plus caster's Nullify Magic level) against a Difficulty equal to the Difficulty necessary to create the item. When a magic weapon or armor is affected, it can still be used like an ordinary weapon or armor. Once the spell's effects wear off, the item's magic can be used again.

Advanced: This spell creates an invisible field that appears around the caster and remains where it was casted, even when the caster leaves. Once created, the spell remains where it is and can't be moved. Any spell that is directed inside or outside of the field will not function. As for spells that are already in effect, the field does not dispel it but instead suppresses it without taking time away from its duration. For example, if a pony were to walk into the field under the effect of the Magic Armor spell, the field prevents the spell from working, but if the pony were to leave the field before the Magic Armor spell expires, then the spell continues to work again. In addition, the field can also disable the Telekinesis trait as well as any feat that has the Telekinesis trait or the Spell Casting trait as a prerequisite (Magical Energy Beams, Telekinetic Crush, etc.). The field itself cannot be cancelled by the Dispel spell or by creating another field upon it. Nullify Magic can only disable other spells and enchanted items. The spell has no effect on potions, magical stones, skills (unless the instructions for the skill specifically requires the Spell Casting trait to use), and traits (with the exception of Spell Casting, Telekinesis, and Innate Magic).

Paranoia

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: Mentation Roll

Target: (Rudimentary) The caster / (Advanced) 1 target per spell level within range

Rudimentary: This can be used as an illusion spell, allowing the caster to be much more imposing and threatening, granting +2 bonus to Intimidation rolls. This spell is cast as a free action.

Advanced: If a pony is under the effect of the spell, the target suddenly feels an intense fear of the caster. As a result, the target will have a compulsive need to keep within a safe distance of the caster and will only fight back if it can't get away. This spell has no effect on creatures with a 0 Intelligence score.

Petrify

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: Mentation Roll

Target: (Rudimentary) The caster / (Advanced) Only 1 target within range

Rudimentary: A pony could change herself to stone. While in this stone state, the pony gains a +5 bonus to Hide rolls when hiding among natural rock formations. Although she cannot take any other actions, she is still fully aware of her surroundings and can cancel the spell any time.

Advanced: An opponent under the effects of this spell is turned to stone. While in this state, the target cannot take any actions nor is she aware of her surroundings. She also loses her Agility score to her AC, but gains a +8 bonus since she is as hard as a rock. If her HP drops to zero, she crumbles to pieces and dies.

Photokinesis

Range: 10 feet per Mentation score

Duration: Instantaneous / (Blindness) One minute per spell level

Offensive Abilities: Ranged Attack and Mentation Roll (to resist blindness)

Target: Only 1 target within range

Rudimentary: A caster can summon bright and colorful lights from the tip of her horn. The spell can only provide a 15 feet in diameter dome of light, The lights can be as flashy and as colorful as the pony wants.

Advanced: The spell can unleash a concentrated flash of light that can cause one 10-sided dice plus Mentation of damage from heat. If a successful hit is made, the target must also succeed at a saving throw or else suffer temporary blindness for one minute per spell level. See second on Blindness/Deafness under hazards. This spell will automatically fail if cast within an area under the Darkness spell unless the Photokinesis spell level is higher than the Darkness spell level. If both spell levels are equal, then the caster must win a Mentation roll against the Mentation roll of the caster of the Darkness spell to successfully cast the spell.

Polymorph

Alicorn Level Casters Only

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: Ten minutes per spell level

Offensive Abilities: Mentation Roll

Target: (Rudimentary) The caster / (Advanced) Only 1 target within range

Rudimentary: A caster can change her appearance, making several minor cosmetic changes such as changing the color of her hair, the shape of her face, the designs on her cloths, etc. Doing so gives her a +4 bonus to her Disguise rolls. These changes last for the duration of the spell. She cannot completely change her species, but she can make changes to disguise herself as the opposite sex, giving her a +2 bonus to her Disguise rolls.

Advanced: This spell works like the spell Transformation, but the difference is unlike Transformation, the caster can change into any living or animate creature without any size or trait restrictions. While in a new form, the caster's Aptitudes, stats, feats, and skills do not change with the new form. The lone exception is when changing into a creature with no Constitution such as a construct, undead, and oozes. When changing into such creatures, the caster's Constitution drops to 0 and her HP drops to its lowest possible point (60 for Alicorn level, 35 for Adult level, and 15 for Foal level). All damage sustained in the original form is applied to the new HP and vice versa to a minimum of 1 HP). The caster's traits also change with the new form, replacing all of her traits (except the ability to change back into her original self) with the traits of the new body. For example, if a caster were to change into a zombie, she'll lose her ability to fly, use telekinesis, cast spells, and all other qualities that make her a caster, but in exchange, she gains the abilities of the zombie, including gaining immunity to certain conditions like diseases, poisons, etc. All equipment she is carrying changes with her to fit the new form (if necessary) and if she dies, the spell is canceled and she and her equipment reverts back to normal. While transformed, she gains a +10 bonus to Disguise rolls.

Portal

Alicorn Level Casters Only

Range: 10 feet per Mentation score

Duration: Ten minutes per spell level

Offensive Abilities: None

Target: One portal summoned.

Rudimentary: The spell can create two small portals one inch per spell level in diameter. The portal is a permanent gateway that will instantaneously transport objects to an identical portal summoned elsewhere upon the caster's choosing. The two portals can be as far apart as one mile per spell level. The caster can create one portal where she is, but the other portal can only wind up in a place that the caster has been to before.

Advanced: This spell works like the rudimentary power except the portal can be 5 feet per spell level in diameter.

Pyrokinesis

Range: 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: Ranged Attack (see below for details)

Target: Only 1 target within range

Rudimentary: A caster can create fire at will. From the tip of her horn, she produces a small fire that can be used to light objects on fire and provide a 10 feet diameter of light. See rules of Fire under Hazards.

Advanced: This spell can also be used as an offensive weapon, shooting fireballs that can inflict three 6-sided dice plus Mentation of damage. If struck with the flames, the target must also make an Agility roll (Difficulty: 15) or else she catches on fire. See section on Fire under Hazards for details. If the caster spends two spell points, the fireball will explode in a diameter of 20 feet and cause three 6-sided dice of damage (without modifications to damage by Mentation) to all within range, including the caster and allies if they're too close. When using Pyrokinesis as an area effect weapon, the attack causes harm to all within the blast regardless of AC but if they beat their Agility roll (Difficulty 10 + spell level), then the target only takes half the damage.

Raise Dead

Range: 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: None

Target: Only 1 target within range

Rudimentary: A caster can resurrect any kind of plant from death so long as its roots are still buried underground and it hasn't been dead for longer than one minute per spell level.

Advanced: A caster can raise any formally living creature from death, restoring her to life and leaving her with 5 HP per spell level upon resurrection. The target cannot have any more HP than her maximum HP limit. The caster cannot resurrect a victim that has been dead for longer than one minute per spell level or if the body has been completely destroyed. If the victim does not want to be raised from the dead, then the spell automatically fails. This spell cannot resurrect any monsters with the Undead Attributes, Ooze Attributes, Construct Attributes, or Beast of Tartarus Attributes.

Recovery

Range: 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: Mentation Roll (Harmless)

Target: 1 target per spell level or only 1 target within range (see rules below for details)

Rudimentary: Whether helping herself or helping someone else, she can add +2 bonus to Healing skill rolls for only one target. This spell can be cast as a free action.

Advanced: A caster can heal two 6-sided dice plus Mentation level of HP to multiple targets within the party. However, a caster can choose to instead target just one target, healing four 6-sided dice plus Mentation level of HP damage. She can only do one or the other. This spell cannot cure poison, disease, or any other ailments. It cannot heal creatures with the Construct Attributes or Ooze Attributes trait.

Resurrection

Alicorn Level Casters Only

Range: 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: None

Target: Only 1 target within range

Rudimentary: With her magic, a caster can resurrect any kind of plant from death so long as its roots are still buried underground and it hasn't been dead for longer than one hour per spell level.

Advanced: A caster can raise any formally living creature from death, restoring her to life and leaving her with 10 HP per spell level upon resurrection. The target cannot have any more HP than her maximum HP limit. The caster cannot resurrect a victim that has been dead for longer than one hour per spell level or if the body has been completely destroyed. If the victim does not want to be raised from the dead, then the spell automatically fails. This spell cannot resurrect any monsters with the Undead Attributes, Ooze Attributes, Construct Attributes, or Beast of Tartarus Attributes.

Silence

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: (Rudimentary) Instantaneous / (Advanced) One minute per spell level

Offensive Abilities: None

Target: (Rudimentary) The caster / (Advanced) An invisible sphere 5 feet per spell level in diameter conjured within the spell range.

Rudimentary: As a free action, the caster can grant herself a +2 bonus to her saving throw to resist the effects of going deaf from a loud noise, whether it be magical or natural.

Advanced: The caster causes the enchanted area to become silent so that no sounds can be heard within, outside of, or through the affected area. Talking is impossible in the spell and spells and attacks that use sound cannot be used unless the spell level is greater than the Silence spell level. See section on Blindness/Deafness under the Hazards chapter for details on how deafness works.

Sleep

Range: 10 feet per Mentation score

Duration: (Rudimentary) Instantaneous / (Advanced) One minute per spell level

Offensive Abilities: Mentation Roll

Target: 1 target per spell level within range

Rudimentary: This spell can induce a natural sleep in any willing targets. All unwilling targets are immune.

Advanced: A caster can force an opponent to fall asleep, effectively paralyzing the pony. In addition to the Dispel spell, the spell can also be automatically ended by smelling salts. If an unconscious target takes any HP damage or is struck in anyway, the target can make a Constitution saving throw (Difficulty: 10 + spell level) to involuntarily end the Sleep spell. If the roll fails, then the pony remains asleep. Constructs, oozes, and the undead are immune to this spell. This spell has no effect on creatures with a 0 Intelligence score.

Snare

Range: 10 feet per Mentation score

Duration: One hour per spell level

Offensive Abilities: None

Target: A rope or rope-like object

Rudimentary: When cast on a non-magical rope-based trap, it increases its Difficulty to avoid getting caught by the trap by +2 for the duration of the spell.

Advanced: This spell magical camouflages a rope or any rope-like objects (vines, chains, cords, etc.) into a magical snare trap that can only catch a target no larger than 5 cubic feet in size. The rope has to be attached to a tree to work. The GM can allow the player to attach the rope to another object (poles, rocks, fences, etc.) so long as the GM agrees that the rope can be camouflaged into something inconspicuous (vines, gains, cloth, etc.) and if the rope is tied to something heavy or anchored so it can hold the target in place. Once created, the snare blends into its surroundings (to notice it, the target must make a Perception roll, Difficulty: 20 + spell level). Once a target steps on the trap, the snare is sprung and holds its opponent in place. While bound, the target loses her Agility bonus to AC and incurs a -4 penalty to attack rolls. To avoid getting caught in the snare and escaping the snare requires an Escape Artist roll or breaking the snare requires a Strength roll (Difficulty: 20 + spell level). See section on Breaking Objects and Bones under the Combat chapter.

Spell Echo

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: Mentation Roll

Target: (Rudimentary) The caster / (Advanced) Only 1 target within range

Rudimentary: With a successful Spell Craft skill roll (Difficulty: 25 for regular spells, 35 for alicorn level spells), she can use Spell Echo to magically copy the formula of the spell into her spell book.

Advanced: This spell allows the caster to replicate any spell she witnessed being cast no more than one minute per spell level into the past. To replicate the spell, the PC or NPC who cast the spell being copied must make a Mentation saving throw. If the caster beats the saving throw or if the target is unable to make a saving throw (such as being unconscious, dead, willing, etc.), then the caster of Spell Echo successfully copies the spell and within the same round, casts the spell she copied. The copied spell functions

like any ordinary spell, that includes limitations to duration, targets, range, spell point cost, etc. The copied spell's level is always the same as the level of the Spell Echo.

Spell Leach

Range: 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: Mentation Roll

Target: Only 1 target within range

Rudimentary: The pony can steal all the spell points from a target that's been dead for no more than one hour per spell level. The corpse gets no saving throw to resist.

Advanced: If the target fails her saving throw, then the caster can steal one spell point per spell level from any of the target's spells (target chooses from which spells) and transfer the new spell points to any one of her spells with the exception of Spell Leach. The caster cannot steal more spell points than the target has and the caster cannot have more spell points than her spells can hold. Any extra spell points are returned to the robbed target.

Spider Climb

Range: 10 feet per Mentation score

Duration: Ten minutes per spell level

Offensive Abilities: Mentation Roll (Harmless)

Target: 1 target per spell level within range

Rudimentary: This spell can grant a +2 bonus to Climb rolls for the duration of the spell.

Advanced: This spell allows the subjects to freely walk on any vertical or upside down surfaces as easily as if walking right-side up. In order for the spell to work, the pony must be touching the wall at all times. To pull some pony off the wall, it requires a successful Grapple roll followed by a Strength roll (Difficulty 20 + spell level).

Suggestion

Range: 10 feet per Mentation score

Duration: (Rudimentary) One round / (Advanced) One hour per spell level or until the task is completed

Offensive Abilities: Mentation Roll

Target: Only 1 target within range

Rudimentary: A caster can use this spell to daze a target so that she cannot take any standard or full-round actions on her next turn during a fight. This does not paralyze a target so she can still dodge attacks like normal and take simple and free actions. Once a character has been dazed, she is immune to the effects of the daze for 1 minute.

Advanced: The caster can hypnotize the target to follow a simple command (no longer than one or two sentences), and the spell lasts until the target completes the task or until the duration expires. If the caster asks the target to do something that the target would willingly do anyway, then the caster gets a +2 bonus to her Mentation roll to enchant the target. If the target is given a command that the target cannot physically do or understand, or if the target is given a command that involves harming herself, or if the target cannot understand the caster's language, or if the target has an Intelligence score of 0, then the spell automatically fails. This spell has no effect on creatures with a 0 Intelligence score.

Summon Swarm

Range: 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: Ranged Attack

Target: (Rudimentary) One summoned insect per level / (Advanced) 1 target per spell level within range

Rudimentary: A caster can summon one insect per spell level. The insects resemble wasps except green in color. The insects are under the caster's complete control for the duration of the spell and can do simple tasks like moving tiny objects, pushing buttons, etc. Once the spell is over or the caster commands them to, the insects disappear. The insects cannot travel farther away from the caster than the spell's range will allow and if it is forced out of range, it disappears.

Advanced: This spell has the same function and limitations as the rudimentary spell. The major difference is that the caster can summon an entire swarm of insects. Unlike smaller numbers of insects, controlling a swarm requires concentration, forcing the caster to take no other actions (with the exception of free actions) while controlling the insects. With a swarm, the caster can also make one attack roll per spell level upon any chosen opponents within range, causing one 4-sided dice plus Mentation of damage with every successful attack roll. If she is trying to maintain the spell in taxing circumstances, then she must make a Concentration roll or else the insects will hover where they stand, taking no other actions unless controlled again or dispelled. Creatures with a Constitution score of 0 are unaffected by the spell.

Telepathy

Range: 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: Mentation Roll

Target: (Rudimentary) 1 target per spell level within range / (Advanced) Only 1 target within range

Rudimentary: As a free action, the caster can telepathically speak directly into the minds of other willing participants so that only a select few can hear what she has to say.

Advanced: This part of the spell can be used to do one of the following abilities upon a single target who fails her Mentation saving throw:

- Erase the target's memory of all past experiences within 1 minute per spell level ago from the present time.
- Implant fake memories up to 1 minute long into the target's head.
- Ask one question per spell level and get all information as truthfully as the target is capable of answering.

The GM has the option to secretly roll a Percentage roll to determine lasting mental damage caused from this spell. Every time a target's memory is modified, there's a 5% chance the target could go insane from the experience. See section on Insanity under the Hazards chapter for details. This spell has no effect on creatures with a 0 Intelligence score.

Teleportation

Range: (Rudimentary) 10 feet per Mentation score / (Advanced) 0 feet

Duration: Instantaneous

Offensive Abilities: (Rudimentary) Mentation Roll / (Advanced) None

Target: (Rudimentary) Only 1 target within range / (Advanced) The caster

Rudimentary: If some pony teleports within range of the caster's spell, the caster can determine where the subject teleported to by overcoming an opponent's Mentation roll with her own Mentation roll.

Advanced: While outside, a caster can teleport up to one mile per spell level in any direction. While within any kind of enclosed space (whether be a dungeon, a cave, a ship, etc.), the caster can only teleport anywhere within that enclosed space. A pony can only teleport to places that she can see or is already familiar with and only to places she can physically get to on her own power. For example, she can't teleport to a cloud if she can't fly, through a wall if there's no unguarded and open door, across an ocean she can't swim, etc. To teleport out of an enclosed space, she must first teleport to an exit (but only to one where she knows where it is) and then teleport again to anywhere else. The caster can also teleport with her any willing targets and inanimate objects not faceted to the ground so long as the caster is touching the targets. Unwilling targets will not be teleported.

Temporal Stasis

Alicorn Level Casters Only

Range: 10 feet per Mentation score

Duration: (Rudimentary) Ten minutes per spell level / (Advanced) One hour per spell level

Offensive Abilities: Mentation Roll

Target: Only 1 target within range

Rudimentary: This spell can prevent a serving of food from spoiling, ice from thawing, hot water from cooling, or otherwise prevent inanimate objects from undergoing any kind of gradual change. The target can't be any larger than 1 inch per spell level.

Advanced: Once targeted, the subject will be frozen in place in a state of suspended animation. While in this state, the victim is unaware of her surroundings and cannot move, age, or get hungry/thirsty. Although others can see the frozen target, all objects that touch the target pass harmlessly through it. When the spell is about to expire, the caster can cast the spell again to keep the spell going.

Terrakinesis

Range: 10 feet per Mentation score

Duration: (Rudimentary) Instantaneous / (Advanced) One minute per spell level or instantaneous (when used to shape the terrain)

Offensive Abilities: None

Target: (Rudimentary) 1 underground object within range / (Advanced) 5 cubic feet per spell level diameter of earth controlled within range and no deeper than 20 feet.

Rudimentary: A caster can instantly find any precious gems, minerals, rocks, metals, coal, oil, or fossils no deeper than 5 feet per spell level underground at a spot within spell range.

Advanced: A pony could cause an earthquake that affects all touching the ground (both friend and foe) within a diameter of 5 feet per spell level and the earthquake will last for

the spell's duration. During an earthquake, all who are standing on the ground must make an Agility roll or else be knocked over (Difficulty: 15) and lose her Agility bonus to her AC until she stands up. If a character on the ground were to cast a spell, she must make a Concentration roll. Earthquakes can also cause other geological hazards at the GM's discretion. See sections on Earthquakes, and Landslides, Avalanches, and Cave-Ins for details. If the caster spends 10 spell points, the spell can be used to instead alter the ground by either digging or filling shallow moats or shaping the topography of the terrain by moving boulders, hillocks, dunes etc.. The spell cannot be used to unearth objects, tunnel, harm plant life and structures, or be used as a weapon against another character.

Thermokinesis

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: Ranged Attack

Target: Only 1 target within range

Rudimentary: A caster can cause the air around her horn to turn hot enough to thaw any frozen small objects in one round. When used on an opponent, it can cause mild pain but no damage.

Advanced: This spell can also be used as an offensive weapon, conjuring a beam of hot air, causing three 6-sided dice plus Mentation of damage. This spell can also be used to instantly melt 5 cubic feet of ice into water that's warm enough to swim in. This spell can also be used to create a dome of warm air 5 feet per spell level in diameter. All within the dome are unaffected by the affects of cold conditions, including hypothermia. See section on Cold Hazards for details.

Transformation

Range: (Rudimentary) 0 feet / (Advanced) 10 feet per Mentation score

Duration: One minute per spell level

Offensive Abilities: Mentation Roll

Target: (Rudimentary) The caster / (Advanced) Only 1 target within range

Rudimentary: A pony can change her appearance, making several minor cosmetic changes such as changing the color of her hair, the shape of her face, the designs on her cloths, etc. Doing so gives her a +2 bonus to her Disguise rolls. These changes last for the duration of the spell. She cannot completely change her sex or her species.

Advanced: A caster can transform a target into another living creature that is no larger than the target's regular size. For example, a creature that is 5 cubic feet in size can only transform into creatures that are also 5 cubic feet in size or smaller. Once transformed, her Aptitudes, stats, feats, and skills remain the same, but she loses all of her traits in exchange for the traits of her new form. For example, a caster who transforms into a pegasus would lose her spell casting abilities (except her ability to cancel the spell prematurely) and telekinetic abilities and in exchange, she gains the power to fly and walk on clouds. All equipment she is carrying changes with her to fit the new form (if necessary) and if she dies, the spell is canceled and she and her equipment reverts back to normal. She cannot transform into any creature with the Incorporeal, Construct Attributes, Ooze Attributes, Undead Attributes, or Beast of Tartarus traits. While transformed, she gains a +10 bonus to Disguise rolls.

Waterbreathing

Range: 10 feet per Mentation score

Duration: (Rudimentary) One minute per spell level / (Advanced) One hour per spell level

Offensive Abilities: Mentation Roll (Harmless)

Target: 1 target per spell level within range

Rudimentary: The caster can grant a +2 bonus to Swim rolls for the duration of the spell.

Advanced: A pony can breathe water as easily as she can breathe air. If a water-breathing spell ends while underwater, a pony is given a full breath of air to give her a little time before she suffocates. See section on Suffocation under Hazards for details.

Wish

Alicorn Level Casters Only

Range: 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: Mentation Roll

Target: varies, see below

Rudimentary: The following wishes can be granted without any spell points.

- Answer a question: A caster can gain any kind of readily available information such as the time of day, the direction of north, where a misplaced personal item is, etc. This information has to be some kind of common knowledge so gaining info of more obscure information such as the password to a safe, the locations of a hidden fugitive, or the identity of said fugitive, etc. would be unattainable.
- Replicate rudimentary spells: A caster can cast any level 1 rudimentary spell except Alicorn level spells. The level cannot be higher than the Wish spell level.

Advanced: A caster with this spell can spend one or more spell points to grant any kind of wish that falls under the descriptions below.

- Replicate advanced spells: A caster can cast any advanced spell at level 1. To cast a spell at a higher level, add 2 per additional level to the spell point cost. The level cannot be higher than the Wish spell level. *Spell Point Cost:* 6 + the cost of the spell being duplicated, including enhancements.
- Replicate Alicorn advanced spells: A caster can cast any advanced Alicorn level spell at level 1. To cast a spell at a higher level, add 4 per additional level to the spell point cost. The level cannot be higher than the Wish spell level. *Spell Point Cost:* 12 + the cost of the spell being duplicated, including enhancements.
- Replicate Alicorn rudimentary spells: A caster can cast any rudimentary Alicorn level spell at level 1. To cast a spell at a higher level, add 1 per additional level to the spell point cost. The level cannot be higher than the Wish spell level. *Spell Point Cost:* 1.
- Create inanimate objects: A caster can conjure one permanent inanimate object. This spell cannot create money, magic items, or rare materials. *Spell Point Cost:* 1 per 5 bits of the cost of the item created. Maximum of 25 bits per Wish spell level.
- Remove ailments: The wish completely undoes all ailments (disabilities, spells, illnesses, Aptitude score loss, HP loss, insanity, etc.) except death from one target.

- This spell can be used to restore a target back to full HP, even on creatures with 0 Constitution. *Spell Point Cost: 10.*
- Transport travelers: The caster can teleport 1 target per spell level to anywhere in the world, regardless of distance and whether not the caster has been there. Unwilling targets are given a Mentation roll to resist. *Spell Point Cost: 10.*
 - Successful roll: Wish that any one upcoming roll or a roll that occurred one round per spell level in the past to be (or have been) successful no matter the difficulty. *Spell Point Cost: 10 spell points for a future roll and 20 spell points to undue one past roll.*
 - Raise the dead: The caster can resurrect one dead victim, following the rules written down for the Resurrection spell, except the wish can raise any dead victim regardless of how long the victim has been dead or the condition of the body. *Spell Point Cost: 30.*

Note to the GM: The rules and the high spell point costs for the Wish spell are designed to restrict the players so they cannot over rely on it, and so that they can't make wishes that could potentially mess up the game or negatively impact the other players. With a spell that can do anything, it would be way too easy to use Wish to give the player whatever he/she wanted quickly and easily. However, the GM can choose to add more options to the Wish spell with potentially higher spell point costs. For example: permanently obtaining a trait (spell point cost: 50), obtaining more skill points or feats (spell point cost: 10 per skill point and 40 points per feat), permanently transform one's appearance and body (spell point cost: 60), etc. The GM can also restrict more powerful wishes through stricter rules or require such powerful wishes to be cast by more powerful beings such as genies, spirits, and maybe even gods. The GM can also allow spells to backfire in comedic or horrifying ways. Example: a pegasus could wish to be the fastest flyer on her team, but instead of making her faster, the Wish spell could make her teammates slower. Whatever the GM chooses, it must fit the specific wish and the story told.

Creating Magic Spells

It goes without saying that all spells pertain to all supernatural abilities that only unicorns and other spell-casting creatures can do. It can be very tempting to play as a unicorn because unicorns have a wide variety of abilities that earth ponies and pegasi simply can't have as well as be able to do things that can't be done with mundane means. While magic may be cool to have, it can easily be abused. This is why spells require more instruction than other skills because there needs to be clear guidelines that specify range, duration, limit of uses, etc. Also, the descriptions give the players some idea as to what powers are considered small enough to be used unrestricted, and what abilities are too powerful and need to be limited by their number of uses.

For smaller forms of magic, there are usually no restrictions necessary. However, any spells that can be made into a weapon, positively or negatively afflict another pony, or are too powerful need to be restricted. In addition to limiting the number of uses per day, there are other ways of restricting a spell such as don't let unicorns do anything magically

that they can't already do through mundane means. For example, with a teleportation spell, a unicorn can't teleport to a place she can't walk to or a unicorn can't conjure a cake without making a Cooking skill roll first.

Another way to limit magic is to ensure that the result isn't as effective and/or permanent as mundane methods like how teleportation can only make temporary objects. There's also checks and balances where one privilege is reduced while another is enhanced. For example, the water breathing spell allows ponies to breathe water for hours at a time, but it does not actually enable a pony to swim any better. Or how most attack spells can either do three 6-sided dice of damage to one target while others can do one 6-sided dice of damage to multiple targets.

How to Choose Skills, Feats, and Spells

The skills, feats, and spells that a pony chooses should reflect the needs of the type of adventure being played. If it is a mundane adventure, then ponies should take skills that fit their professions and interests or skills and spells that can be useful in social interaction or special events (party planning, cooking, performance, etc.). If it's an action-oriented adventure, then players should have skills, feats, spells that apply to combat, thievery, diplomacy, avoiding traps, defeating monsters, survival, etc. In all cases, players need to have a good diversity of abilities. Overly specializing can be a bad thing. For recommendations, see section on Classes.

Casting Spells Without Using Spell Points

The purpose behind the spell points is to be an equalizer. A unicorn can do a lot of things no earth pony or pegasus can do, however, because their magical abilities are limited, this prevents unicorns from becoming overpowered. However, if the GM or PC's are not happy with this spell point limitation, there are alternative methods the players can try.

- Cool Down Period: Whenever a unicorn casts an advanced spell, she can cast the same spell as many times per day as she wants, but after casting a spell, her magic will take 30 minutes to recharge before she can cast the same advanced spell again. For spells and feats that require spending more than one spell point, extend the time it takes to recharge by 30 minutes for each additional spell point that would have been spent.
- Limit the Number of Spells: A unicorn can cast spells as many times as she wants, but the GM could put a limit on how many spells a unicorn can know, possibly one or two, or limit her to spells that fit her special talent or profession.
- Limit Magic to Physical Health: When at full HP, a unicorn can cast spells all the time, however, if her HP drops below 20, she contracts a disease, or she's poisoned, she must make a Mentation roll (Difficulty: 10 + spell level) with each casting or else the spell will fail. If her HP drops below 10 or she contracts hyperthermia or hypothermia, her magic will be completely disabled until she recovers. See sections on Cold Hazards and Heat Hazards under Hazards for details on hypothermia and hyperthermia respectively.

- No Limits: For an action/adventure game, this idea is highly ill advised because magic might make the game too easy to beat, but it could still work in a non-adventure where balance and rules is less of an issue, particularly in a game that tries to be faithful to the show.

CLASSES

Most RPG's tend to have character classes, which dictate the character's profession and role in the group, and character levels, which indicate how far a character advanced. However, this game dispenses with classes and levels for the sake of simplicity and flexibility. That certainly doesn't mean PC's can't have some kind of class or profession, it just means that the players have more leeway to customize what skills their class gives them. To take up a specific class or profession, the PC needs to specialize in skills and feats that are appropriate to the profession in question. Based on the skills written in this book, a player can have any of the following jobs:

- Actor: Music and Performance
- Artist: Art
- Babysitter: Childcare
- Barber: Hair Care
- Blacksmith: Blacksmithing and Metallurgy
- Carpenter: Carpentry
- Chef: Cooking
- Clothing Designer: Sewing
- Doctor: Healing and Herbalism
- Farmer: Farming
- Jewelry Handler: Appraise, Metallurgy, and Gemology
- Mason: Masonry
- Mechanic: Engineering and Mechanic
- Musician: Music
- Politician: Diplomacy
- Scientist: Archeology, Astronomy, Botany, Chemistry, Gemology, Metallurgy, or Zoology
- Teacher: Mathematics and Writing
- Veterinarian/Trainer: Animal-Handling, Husbandry, and Zoology

Of course, a player can make up new skills for different jobs.

For an action/adventure game, most mundane professions are not suitable for an adventure. In fact, choosing the right classes for the PC is actually essential because a party's chances of success is greatly dependent upon the skills of the players. The following are a list of classes PC's could potentially choose and the common feats, skills, and spells they may take and Aptitudes they may specialize in. Remember that these are merely suggestions, not definitive restrictions.

Bard: A master of music, diplomacy, and subterfuge.

- Party Role: Bards use their charisma not just to entertain, but they also act as the streetwise diplomat able to negotiate, manipulate, bluff, browbeat, or weasel her way through any social situation.
- Aptitudes: Bards tend to focus on their skills involving charisma and performance, thus Cleverness is a necessity. Dexterity and Intelligence might be useful depending on what skills she has.
- Feats: Bard Knowledge, Bard Songs, Encryption, Gift of Gab, Greater Feint, Greater Initiative, Ingenious Pony, Jack of All Trades, Musical Instrument Proficiency, and Smooth Talker.
- Skills: Aerobatics, Apply Poison, Appraise, Bluff, Climb, Diplomacy, Disarm, Disguise, Escape Artist, Gymnastics, Intimidate, Intuit Direction, Linguistics, Perception, Performance, Outwit, Pick Pocket, Spell Craft, and Stealth.
- Spells: Audiokinesis, Clairvoyance, Comprehend Languages, Dispel, Fortitude, Haste/Slow, Magic Armor, Suggestion, and Transformation.

Fighter: A hoof-to-hoof warrior.

- Party Role: Fighters specialize entirely on combat and resilience so they can be at the front line of any fight.
- Aptitudes: Since a fighter's main goal is to be the brute force of the party, Strength is essential for dealing damage and Constitution is necessary for greater defense. If she wants to use range weapons, then Agility would be a must, too.
- Feats: Alertness, Animal Companion, Bleeding Critical Hits, Blinding Critical Hits, Brawny Pony, Robust Pony, Cleave, Deadly Strike, Deafening Critical Hits, Deflect Projectiles, Extraordinary Resilience, Far Shot, Greater Initiative, Improved Natural Healing, Outmuscle, Outwit, Powered Attack, Powered Hoof, Stave Off Death, Stunning Critical Hits, Terrain Mastery, and Vigor.
- Skills: Animal Handling, Apply Poison, Blacksmithing, Climb, Disarm, Grapple, Intimidate, Engineering, Metallurgy, Navigation, Outmuscle, Outwit, Swim, and Wilderness Survival.
- Spells: Force Field, Fortitude, and Magic Armor.

Magician: A spell-casting specialist.

- Party Role: Magicians solely specialize in magic spells. Only unicorns, alicorns, and other spell-casting races can take this class.
- Aptitudes: Mentation is an absolute must have since a magician's power is heavily based on spells and Mentation based skills. Constitution might be useful when forced to make Concentration rolls and for self-preservation. If the unicorn also wants to be an expert on the practices of magic and/or wants to create magic items, Intelligence would also be a good second option.
- Feats: Extend Spell Duration, Extend Spell Range, Extend Telekinesis, Canterlot Graduate, Magical Energy Beams, Magical Energy Rays, Maximize Spell, Mystical Pony, Psychokinetic Levitation, Quicken Spell, Spell Pool, Spell Precision, and Telekinetic Crush.

- Skills: Aerobatics, Appraise, Concentration, Craft Magic Item, Dowsing, Gemology, Herbalism, Meditation, Precognition, Sense Magic, Spell Craft, and Spell Permanency.
- Spells: Any spell.

Martial Artist: A magically inclined warrior.

- Party Role: This class is a jack-of-all-trades-and-master-of-none sort of class where they can have knowledge in almost anything, sacrificing specialty for adaptability. Some are usually trained in dojos, monasteries, or convents where they learn about the ways of magic and combat.
- Aptitudes: Martial Artists tend to rely on their muscle and speed, which is why Strength and Agility are a must have. Mentation is an important second option because a lot of the feats and skills they might use require Mentation such as Meditation and Precognition and they might have access to spells.
- Feats: Acrobat, Alertness, Deflect Projectiles, Extend Telekinesis, Extraordinary Resilience, Evasion, Far Shot, Flurry of Blows, Greater Initiative, Hoof-to-Hoof Combat, Hoof-to-Hoof Combat (Advanced), Improved Bare Hoof Combat, Improved Natural Healing, Outmuscle, Outwit, Powered Hoof, Spin Attack, Stave Off Death, and Telekinetic Crush.
- Skills: Aerobatics, Climb, Disarm, Escape Artist, Grapple, Gymnastics, Hide, Intimidate, Invisibility, Meditation, Outmuscle, Outwit, Perception, Performance, Precognition, Stealth, Swim, and Trip.
- Spells: Detect, Force Field, Fortitude, Magic Armor, Night Vision, Sleep, and Spider Climb.

Medic: An on-the-field doctor

- Party Role: Medics specialize in any skills or spells that support the health of the party.
- Aptitudes: A pony will need either Intelligence if she heals with skills and/or Mentation if she heals with magic. However, a medic can't preserve the life of others unless she takes care of herself first. That's why Constitution is a good second choice.
- Feats: Deflect Projectiles, Earthen Specialist, Extend Spell Duration, Extend Spell Range, Extraordinary Resilience, Greater Initiative, Maximize Spell, Stave Off Death, and Vigor.
- Skills: Botany, Concentration, Cooking, Craft Magic Item, Gemology, Healing, Herbalism, Linguistics, Outwit, Sense Magic, Spell Craft, and Zoology.
- Spells: Dispel, Force Field, Magic Armor, Petrify, Raise Dead, Recovery, Resurrection, and Sleep.

Ranger: A wilderness specialist.

- Party Role: While bards and thieves are adept at surviving in urban settings, rangers are adept at surviving in the wild in any kind of natural environment.
- Aptitudes: If she's a fighting kind of ranger, then Strength or Agility will be useful if she uses short-range weapons or long-range weapons, respectively. If

she's more of a spiritual or magical kind of ranger, she should favor Mentation. If she's more of a survivalist kind of ranger, she should favor Mentation and Intelligence for sharper senses and better wilderness skills.

- Feats: Acrobatic Steps, Alertness, Animal Companion, Blind Sight, Cold Tolerance, Deflect Projectiles, Evasion, Far Shot, Heat Tolerance, and Terrain Mastery.
- Skills: Aerobatics, Animal-Handling, Apply Poison, Astronomy, Beast Lore, Botany, Climb, Control Weather, Disarm, Dowsing, Grapple, Gymnastics, Healing, Herbalism, Hide, Intuit Direction, Linguistics (the Faunal and Fay languages are recommended), Navigation, Perception, Precognition, Sailing, Stealth, Wilderness Survival, Swim, and Zoology.
- Spells: Cloudwalking, Fish Form, Flight, Fortitude, Magic Armor, Night Vision, Recovery, Snare, and Waterbreathing.

Thief: A master of stealing, breaking and entering, and assassination.

- Party Role: Thieves (while not all are criminals) do specialize in stealing, sneak attacks, disabling traps, picking locks, and stealth. They act as the shadowy assassin and the mechanist of the group. They can also be used for espionage and information gathering.
- Aptitudes: Agility is a necessity because a thief needs to be light on her hooves and be able to run fast. Mentation or Cleverness might also be a must have if she depends on her senses and/or her charisma, respectively. Intelligence might also be important since certain skills can be very useful to a thief like Mechanic.
- Feats: Acrobat, Alertness, Athletic Pony, Blind Sight, Deadly Strike, Deflect Projectiles, Encryption, Evasion, Far Shot, Gift of Gab, Greater Feint, Greater Initiative, Improved Natural Healing, Knockout, Lip Reading, Smooth Talker, Sneak Attack, Swift Hooves, and Trap Sense.
- Skills: Aerobatics, Apply Poison, Appraise, Bluff, Charm, Chemistry, Climb, Diplomacy, Disarm, Disguise, Escape Artist, Gymnastic, Linguistics, Lock Picking, Mechanic, Mischief, Outmuscle, Outwit, Perception, Pick Pocket, Precognition, Pyrotechnic, Stealth, Swim, and Trip.
- Spells: Clairvoyance, Comprehend Languages, Darkness, Detect, Ensnaring Cloud, Fortitude, Grease, Haste/Slow, Invisibility, Magic Armor, Night Vision, Silence, Sleep, Spider Climb, and Telepathy.

MOVEMENT

Ponies need to get around, whether it is on land, in the air, by sea, or by other means. The speed of movement is based on a pony's base speeds. Each square on a graph paper represents 5 cubic feet, and all movement is measured in 5 feet increments on the squares of graph paper.

Trot: A pony moves at her base speed per round. Example: A base speed of 20 means the pony can trot at 20 feet (four squares on the graph paper) per round. If a pony's base speed is reduced to 0, then she cannot trot or gallop at all.

Gallop: To run, a pony can add 5 feet per Agility score to the base speed, increasing how far she can move in one round. Example: A base speed of 20 and an Agility score of 6 (30 feet) means the pony can gallop at 50 feet per round. Galloping for long periods at a time can cause fatigue and a pony cannot gallop while carrying heavy loads. See sections on Carrying Capacities and Fatigue under Weights and Measurements.

Pursuits and Races: In the event that two or more characters are pursuing another character, whether or not the pursuer will catch up with its target is based on gallop speeds. A pursuer with a lower gallop speed cannot catch a target with a higher gallop speed. Reversely, a pursuer with a higher gallop speed can easily catch a target with a lower gallop speed. In the event that both have equal gallop speeds, then both characters roll an Agility roll and the one with the highest roll gets away or catches her target.

In the event that characters are participating in some kind of race spanning a long distance, then both racers need to make a roll modified by both their Agility and Constitution bonuses. The highest roll wins the race.

Moving Through an Occupied Space: Under normal circumstances, a character can cross into any unoccupied space without any problems. However, when a space is occupied, the player has limited ways of crossing through it.

- Friendly or Incapacitated: If the character is friendly or unable to move, then you can cross through the space without difficulty.
- Opponent: If the character is hostile, then you can only pass through under the following conditions.
 - Overrun: As a standard action, a character can attempt to force her way through. Both characters make a Strength roll. If the mover wins, then she forces her way through, but if the opponent wins, then the mover is stopped in front of the opponent and her turn has ended.
 - Tumble: A pony can roll her way around an opponent with a Gymnastics roll. See skill description for details.
 - Overrunning small creatures: Overrunning creatures smaller than 5 cubic feet is easier for a larger creature who is at least 5 cubic feet in size. Both characters make a Strength roll, but the smaller creature gets a -4 penalty. Creatures that are 1 foot or smaller get a -12 penalty.
 - Dodging passed large creatures: If the creature is at least four times larger than the smaller creature (Example: a 5 cubic foot pony against a 20 cubic foot monster), then the smaller character has the option to run between the legs of the monster. Doing so requires a standard action and a Gymnastics roll (Difficulty 10 + opponent's Strength score + opponent's Agility score). If the mover wins, then she sneaks her way through, but if the opponent wins, then the mover is stopped in front of the opponent and her turn has ended.
- Impassible creatures: Oozes of all kinds take up all the space they inhabit, thus they cannot be passed. Most creatures without legs can also be considered impassible unless they can fly or levitate off the ground.

- Midair encounters: Passing through a space with a character in it is less of a concern in the air because there's usually nothing to prevent a player from just going around a character. However, if a player wanted to go through an occupied space, the rules on land stay the same in the air. The only difference is that instead of performing a tumble with a Gymnastics roll, the player uses an Aerobatics roll.

Regardless of the circumstances, there can only be one creature occupying one 5 cubic foot square. As such, no character is allowed to end her turn inside of the square of another character. Creatures that are smaller than 5 cubic feet can fit in the same square but only with other small creatures.

Terrain:

Walking on any kind of difficult terrain can slow down a pony's maximum speed unless they have ways around the limitation (such as flight specially designed shoes).

- Paved Roads and Dry Ground: There are no hindrances.
- Slanted Terrain: Speed is decreased by 50% when walking up hill and increased by 50% when walking down hill.
- Icy or Snowy Terrain: Speed is decreased by 25% if walking in really deep snow and for those pulling a wagon or other wheeled carriage over snowy terrain. Wearing snowshoes as well as pulling a sleigh negates this penalty.
- Rocky and Muddy Terrain: Speed is decreased by 50%.
- Undergrowth: Speed is decreased by 75%.
- Cloud Terrains: All cloud terrains are inherently soft. Landing on a cloud causes no harm and when a carriage is pulled along it, it rolls along just as easily as a paved road. Only creatures with the Flight trait can walk on clouds. All other creatures will fall through. However, permanent structures made by the Shape Clouds feat are solid enough for all to walk on and support the weight of inanimate objects. If a wagon or other carriage were to be removed from the pegasus pulling it, then it will fall through the cloud.
- Sea Bed Terrains: The floor of the oceans tends to be very rocky and covered with coral reefs. However, due to the weightless nature of the oceans, it is possible to simply swim over such obstacles. However, if a pony who is weighted down chooses to walk, her speed is reduced by 75%.
- Extraterrestrial Environments: Much of this guide assumes that ponies will be adventuring in Equestria. However, some of you might want to try something more alien such as the weightless environment of outer space or perhaps a digital world where ponies can move by thought. Such worlds can have very unique advantages and disadvantages.

WEIGHTS AND MEASUREMENTS

Weight Classifications: Rather than bog down the players with lots of convoluted numbers and calculations for weights, I've chosen to simplify things with what I call *weight classifications*, which are a generalized classification of the weight of the object or objects being moved. The information given is intended to be a guideline to determine

how much a pony can carry and how heavy any given object may be. If the total weight is uncertain or in dispute, the GM has final say on the matter.

- **Lightweight:** Approximately 0-30 pounds. Examples: clothing, baby ponies, padded armor, lightly packed saddlebags, small animals, etc.
- **Middling:** Approximately 30-70 pounds. Examples: metal armor, foals, a heavily packed saddlebag, midsized animals, etc.
- **Weighty:** Approximately 70-120 pounds. Examples: fully grown pony, lightly packed wagon, hulking monsters, etc.
- **Substantial:** Approximately 120-240 pounds. Examples: moderately packed wagon, monsters 10 cubic feet in size, a few ponies, etc.
- **Burdensome:** Approximately 240-500 pounds. Examples: heavily packed wagon, monsters 20 cubic feet in size, several ponies, etc.
- **Huge:** Approximately 500 pounds-1 ton. Examples: heavy machinery, monsters 30 cubic feet in size, a small busload of ponies, etc.
- **Gargantuan:** Approximately 1-5 tons. Examples: a small ship, a large busload of ponies, monsters 40 cubic feet in size, etc.
- **Colossal:** Approximately 5-30 tons. Examples: a medium-size ship, monsters 50 cubic feet in size, a small building, etc.
- **Titanic:** Approximately 30-150 tons. Examples: a large ship, monsters 60 cubic feet in size, a medium-size building, etc.
- **Herculean:** Approximately 150-400 tons. Examples: a city-size ship, monsters 70 cubic feet in size, a large building, etc.

Lifting and Pulling Capacities: Light loads are loads that are easy for a pony of a particular Strength to lift without complications. Medium and heavy loads are significantly heavier than the pony can comfortably lift, thus incurring penalties to endurance, speed, and Agility.

- **1-5 Strength:** Light Load (Lightweight), Medium Load (Middling), and Heavy Load (Weighty).
- **6-10 Strength:** Light Load (Middling), Medium Load (Weighty), and Heavy Load (Substantial).
- **11-15 Strength:** Light Load (Weighty), Medium Load (Substantial), and Heavy Load (Burdensome).
- **16-20 Strength:** Light Load (Substantial), Medium Load (Burdensome), and Heavy Load (Huge).
- **21-25 Strength:** Light Load (Burdensome), Medium Load (Huge), and Heavy Load (Gargantuan).
- **26-30 Strength:** Light Load (Huge), Medium Load (Gargantuan), and Heavy Load (Colossal).
- **31-35 Strength:** Light Load (Gargantuan), Medium Load (Colossal), and Heavy Load (Titanic).
- **36-40 Strength:** Light Load (Colossal), Medium Load (Titanic), and Heavy Load (Herculean).

Moving Medium and Heavy Loads: While carrying medium loads, the pony gets a -2 penalty to Agility rolls, rolls for skills with [Armor Penalties](#), and AC. While carrying heavy loads, the penalty increases to -4 and she physically can't gallop, limiting her to trot at only her base speed.

Extraneous Lifting: A pony cannot carry loads heavier than her *heavy load* range of weight carrying capacity, however, with a successful Strength roll, a pony could briefly nudge a heavy object or lift it a foot or two off the ground for a few seconds. In doing so, a pony could push a boulder off the edge of a cliff, lift a heavy log up to allow a trapped animal to escape from underneath, etc. The following is a list of suggested Difficulties for the various weight classifications although the GM can alter it as he or she sees fit.

- **Substantial:** Difficulty 20
- **Burdensome:** Difficulty 25
- **Huge:** Difficulty 30
- **Gargantuan:** Difficulty 35
- **Colossal:** Difficulty 40
- **Titanic:** Difficulty 45
- **Herculean:** Difficulty 50

Adding Others to Help: If there are other ponies helping to lift or pull, add their Strength scores together as one entity when it comes to determining lifting capacities and Strength rolls. When walking, the pony with the slowest speed sets the speed of all other ponies who are pulling.

Fatigue: With any kind of long walking or heavy lifting, there's a risk of fatigue if a pony pushes herself for too long. When pulling or carrying only light loads and trotting at her base speed, she can go on for 20 minutes per Constitution score without needing rest.

If the pony is moving medium loads and/or is galloping while carrying light loads, the time it takes to tire lowers to 10 minutes per Constitution. If carrying heavy loads or galloping while carrying medium loads, the time it takes to tire lowers to 5 minutes per Constitution.

If she pushes herself beyond her limits without rest, she must make a Constitution roll with the Difficulty starting at 10 and increasing by 5 for every 20 minutes (or 10 or 5 minutes in the case of medium and heavy loads, respectively) she continues to push herself without rest. If she fails a roll, she faints out of exhaustion. She will remain asleep for about one minute per 10 minutes she was working too hard. She can be revived with the Healing skill (the Difficulty is the same as the Difficulty of the Constitution roll the pony just failed), but even when revived, the pony will be unable to walk unless given water and adequate time to rest. If the pony is working in hot conditions, she also runs the risk of suffering from hyperthermia (see section on Heat Hazards under Hazards).

Fatigue only affects living creatures. Constructs, the undead, oozes, or anything else that doesn't have a Constitution score are not subject to fatigue and don't require rest or water.

Sleep Deprivation: A pony requires approximately seven hours of sleep every night to be alert and focused throughout the rest of the day. For each night of sleep the pony misses, this incurs a -1 Aptitude score loss to Mentation. Only getting a full night sleep reverses the Aptitude score loss. If a pony's Mentation level drops to zero, she falls into a coma that will last for two hours per night stayed awake and the pony cannot be awoken, not even by smelling salts. Once the pony wakes up from this coma, her Mentation score will be restored to normal.

Using Telekinesis to Lift: A unicorn can use her telekinesis to move objects in the same way an earth pony would use physical strength. By doing so, she uses her Mentation score instead of her Strength score, but otherwise suffers the same restrictions as ponies using their Strength. If a pony lifts more than one object at a time, the weights of all the objects are added together.

No matter what, a unicorn must either use her Strength or Mentation in any one given situation. She can't use both.

Measuring Time: Much like recording weight, it's not a huge importance to keep track of time. The GM usually doesn't need to know what time it is in game or make estimations on how long the party has been down in a dungeon. However, there are times when it is important such as the GM wants to know if dawn or dusk is approaching or the players need to know how much longer a spell will last. For lengthy periods of time, a GM could try taking an educated guess of how long time has passed or roll dice. Time during combat and other quick tasks is measured in rounds, which are 6 seconds each and there are 10 rounds in a minute.

Measuring How Much Time a Skill Takes: Usually performing a task requires no more than a full-round action such as spending some time to analyze, to quickly treat a wound with medicinal herbs, coming up with an answer or a lie, etc. However, any kind of task that requires some kind of major effort can require a significant amount of time such as writing an essay, fixing an electronic object, solving a puzzle, building a house, etc. To determine the length of time that has passed for a single attempt, use the guidelines below. However, they are only guidelines, and the GM can deviate from them as need be.

- Short and Simple Tasks: Roll three 10-sided dice = time in minutes. Example: cooking a meal, cleaning a closet, picking a lock, setting up a tent, fixing a broken lamp, etc.
- Long and Simple Tasks: Roll one 6-sided dice = time in hours. Example: cooking several meals, cleaning the entire house, fixing a complex machine, etc.
- Highly Complex Tasks: Roll two 6-sided dice = time in days. Example: building a motored machine, solving a complicated puzzle, writing a novel, etc.
- Extensive Projects: Roll three 6-sided dice = time in weeks. Example: building a ship or a house, repairing a demolished motor vehicle, etc.

COMBAT

The greatest excitement of any adventure tabletop RPG is combat. The way in which fighting works is that fights are divided into rounds (see section on Measuring Time above). Once turn order is decided, all combatants fight each other in the order of their turn and once all turns have been completed, the next round begins. The reason why fights are measured in six-second intervals is to give the impression of a fast and frenetic fight. Obviously a fight using dice and paper tends to be slower, but in the minds of the players, they should see all combatants acting at the same time, attacking and countering each other's blows and attacks in a frantic struggle.

Steps to Conducting a Fight: All fights follow the same process as follows.

- **Step #1—Determine Turn Order with Initiative:** Before a proper fight can begin, the order with which the combatants take turns has to be determined. Turn order during a fight is determined by Initiative, which is Agility plus any traits or feats that add to Initiative. In the event that two or more opponents have the same Initiative score, then turn order is determined by a coin toss, dice roll, or some other random means. Once turn order has been determined, it doesn't change until the fight is over. Example: Strawberry, Banana, and Grape are three ponies who engage in a fight with two diamond dogs, Digger and Rover. Strawberry has an Agility of 6, but she has the Greater Initiative feat, giving her a +4 bonus and an Initiative of 10. Every pony else's Initiative is identical to their Agility scores, so Strawberry has an Initiative of 10, Rover has an Initiative of 8, Banana has an Initiative of 7, and Grape and Digger have an Initiative of 4. Since Grape and Digger have tied Initiative scores, a coin is tossed and Grape wins the toss. So turn order is decided as follows: Strawberry, Rover, Banana, Grape, and Digger. This turn order will remain as is until the fight is over.
- **Step #2—The Fight is On:** From there, the fight can go on like normal. Only after every PC and NPC has had her turn does a round end and the next round begins. If a combatant escapes the fight or is somehow incapacitated, then her turn is skipped for that round but does not change. In the event that a combatant would leave the fight and come back, then the player resumes her position in the prearranged turn order of the fight. If a new combatant steps into the fray, then she is added in by order of her Initiative score like every pony else.
- **Step #3—The Fight Ends:** The fight only ends when all combatants on one side of the fight are either killed, incapacitated, surrenders, or both sides agree to a draw.

Optional Rule: Rolling Initiative: In most games, turn order is usually determined by having all combatants roll dice. Heroes of Equestria opts for a faster and easier method of determining turn order by using a consistent score. However, for the traditionalists out there, the players can still roll for turn order. Each combatant will roll one 20-sided dice and add his or her Initiative score to the roll. The turn order goes from highest score to lowest score, the dice allowing for more variances with the turn order with each fight, and once turn order is established, it does not change until the fight is over.

The Surprise Encounter First Round: In the event that one or more aggressors manage to successfully catch the targets with a surprise attack, only the aggressors are allowed to attack during the first round in the order of Initiative while the surprised targets can do nothing and they lose their Agility bonus to their AC on that round. By the second round, turn order continues as described above. However, if the aggressors fail to surprise the party or there is simply no surprise attack possible, then there's no surprise round. The way how a surprise works is the attackers must make a Stealth roll while the targets must make a Perception roll. If a target's Perception roll is higher than any of the Stealth rolls of any of the attackers, the target is not caught by surprise and she can attack like normal. If not, then she cannot act in that round and she loses her Agility bonus to AC.

Standard, Simple, Full-Round, and Free Actions: A single round in a fight takes up 6 seconds of time. Within 6 seconds, there are only a limited number of actions a player can do within that time frame and all of them can be classified under the following four types of actions:

- Standard action: This is an action that is quick to do but requires the majority of the attacker's attention and effort. A player can only do one standard action per round, but she can perform one simple action or a free action along with it. Standard actions include attack, escape a grapple, use trait or feat, light a torch, read a scroll, drink a potion, etc.
- Simple action: This is an action that is quick to do but requires less attention and effort than a standard action. Simple actions can be used as the only action in a round, two different simple actions can be done in one round (not the same one twice), or one simple action can be used before or after a standard action during the same round. Simple actions include trotting or flying at base speed, draw/sheathe a weapon, put away/pull out an item, open/close a door, load/unload a bow, feint, etc. Note: Under some circumstances, the GM can choose to allow three simple actions or two simple actions and one standard action to be done in one round if it seems like it can be logically done in 6 seconds. Example: walking up to an opponent and withdrawing a weapon (two simple actions) and attacking (one standard action) would be possible.
- Full-round action: This is an action that takes up all of the character's time and attention during the round, and thus cannot be done at the same time as other actions except any free actions and trotting at her base speed as a simple action. Full-round actions include using most skills, casting a spell, galloping or flying faster than base speed, put on/take off armor, extinguish flames, load a ballista, etc. All actions that take longer than one round to do are considered full-round actions for every round the action takes up.
- Free action: This is an action that is so easy and effortless that it can be easily done at the same time as full-round actions, simple action, and standard actions without penalty. Free actions include talking, listening, dropping an item, dropping to the floor, etc. Although multiple free actions can be taken in one round, the GM can restrict how many free actions can be done in a round if it seems physically too much.

Possible Actions During Combat: During a player's turn, she can perform any one of the following actions so long as she is physically able to.

- Attack: Standard action.
- Defend: Standard action. A pony could choose not to attack, and instead focus only on self-preservation by blocking or dodging an opponent's attack. When a player is defending, she gets a +4 bonus to AC on that round. This bonus lasts until her next turn.
- Use one magic item: Standard action.
- Attempt a skill roll: Full-round action unless noted otherwise in the description or at the discretion of the GM. Any skills that involve using one's voice (Charm, Diplomacy, etc.), or draw from knowledge (Botany, Zoology, etc.), or some special skills (Concentration, etc.) can be done as a free action.
- Use traits or feats: Standard action unless noted otherwise in the description.
- Moving actions: Varies, see below.
 - Trot (move at base speed): Simple action.
 - Gallop (move at gallop speed): Full-round action
 - Get up off the ground: Full-round action.
 - Pick up dropped item: Full-round action.
 - Escape a rope or net: Full-round action.
- Cast a Spell: Full-round action unless noted otherwise in the description
- Charge: Full-round action. A pony can run full speed toward an opponent, adding a +2 bonus to her attack roll, but get a -2 penalty to her AC that lasts until her turn the next round. To charge, the pony must be at least 10 feet away from the target at the start of her turn (backing up doesn't count), and the pony must charge at full speed in a straight line toward her opponent.
- Feinting: Simple action. See the Bluff skill to learn how feinting works.

Slashing, Piercing, and Bludgeoning Weapons: Almost all weapons fall under three categories: slashing, piercing, and bludgeoning. A slashing weapon is any kind of weapon with a blade used for cutting or can cause cutting damage. Piercing weapons are weapons that penetrate the body, typically with a sharp point. Bludgeoning weapons are any weapons that are used to beat an opponent with a hard and blunt surface. It's important to know what kind of weapons you are using because not all weapons can work on all types of monsters.

Slashing weapons

- Sword
- Axe

Piercing weapons

- Bow and Arrow
- Firearm

Bludgeoning weapons

- Club
- Quarterstaff

Attacks, Damage, and Range: All attack rolls involve rolling one 20-sided dice and adding the Aptitude bonus and weapon/feat bonuses. To hit an opponent, the player's attack roll must be equal to or greater than the opponent's AC. If the roll is under, then the attack missed. If the attack was successful, then the character rolls dice and adds an Aptitude bonus to indicate the amount of damage inflicted. Each weapon, attack, and spell uses different dice when it comes to damage as indicated in the descriptions. When a character takes damage, her HP level drops in accordance with the damage dealt. All attacks with limbs and appendages (hooves, teeth, claws, tentacles, etc.) and close-range weapons (swords, clubs, axes, etc.) use Strength. All long-range weapons (arrows, firearms, slings, etc.) use Agility. All attack spells and magical abilities use Mentation.

Example: Swordplay clutches his dagger in his teeth as he attacks a griffin named Raven. He rolls the 20-sided dice and gets 15. His Strength score is 8 so he adds 8 to the dice roll, totaling 23. Raven's AC is 16, so Swordplay's attack roll scores a hit. Swordplay's dagger uses one 6-sided dice to determine damage. The dice rolls a 3 and Swordplay's Strength score is added, so the amount of damage done is 11. Raven has 38 HP. After Swordplay's attack, Raven's HP drops to 27.

A pony can only attack opponents within range of her weapons. Most weapons have a range of 0 feet, meaning that the attacker can only deal harm to an opponent who is standing in a square that is right next to the square the attacker is standing in as shown on the graph paper.

O				
		X		O
O		P	X	
	X			
			O	

The Player Character (P) has a sword with a range of 0 feet, meaning that she can hit the targets directly next to her (X) but none of the targets out of her range (O).

Some monsters may have longer appendages, allowing them to attack further opponents with a 0 feet range weapon at the maximum of the monster's reach range. There do exist some short-range weapons that can reach as far as 10 feet away or longer, which can add to the reach of an attacker.

		O				O
	X					
				X		
O		X	P		X	O
				X		
		X				
		O		O		

The Player Character (P) has a glaive with a range of 10 feet, meaning that she can hit the targets no further than 10 feet away (X) but none of the targets out of her range (O).

For ranged weapons, range attacks, or some spells that are modified by Agility or Mentation, the range limit determines how far away the target can be (typically 10 feet per Aptitude score) in order for an attacker to be close enough to hit her target. Unlike reach weapons, monsters with an extended reach do not extend the range of ranged weapons.

O										O
			X							
					X					O
			X							
							X			
					P				X	
	X	X				X				
								X		
O			X							
									O	
				O						O

The Player Character (P) has a bow and arrow and an Agility score of 2, enabling her to shoot from a total range of 20 feet (the equivalent of four squares), meaning that she can hit the targets no further than 20 feet away from her (X) but none of the targets out of her range (O), essentially giving her the option to attack any within a 45 feet diameter sphere.

Regardless of the weapon, a pony can only use one weapon at a time. Switching between weapons requires a simple action.

Explosives and Area Effect Attacks: There are some items and spells that don't affect specific targets, but instead affect an area on the ground and all those who are within it. Such weapons include explosives, smoke bombs, Molotov cocktails, and Pyrokinesis. To throw such a weapon, the attacker must announce where the grenade will land which will determine the center of the blast. All area of effect projectiles have a range limit of 10 feet per Agility score (or Mentation in the case of spells).

To successfully hit the targeted area with an explosive (dynamite, grenade, smoke bomb, or Molotov cocktail), the thrower needs to make an Agility roll (Difficulty 10 + 1 for every penalty to range weapons such as wind). If she fails her roll, she misses her target and the GM must roll a Percentage roll to determine the degree of misdirection:

- % Roll 01-25: Misdirect to the north by 10 feet
- % Roll 26-50: Misdirect to the south by 10 feet
- % Roll 51-75: Misdirect to the east by 10 feet
- % Roll 76-100: Misdirect to the west by 10 feet.

Agility rolls are not necessary for spells that are dropped below the user instead of thrown.

Once the attack hits the ground, it automatically causes damage (if any) to all within the blast radius regardless of their AC. However, those within the blast can still attempt an Agility roll (Difficulty varies depending on the weapon) and those who succeed only receive half damage.

Unlike other range attacks, the attacker's Agility score or Mentation score does not modify the damage done by an area effect attack.

Example: Trigger Happy wants to throw a dynamite at a group of zombies heading his way. He has an Agility score of 5 (maximum range of 50 feet), so he chooses to throw the dynamite at a square 15 feet away in the center of the zombies. He throws the dynamite and it explodes in a 10 foot in diameter circle, causing three 6-sided dice of damage to the four zombies within the blast. However, one of the zombies wins its Agility roll and rather than take 14 points of damage (as shown on the dice roll) like it would have otherwise, it only takes 7 points of damage.

				O	
		X	X		
	O	X /	X		
				O	
O				O	
		P			

After successfully rolling an Agility roll, the Player Character (P) threw dynamite at a distance of 15 feet (as shown by the red lines) and the dynamite creates an explosion 10 feet in diameter. The landing area of the dynamite is at the center. All within the blast radius (X) are injured while all those outside of the blast radius (O) are unharmed.

Crit (Critical Hits): In the event that an attacker rolls a 20 when attacking, then not only will the pony score a hit (regardless of armor class), then the pony will roll twice as many dice rolls to inflict damage. For example, a weapon that causes one 10-sided dice of damage will cause two 10-sided dice of damage, a weapon that causes two 6-sided dice of damage will cause four 6-sided dice of damage, etc. Crit do not double the amount of damage caused by bonus caused by Strength, Agility, or Mentation. Crit are only caused when a dice rolls a 20, not when the roll and bonuses add up to 20. For example, a roll of 16 and a Strength bonus of 4 adds up to an attack roll of 20, but since the dice only rolled 16, it doesn't count as a Crit. Crit can only be caused by short-range attacks, ranged attacks, and offensive spells that cause HP damage. There are ways of modifying the chances of getting a Crit. For example, the feat Deadly Strike can allow a pony to score a Crit by rolling a 19 or a 20. Also, certain weapons can cause triple or quadruple the amount of damage on a Crit so long as the player has the proper proficiency feat for that weapon (the Archery feat for bows and arrows, the Swordplay feat for swords, etc.)

Breaking Objects and Bones: It is possible to physically break any inanimate object with a weapon or with bare hooves. Doing so requires a Strength roll. Using a tool appropriate to the job like a knife, rock hammer, or a saw will give the user a +3 bonus to

her roll so long as the tool is designed for the object being cut. For example, you can't cut through a rope with a rock hammer any more than you can cut through stone with a pocketknife. If breaking an object in someone else's possession, the pony must first make a successful attack roll, then attempt the Strength roll.

- Chain: Difficulty 26 (+4 to Strength roll with a hammer)
- Chest, Small: Difficulty 17 (+4 to Strength roll with a crowbar)
- Chest, Large: Difficulty 23 (+4 to Strength roll with a crowbar)
- Glass: Difficulty 3 (+4 to Strength roll with a hammer)
- Hewn Stone (3 ft. thick): Difficulty 50 (+4 to Strength roll with a miner's pick)
- Ice (3 inches thick): Difficulty 5 (+4 to Strength roll with a miner's pick)
- Iron Door (2 inches thick): Difficulty 28 (+4 to Strength roll with a crowbar)
- Manacles: Difficulty 26 (+4 to Strength roll with a hammer)
- Manacles, masterwork: Difficulty 28 (+4 to Strength roll with a hammer)
- Masonry Wall (1 ft. thick): Difficulty 35 (+4 to Strength roll with a miner's pick)
- Paper: Difficulty 0
- Rope: Difficulty 23 (+4 to Strength roll with a knife)
- Tree Trunk: Difficulty 18 (+4 to Strength roll with a saw)
- Tree Branch: Difficulty 9 (+4 to Strength roll with a saw)
- Vines: Difficulty 15 (+4 to Strength roll with a knife)
- Wooden Door, Good: Difficulty 18 (+4 to Strength roll with a crowbar)
- Wooden Door, Simple: Difficulty 13 (+4 to Strength roll with a crowbar)
- Wooden Door, Strong: Difficulty 23 (+4 to Strength roll with a crowbar)

It is also possible to break the wings of a pegasus or break off the horn of a unicorn. A pegasus without two functioning wings can't fly until the bone heals and a unicorn without her horn can't use magic until it grows back. If a four-legged creature has one of her legs broken, then the pony's base speed is reduced by -10 feet and she loses the ability to gallop. For a two-legged creature, if one of its arms is broken, then it can't use that arm. To break any kind of bone, the opponent must first make a successful attack roll followed by the Strength roll in the same round.

- Break Pegasus Wing: Difficulty 23 + target's Constitution score
- Break Off Unicorn Horn: Difficulty 23 + target's Constitution score
- Break Limbs: Difficulty 25 + target's Constitution score

With a sword or an axe, it is also possible to cut off limbs and heads with one blow. The attempt also requires a successful attack roll followed by a Strength roll. Cutting off a limb works like breaking it, except the penalty is permanent. When cutting off a target's head, it kills the target instantly unless it has a Constitution score of 0 or if it has the Regeneration trait, in which case the creature is rendered blind and deaf until the head is either reattached or grows back.

- Sever Limbs: Difficulty 28 + target's Constitution score
- Decapitation: Difficulty 25 + target's Constitution score

Natural Healing: If a pony doesn't get her injuries treated, her body can still heal itself if given at least 8 hours of sleep overnight. This natural healing can only be done by creatures with a Constitution score. Those who don't have a Constitution score cannot heal on their own. The rate of healing is as follows:

- HP: one 6-sided dice plus Constitution score of HP per day
- Aptitude score loss: 1 score per day for each Aptitude.
- Broken bones and horns: two weeks

Attacking With Non-Weapons: Any object that is not designed to be a weapon can be used to inflict damage as an improvised hand-held weapon. Such attacks are modified by Strength (or Agility if thrown), but the wielder incurs a -4 penalty to attack rolls. For small objects, the thrower can throw as far as 5 feet per Agility score. With heavy objects, the pony must make a Strength roll to successfully throw and even if the roll was successful, a pony can only throw at half the distance (rounded up). The following is a list of possible damage increments based on the estimated size and weight of the object:

- Soft objects (pillows, pies, etc.): no damage
- Tiny objects (pebbles, marbles, etc.): no damage.
- Small objects (lamps, fist size rocks, etc.): one 6-sided dice of damage.
- Medium objects (chairs, suitcases, etc.): one 8-sided dice of damage. It requires a Strength roll (Difficulty: 10) to throw/wield it.
- Large objects (tables, sofas, etc.): two 8-sided dice of damage. It requires a Strength roll (Difficulty: 20) to throw/wield it.
- Giant objects (boulders, wagons, etc.): four 6-sided dice of damage. It requires a Strength roll (Difficulty: 30) to throw/wield it.

Saving Throw: A saving throw is a type of roll where a pony saves herself from harmful effects. Constitution is used for resisting poisons and disease. Agility is used to prevent falling or tripping. Mentation is used to resist the effects of magic.

Concussive Damage: There may come a time when a pony might want to render someone unconscious as opposed to outright killing them. To knock someone unconscious, a player needs to use what is called concussive damage, which is a nonlethal form of harm that can render an opponent unconscious as oppose to kill them. To inflict concussive damage, the pony must use her hooves or any other blunt appendages (hands, tentacles, tails, etc.), or a weapon designed to cause concussive damage (such as a bludgeon or a whip) to hit a specific spot (typically the head) on the target. Before attacking, the player must announce to the GM that she is about to inflict concussive damage. If her attack roll succeeds at a hit, then she rolls for concussive damage like she would regular damage. If the damage is greater than or equal to 10 plus the target's Constitution score, then the subject is knocked unconscious but does not sustain any actual HP loss. If the attacker fails to inflict enough concussive damage, then the target is unaffected and the attacker would have to try again.

If successfully knocked unconscious, the target remains unconscious for one round for every point of concussive damage she sustained. She can be revived with the Healing

skill (Difficulty equal to the damage dealt) or with smelling salts. Concussive damage has no affect on creatures with a Constitution score of 0.

Medical Treatment: There exist magic items, spells, and skills made for healing injuries. All of which can be done during and after combat. To heal, follow the rules for whatever is used to heal the injured.

Medical Treatment for the Non-Living: There are special considerations for creatures without a Constitution score such as the undead, oozes, and constructs. Creatures with the Undead Attributes trait can only be healed with the Recovery spell. Creatures with the Ooze Attributes trait can only heal naturally. Creatures with the Construct Attributes trait are robotic in nature and cannot be healed with the same methods living creatures can be healed. The only way to heal a robotic creature is to use an appropriate skill and use it with the same rules as you would with a Healing skill, often with appropriate tools and parts instead of herbs and bandages. Examples: a stone golem can be healed with a Masonry roll and some rock and plaster, robots are repaired with a Mechanic roll, a tool kit, and a supply of parts, etc.

Death and Dying: If a pony's HP drops below 1, then she's dying but not dead yet. At the dying stage, the character's HP starts dropping into negative numbers. With every round that goes by while the pony lies bleeding on the ground, she loses one HP (which in negative numbers seem to be rising up instead of down) and will continue to do so until she dies or is healed. She can be saved from death if magic or a Healing skill can raise her HP to 1 or higher. If not, then she will continue to remain unconscious and slowly die. How many negative HP of damage it takes until the pony dies is -10 minus the pony's Constitution score. Once a pony's HP drops below that point, she's dead.

Example: Buttercup has only 3 HP left. When a diamond dog stabs her, she takes 4 HP of damage, leaving her with -1 HP and she falls unconscious. The diamond dog then stabs Buttercup with his sword, causing 6 points of damage and reducing Buttercup's HP to -7. Before he could finish her off, the diamond dog is distracted by an earth pony named Swordplay who lunges in to defend Buttercup as she lies there dying. Buttercup has a Constitution score of 7, meaning she can survive a score as low as -17 HP. If her HP drops to -18 or lower, then she will die. The round goes by and her HP drops to -8. By the round after that, it drops to -9, then to -10 by the next round, then -11 after that. By the next round, a unicorn named Starlight jumps in and casts a Recovery spell. This restores 6 points, but only raises Buttercup's HP to -5. Since Buttercup is still dying, her HP drops to -6 again by the end of the round. Starlight casts the Healing spell again, restoring 7 points and raising Buttercup to 1 HP. Buttercup regains consciousness. Although she is still badly weakened, she's at least out of danger.

This rule only applies to those who are dying from HP loss. Those who fail to resist a death curse, dies of disease or suffocation, or the pony's Constitution score drops to 0, she dies instantly.

This also does not apply to creatures who have no Constitution score such as the undead, constructs, inanimate objects, etc. If such a creature were to have its HP drop to 0, then it is automatically destroyed.

Cheating Death: If players don't like the idea of their character's dying, then instead of death, the PC's and NPC's are only unconscious once they reach 0 HP, and they remain unconscious until their HP is raised. This can work in a cartoony game, especially when you have a little fun with it, like perhaps if a pony were to fall off a cliff, she wouldn't be killed but she would be lying unconscious on the cavern floor in a pony-shaped crater with birds circling around her head. This could also work with alicorns. Considering how long lived alicorns are, it's not unreasonable to think that they might simply be immortal and won't die even if their HP drops to 0. They just lie unconscious instead. This same idea could be applied to spirits or gods. Once rendered unconscious, there's a chance the player can be revived unless the whole party is also dead or unconscious. In which case, there's a T.P.K. (Total Party Kill) and the game is over.

Removing the possibility of dying can take away the challenge of the game so another option would be to simply say that a character who's HP drops to 0 is forced to retreat from the game and forbidden from returning for the rest of the current campaign and the next campaign.

Even in a game where death can happen, there may come a time when a GM might want to cheat death when the party has a run of bad luck and accidentally get themselves all killed or paralyzed and unable to fight back. Dealing with one character death can be bad, when you there's a T.P.K., it can completely ruin the whole game. When that happens, the GM can choose to fudge it and find ways for the party to survive such as:

- The GM can have some higher power come in and resurrect the party, typically at a cost that could lead into a new adventure in order to pay it off.
- Say that the villains want the party alive and instead knock them all out and throw them in a cage without their equipment. That could raise the tension as the PC's find their way to escape.
- If there was a mistake the GM made or if the party is inexperienced and made several amateurish mistakes, then the GM can allow the party to redo the fight all over. All status ailments, supplies, and HP are restored back to the way they were before the encounter and they can try again. This is certainly not an option that should be used frequently, but sometimes mistakes do happen and when someone screwed up, it's sometimes best to admit it and retcon it before it brings the mood down.

Bear in mind that if the GM frequently saves the party from death, then it can remove the jeopardy of lasting consequences. Undoing any kind of death should be done sparingly and under unusual circumstances.

Bloodless End: Not all fights have to end in death. Opponents and the party could try to escape a conflict assuming they're fast enough to outrun their opponents and there's a feasible means of escape. If an escape is impossible, then bribery, diplomacy, bluffing,

and even pleads for mercy could be attempted to avoid loss of life. Of course, a party could simply avoid encounters whenever possible.

Loot: If the party manages to defeat their enemies, this is the point where the party is awarded experience points and possibly loot. Loot applies to any kind of items that a defeated opponent might have in their possession. Loot typically consists of money, weapons, armor, treasure, magic items, etc. Most of these treasures can be sold after the adventure is over for money or used later. However, most weapons and armor are not built for ponies, like armor made for a diamond dog won't fit a pony.

To determine the amount of loot earned from a fight, the GM can pick one of the nine tables below and roll a Percentage Roll to determine how much the party earned. The amount earned is based off of the level of the monsters the party defeated (Foal Level/Beast, Adult Level, and Alicorn Level). If there was a mix of different leveled monsters, then use the highest level chart. The foal level charts also come with the words "beast" written beside it, meaning that these are the tables used for any large and monstrous creatures that wouldn't carry treasure (oozes, mindless undead, giant monsters, etc.) and thus the only treasure they would have with them would be treasure left behind by past kills.

In addition, the GM has a choice of easy, medium, or hard depending on how difficult the fight was. If the party breezed through the fight without breaking a sweat, then the GM should roll from an easy table. If the fight was really hard, causing significant injury and using up a lot of materials, then the GM should roll from a hard or medium table.

Example: A party ventures out and manages to defeat a band of diamond dogs very easily without using up any spell points or taking too much damage. The GM decides to roll from the "**Adult Level, Easy**" table. He rolls a 31, which means that the GM looks at "% Roll 21-40: 1,750 bits" and awards bits accordingly. Later on, the party faced a dangerous and life threatening fight against a band of changelings. The unicorns use up much of their spell points and the party sustains heavy damage. The GM decides to roll from the "**Adult Level, Hard**" table. He rolls a 78, which means that the GM looks at "% Roll 71-80: 8,200 bits" and awards bits accordingly. All together, the party earned 9,950 bits from those two battles.

Remember that the tables exist to provide a consistent and fair way of distributing rewards to the PC's. If the GM needs to, he can disregard the tables or alter them as he sees fit.

(Foal Level/Beasts)

Foal Level/Beasts, Easy: % Roll 01-20: 0 bits, % Roll 21-40: 170 bits, % Roll 41-55: 350 bits, % Roll 56-70: 550 bits, % Roll 71-85: 750 bits, % Roll 86-100: 1,000 bits.

Foal Level/Beasts, Medium: % Roll 01-20: 20 bits, % Roll 21-40: 260 bits, % Roll 41-55: 550 bits, % Roll 56-70: 800 bits, % Roll 71-85: 1,150 bits, % Roll 86-100: 1,550 bits.

Foal Level/Beasts, Hard: % Roll 01-20: 50 bits, % Roll 21-40: 400 bits, % Roll 41-55: 800 bits, % Roll 56-70: 1,200 bits, % Roll 71-85: 1,700 bits, % Roll 86-100: 2,300 bits.

(Adult Level)

Adult Level, Easy: % Roll 01-20: 1,350 bits, % Roll 21-40: 1,750 bits, % Roll 41-55: 2,200 bits, % Roll 56-70: 2,850 bits, % Roll 71-80: 3,650 bits, % Roll 81-90: 4,650 bits, % Roll 91-100: 6,000 bits.

Adult Level, Medium: % Roll 01-20: 2,000 bits, % Roll 21-40: 2,600 bits, % Roll 41-55: 3,350 bits, % Roll 56-70: 4,250 bits, % Roll 71-80: 5,450 bits, % Roll 81-90: 7,000 bits, % Roll 91-100: 9,000 bits.

Adult Level, Hard: % Roll 01-20: 3,000 bits, % Roll 21-40: 3,900 bits, % Roll 41-55: 5,000 bits, % Roll 56-70: 6,400 bits, % Roll 71-80: 8,200 bits, % Roll 81-90: 10,500 bits, % Roll 91-100: 13,500 bits.

(Alicorn Level)

Alicorn Level, Easy: % Roll 01-20: 7,750 bits, % Roll 21-40: 10,000 bits, % Roll 41-55: 13,000 bits, % Roll 56-70: 16,000 bits, % Roll 70-80: 20,000 bits, % Roll 81-90: 28,000 bits, % Roll 91-95: 35,000 bits, % Roll 95-100: 44,000 bits.

Alicorn Level, Medium: % Roll 01-20: 11,600 bits, % Roll 21-40: 15,000 bits, % Roll 41-55: 19,500 bits, % Roll 56-70: 25,000 bits, % Roll 70-80: 32,000 bits, % Roll 81-90: 41,000 bits, % Roll 91-95: 53,000 bits, % Roll 95-100: 67,000 bits.

Alicorn Level, Hard: % Roll 01-20: 17,500 bits, % Roll 21-40: 22,000 bits, % Roll 41-55: 29,000 bits, % Roll 56-70: 38,000 bits, % Roll 70-80: 48,000 bits, % Roll 81-90: 62,000 bits, % Roll 91-95: 79,000 bits, % Roll 95-100: 100,000 bits.

Cover: If a pony manages to find some kind of cover, this can add a bonus to her armor class when attacked unless the opponent has a way of breaking through the barrier or move around it. How much of a bonus is dependent on how much cover the object provides, which is determined at the GM's discretion.

- 25% cover: +2 AC
- 50% cover: +4 AC
- 75% cover: +7 AC
- 90% cover: +10 AC
- 100% cover: The pony cannot be hit. To attack, the pony must duck out from behind her hiding place, attack, then duck back behind it, (all together that counts as a full-round action) granting a -10 penalty to attacks, both short range and long range.

Firing a Range Weapon into Combat

The hazard with firing a range weapon or an attack spell into combat is that you run the risk of hitting one of your allies. When attacking a target that is behind some pony else (whether friend or foe), that character is given a 50% concealment, granting a +4 bonus

to AC (see section on Cover above for details). If the roll misses and it misses within the margin of the AC bonus, the attack hits the character in the way of the shot instead. If there is more than one pony in the way, then the closest one is hit. A second attack roll is rolled to see if the other character is hit, but if the character was caught off guard (such as getting hit in the back, etc.), then the character loses her Agility bonus to AC. For example, a pegasus named Trigger Happy and an earth pony named Swordplay are fighting a diamond dog. Swordplay is fighting the diamond dog up close with his sword while Trigger Happy opts to use a bow and arrow. However, Swordplay is in the line of fire. The diamond dog has an AC of 19, but with Swordplay in the way of Trigger Happy's attack, this gives the diamond dog a +4 bonus to his AC, increasing it to 23. If Trigger Happy rolled an 18 or under, nothing would have happened, but if he rolled within the margin of the AC bonus (20-23), then the attack would hit Swordplay. Trigger Happy rolls a 21, so another attack is rolled to see if the arrow hit Swordplay, but since he was shot from behind, he was caught off guard and he loses his Agility bonus to AC, dropping it to 12. Trigger Happy's second attack roll is a 16, and Swordplay is hit instead, much to his annoyance.

Combat Using Ships and Planes: It is possible for the players to find themselves on board a ship only to get into a fight with an enemy ship or a sea monster during their travels. Likewise, characters riding in airships could also battle other flying enemies and monsters, too. When that happens, there are a few changes to the combat rules for this situation.

- Initiative: When determining the Initiative of a ship or plane, use the Initiative score of the captain or pilot, respectively.
- Attacks: A ship and a plane may have multiple weapons, but it can only use one of them during its turn. The best weapons for a ship is to have siege engines, which large ships could have two or three on board. A ship can also ram an opponent so long as the ship can ram the bow of the ship against the side of an opponent. Planes can attempt to ram, but it would cause six 6-sided dice of damage to both the target and the plane.
- Losing Agility to AC: In the case of ships and planes, the bonus from the captain's Sailing skill and the pilot's Aeronautics skill count as its Agility when it comes to AC. As such, if a ship, helicopter, hot air balloon, or airship is derelict or otherwise can't move (such as caught between rocks or on a corral reef, etc.), it loses this bonus. Planes that can't hover automatically fall to the ground.
- Sinking: When a ship's HP drops to 0, the ship begins to sink and it will sink completely underwater after 10 rounds. Any additional damage inflicted as the ship is sinking reduces the time it takes to sink by 1 round per 25 points of damage.
- Going Down: Similarly, if a plane's HP goes down to 0, then the plane automatically falls to the ground. See section on Falling/Collisions under the Hazards chapter for details.
- Disabling a ship: For a ship that uses sails to move (in other words, rafts and rowboats don't count), the opponent can target the masts of a ship to disable it. By making a Strength roll (for a monster's physical attack) or an Agility roll (with a range weapon), it is possible to destroy the mast of a ship (Difficulty: 25 +

Captain's Sailing skill level). If the ship's masts are destroyed, then the ship becomes derelict and cannot move.

- **Scuttle:** If the sailors do not want the ship to fall into enemy hooves, then they have the option to sink their own ship with a Carpentry roll (Difficulty 20).

SHOPPING

Every pony likes to shop. Whether it is hunting down the latest fashions or a rare enchanted weapon, there is plenty of stuff to buy in Equestria, and here is a list of the most common items to find. The prices listed on each item are the most common prices, but they can be freely adjusted if necessary. The kind of money used in Equestria is called "bits," which are paid with small coins that are traded and counted kind of like dollar bills. The only unit smaller than a bit is called a "cent" and 100 cents equals one bit.

Income: In a non-adventure, the players don't have to concern themselves with specific rates and how often they get paid, but the amount they spend does have to make sense considering their living conditions, occupation, and circumstances. For example, a foal probably only gets a weekly allowance from her parents (approximately 5 to 10 bits a week). A working pony would have more money, enough to pay for the essentials such as food, housing, etc. And a very wealthy pony might be able to afford a lot of extravagant luxuries. For a game, the PC's don't have to worry about money unless they are potentially spending more than they can afford. There can even be adventures whose goal is to earn or win some money to accomplish a specific goal. Otherwise, a pony could buy any small items such as food, beverages, and pleasures without worrying about how much money they have in their pocket.

In an action/adventure game, however, keeping track of money is far more important. For a team of adventurers, their income is based on how much loot they can collect and how much they can earn from potential employers. In such a game, how you spend your money is actually an essential strategy to surviving the game. It's also a good restriction to ensure that a player doesn't wind up obtaining a fancy magic item or a fancy armor before they had a chance to earn it first.

Other Considerations Concerning Currency: Bits are presumably a currency common throughout Equestria, but what about other places? Could there be other kingdoms? If so, what money do they use? When creating a currency for another country, an exchange rate should be figured out with bits as the baseline. However, handling money might be more interesting before Equestria was founded. Back then, ponies probably didn't have any kind of standard currency, so they probably had coins (made of precious metals like gold or silver) or perhaps gem stones as a form of international currency, or maybe they traded and bartered.

Fruit and Vegetables

- **Fruit and vegetables that come in bunches:** Including grapes, celery, etc. Cost: 1 bit per bunch.
- **Grains:** Including oats, hay, flour, etc. Cost: 50 cents per pound.

- **Large fruit and vegetables:** Including watermelon, pumpkin etc. Cost: 1 bit each.
- **Meats:** Ponies are vegetarian and rarely serve meat, but meat-eating races will serve meat such as beef, pork, poultry, etc. Cost: 3 bits per pound.
- **Seeds for Growing:** Cost: 5 cents per one-ounce pack.
- **Whole fruit and vegetables:** Including apples, oranges, pears, etc. Cost: 1 bit each.
- **Zap Apples:** Only available after zap apple harvests. Cost: 3 bits each.
 - **Zap Apple Jam:** Cost: 5 bits per jar.
 - **Zap Apple Pastries:** Cost: 4 bits each.
 - **Zap Apple Pie:** Cost: 12 bits for a whole pie, 2 bits for one slice.

Dessert

- **Cakes/Pies:** Cost: 6 bits for a whole cake/pie, 1 bit per slice.
- **Candy:** Cost: 1 cent per piece.
- **Chocolate Bar:** Cost: 15 cents each.
- **Ice Cream:** Cost: 1 bit per quart or 10 cents for a scoop.
- **Pastries:** Including doughnuts, crullers, éclairs, tarts, etc. Cost: 25 cents each.

Beverage

- **Apple Cider:** Cost: 2 bit per pint.
- **Hot Cocoa:** Cost: 15 cents per pint.
- **Juices:** In addition to squeezed juices, this could also apply to beverages such as punch, lemonade, etc. Cost: 15 cents per pint.
- **Milk:** Cost: 25 cents per pint.
- **Water (drinking):** Cost: 10 cents per pint.

Clothing

- **Camouflage:** When worn over armor, this shirt can grant a +4 bonus to Hide skill rolls in specific environments. There are different types of camouflage made for different types of environments. Weight: 4 lbs.
 - **Desert:** Designed for any environments with a lot of sand and rock such as deserts and savannahs. Cost: 1 bit.
 - **Jungle:** Designed for any environments with a lot of foliage such as forests and jungles. Cost: 1 bit.
 - **Snow:** Designed for any environments with a lot of snow and ice such as frozen tundra, wintery forests, etc. Unlike other forms of camouflage, this shirt is made out of wool to keep the wearer warm. Cost: 8 bits.
 - **Urban:** Designed for hiding in alleyways and roof tops in large cities such as Canterlot, Manehattan, etc. Cost: 1 bit.
 - **Water:** Designed for any environments that take place within or near water. Cost: 1 bit.
- **Costume:** There are several types of costumes available, which are good for disguises, performances, and for dressing up for Nightmare Night. The price of the costume ranges depending on how elaborate it is. Weight: 5 lbs.

- **Simple Costume:** Costumes that consist of a shirt and pants or a full body gown and possibly some shoes and other cheap accessories. Cost: 3 bits.
- **Moderate Costumes:** Costumes that have intricate designs, come with props, and/or have lightweight attachments such as most super hero costumes, most monster costumes, etc. Cost: 6 bits.
- **Elaborate Costume:** Costumes that have several props and large attachments tied on or glued onto the pony and/or costume such as robot costumes, mascot costumes, etc. Cost: 8 bits.
- **Dress:** This includes any kind of mare's casual wear such as dresses, skirts, blouses, etc. Cost: 1 bit, Weight: 5 lbs.
- **Gala Gown:** Any kind of fancy attire for mares designed for formal occasions such as the Grand Galloping Gala. Cost: 75 bits, Weight: 5 lbs.
- **Gala Suit:** Any kind of fancy attire for stallions designed for formal occasions such as the Grand Galloping Gala. Cost: 75 bits, Weight: 5 lbs.
- **Royal Tiara:** This is an expertly made tiara made of 14 karat gold and several rare diamonds. Due to the high cost of the tiara, only royal princesses wear it. Cost: 1,000 bits, Weight: 3 lbs.
- **Saddle:** There are different kinds of saddles, all of which can be used to allow other small creatures to comfortably ride on the pony's back. Weight: 13 lbs.
 - **Regular Saddles:** Used to allow foals and other small creatures to comfortably sit on the pony's back. Cost: 5 bits.
 - **Foal Saddle:** Specially made saddles that are designed to strap a baby foal onto a pony's back. Cost: 5 bits.
 - **Fancy or Stylized Saddles:** These saddles are worn more for fashionable reasons as oppose to practical ones. Cost: 30 bits depending on the quality of the material used.
- **Shirts:** This includes any kind of stallion's casual wear such as polos, collared shirts, etc. Cost: 1 bit depending on the quality of the material used, Weight: 1 lb.
- **Shoes:** Ponies normally walk around bare hoofed, but on special occasions, they can wear specially designed shoes for different occasions and circumstances. All shoes listed come in sets of four. Weight: 4 lbs.
 - **Cleated Shoes:** Grants a +4 to Agility rolls when avoiding slipping on any slippery surface. Cost: 4 bits.
 - **Gala Shoes:** These are polished black shoes designed for stallions. Cost: 16 bits.
 - **Gala Slippers:** These are heeled shoes designed for mares. Cost: 16 bits.
 - **Horseshoe:** These standard horseshoes are attached to the hooves, allowing comfort for long walks. Cost: 2 bits.
 - **Ice skates:** Any pony with these shoes and the Ice Skating feat can cross any body of ice quickly and safely. Cost: 4 bits.
 - **Rain Boots:** Keeps the hooves dry in the rain. Cost: 2 bits.
 - **Snowshoes:** These shoes negate any penalty to movement speeds if worn in the snow. Cost: 4 bits.
- **Socks:** Ponies can wear long socks that cover much of their legs like stockings as a fashion style. Cost: 1 bit for four socks, Weight: 4 lbs.

- **Wool Sweater:** Sweaters are the most common garments worn to stave off cold. While worn, ponies are unaffected by moderately cold weather that's not created magically. Sweaters can be easily worn under all types of armor. It does not protect against spells. Cost: 8 bits, Weight: 4 lbs.

Containers

Just like with weight, an object's volume is only loosely measured for the purposes of this game. The carrying capacities of the containers listed here are meant as a guide to give both players and the GM an idea of what can be carried in each container and how small the object has to be to fit.

- **Barrel:** Holds 65 gallons of food or liquids. Cost: 9 bits, Weight: 30 lbs.
- **Basket:** Holds 1 gallon of food or handheld objects. Cost: 1 bit, Weight: 1 lb.
- **Bucket:** Holds 1 gallon of food, handheld objects, or liquids. Cost: 1 bit, Weight: 1 lb.
- **Clay Jug:** Holds 1 quart of liquid. Cost: 1 bit, Weight: 1 lb.
- **Glass Bottle:** Holds 1 cup of liquid. Cost: 30 cents, Weight: ½ lbs.
- **Jar:** Holds 1 cup of liquid or food. Cost: 30 cents, Weight: ½ lbs.
- **Sack:** Holds 1 gallon of food or handheld objects. Cost: 1 bit.
- **Saddlebag:** Holds 2 gallons of food or handheld objects. Cost: 4 bits, Weight: 2 lbs.
- **Tankard:** Holds 1 pint of liquids. Cost: 30 cents, Weight: ½ lbs.
- **Vial:** Holds ½ cup of liquid, typically used for carrying potions or small specimens. Cost: 15 cents.

Lighting

- **Bioluminescent Mushrooms:** Once cut, it illuminates an area 5 feet in diameter and stays luminescent for 6 hours after being removed from the ground. Unlike flammable forms of lighting, mushrooms can work underwater. Also, the mushrooms are very poisonous. Eating one can cause one 4-sided dice of damage (Difficulty 15). See section on Poison under Hazards for details. Cost: 1 bit.
- **Candle:** Illuminates an area 10 feet in diameter and burns for 1 hour. Cost: 1 cent each.
- **Candleholder:** Can hold a single candle. Cost: 1 bit, Weight: ½ lbs.
- **Flint and Steel:** Can be used to light objects on fire. Requires one full-round action to use. Cost: 1 bit.
- **Matches:** Can be used to light objects on fire. Requires one simple action to use. One box contains 10 matches. Cost: 2 bits.
- **Oil:** One pint of oil burns for 6 hours. Cost: 10 cents for one pint.
- **Oil Lantern:** Holds only a pint of oil. Illuminates an area 60 feet in diameter. Cost: 7 bits, Weight: 1 lb.
- **Torch:** Illuminates an area 20 ft in diameter and burns for 1 hour. Cost: 10 cents r 1 torch, Weight: 1 lb.

Locks

The prices do not vary if it is a combination or key lock. These prices apply to locks that are built into the door or container it is used for.

- **Cheap or Simple Lock:** Difficulty 20 to lock pick. Cost: 20 bits, Weight: 1 lb.
- **Average Lock:** Difficulty 25 to lock pick. Cost: 40 bits, Weight: 1 lb.
- **Strong Lock:** Difficulty 30 to lock pick. Cost: 80 bits, Weight: 1 lb.
- **High Quality Lock:** Difficulty 40 to lock pick. Cost: 150 bits, Weight: 1 lb.

Tool Kits:

- **Artisan's Kit:** Grants a +2 bonus to Art skill rolls. Contains brushes, paints, and tools for sculpting. It is exhausted after 10 uses. Cost: 5 bits, Weight: 5 lbs.
- **Chemist's Kit:** Grants a +2 bonus to Chemistry skill rolls. Contains beakers, vials, Bunsen burners, and other tools necessary to create various chemicals. Cost: 200 bits, Weight: 40 lbs.
- **Climber's Kit:** Grants a +2 bonus to Climb skill rolls. Contains pitons and rope. It is exhausted after 10 uses. Cost: 80 bits, Weight: 3 lbs.
- **Disguise Kit:** Grants a +2 bonus to Disguise skill rolls. Contains make-up, crushes, and a tiny mirror. It is exhausted after 10 uses. Cost: 50 bits, Weight: 4 lbs.
- **First Aid Kit:** This is a standard kit that includes all the necessary tools for performing the Healing skill to treat the sick and injured. That includes bandages and splints. Grants a +2 bonus to Healing skill rolls. It is exhausted after 10 uses. Magic herbs are sold separately and listed below. Cost: 50 bits, Weight: 1 lb.
 - **Antidotal Herbs:** Used to cure poisons and diseases with the Healing skill. A single pound of herbs is good for 4 uses. Cost: 2 bits per pound.
 - **Medicinal Herbs:** These herbs can be used to heal injuries, especially when a pony uses the Healing skill. A single pound of herbs is good for 8 uses. Cost: 1 bit per pound.
- **Lock Pick Kit:** Includes torsion wrenches and picks used to open locks and a stethoscope for opening combination locks. Cost: 100 bits, Weight: 1 lb.
- **Mechanic's Kit:** This is a standard kit that includes all the necessary tools for performing the Mechanic skill to build, fix, or modify machines and contraptions. Grants a +2 bonus to Mechanic skill rolls. Includes screws, bolts, wires, and other replaceable parts. It is exhausted after 10 uses. Cost: 80 bits, Weight: 8 lbs.
- **Sewing Kit:** Contains sewing needles, thread, scissors, and a pincushion. Grants a +2 bonus to Sewing skill rolls. It is exhausted after 10 uses. Cost: 20 bits, Weight: 1 lb.

Transportation

Since ponies can easily walk, fly, or (for some) teleport, transportation is not in huge demand, but there do exist a wide variety of transportation options, especially in large cities like Canterlot or Manehattan.

- **Airship/Airplane:** Cost: 2 bits per mile.
- **Horse drawn carriage:** Cost: 1 bit per mile.
- **Horse drawn carriage (with pegasi pulling):** Cost: 2 bits per mile.
- **Hot Air Balloon:** Cost: 1 bit per mile.

- **Public Carriage:** Cost: 5 cents per mile.
- **Ship/Boat/Ferry:** Cost: 1 bit per mile.
- **Teleportation:** In cities that are heavily influenced by magic (such as Canterlot), it is possible to find unicorns that will teleport others to other locations. Unlike other modes of transportation, this one won't charge by the mile. Cost: 5 bits per mile.
- **Train:** Cost: 1 bit per mile.

Housing

- **Common Inn:** A small and warm bed in a small private room with no plumbing or other services. Cost: 1 bit per night.
- **Extravagant/Modern Inn:** A large and warm bed in a small private room with a toilet/chamber pot, electricity, heating/cooling, and room service. Cost: 10 bits per night.
- **Good Inn:** A large and warm bed in a small private room with a toilet/chamber pot. Cost: 2 bits per night.
- **Poor Inn:** A hostel where you sleep on the floors shared with other guests. Cost: 20 cents per night.

Horse Drawn Carriages:

- **Carriage:** Straps to one or two ponies and can carry a total of four passengers inside an enclosed cab. Comes with harnesses two straps for pulling the carriage. Cost: 100 bits, Weight: 600 lbs.
- **Cart:** A standard cart hitches up to one pony, 5 cubic feet in size, and can carry a maximum of 1/2 ton. Cost: 15 bits, Weight: 200 lbs.
- **Sleigh:** A standard sleigh hitches up to one pony, 5 cubic feet in size, and can carry a maximum of 1/2 ton. Unlike the wagon and carriage, sleighs can be used on snow-covered ground without penalty. Cost: 20 bits, Weight: 300 lbs.
- **Wagon:** A standard wagon hitches up to two to four ponies, 10 cubic feet in size, and can carry a maximum of 2 tons. Cost: 35 bits, Weight: 400 lbs.

Boats and Ships

All ships require the pony to have at least 1 level in the Sailing skill in order to operate with the exception of the raft and the rowboat. Any roll that would normally require Strength or Agility uses the captain's Sailing skill roll instead. During combat, ships have the option to deal ramming damage, which involves ramming the ship's bow into a target.

- **Galley:** A 130-foot-long and 20-foot-wide ship (can only sail near the coast) that requires a crew of 20. It has three masts and sails for wind power but it can be paddled with at least 70 oars. Cost: 30,000 bits, AC: 7 + Captain's Sailing skill level, HP: 200, Ramming Damage: six 6-sided dice plus 24 of damage, Carrying Capacity: 150 tons of cargo or 250 passengers, Maximum Speed: 4 mph (90 feet per round).
- **Keelboat:** A 50-foot-long ship (for both fresh water and salt water) that requires a crew of 8 to 15. It has a single mast and a square sail for wind power, but it can be paddled with oars. Cost: 3,000 bits, AC: 13 + Captain's Sailing skill level, HP: 60,

- Ramming Damage: two 6-sided dice plus 6 of damage, Carrying Capacity: 40 to 50 tons of cargo or 100 passengers, Maximum Speed: 1 mph (30 feet per round).
- **Longship**: A 75-foot-long and 10-foot-wide ship (salt water only) that requires a crew of 50. It has a single mast and a square sail for wind power but it can be paddled with at least 40 oars. Cost: 10,000 bits, AC: 11 + Captain's Sailing skill level, HP: 75, Ramming Damage: four 6-sided dice plus 18 of damage, Carrying Capacity: 50 tons of cargo or 120 passengers, Maximum Speed: 3 mph (60 feet per round).
 - **Oar**: Can be used for ships or rowboats. Cost: 2 bits per oar.
 - **Raft**: A 10 square foot boat made of logs tied together. Includes two oars to paddle the raft. Unlike all other boats, the raft does not require a level in the Sailing skill to operate and the captain's Intelligence roll is used instead when faced with harsh currents or weather. Cost: 30 bits, AC: 14 + Captain's Sailing skill level, HP: 10, Ramming Damage: one 6-sided dice of damage, Carrying Capacity: 2 passengers, Maximum Speed: 1 mph (15 feet per round).
 - **Rowboat**: A 10-foot by 5-foot boat. Includes two oars to paddle the boat. Unlike all other boats, the rowboat does not require a level in the Sailing skill to operate and the captain's Intelligence roll is used instead when faced with harsh currents or weather. Cost: 50 bits, AC: 14 + Captain's Sailing skill level, HP: 20, Ramming Damage: two 6-sided dice plus 6 of damage, Carrying Capacity: 3 passengers, Maximum Speed: 1 mph (30 feet per round).
 - **Sailing Ship**: A 90-foot-long and 20-foot-wide ship (salt water only) that requires a crew of 20. It has two masts and square sails for wind power. Cost: 10,000 bits, AC: 11 + Captain's Sailing skill level, HP: 125, Ramming Damage: three 6-sided dice plus 12 of damage, Carrying Capacity: 150 tons of cargo, Maximum Speed: 2 mph (60 feet per round).
 - **Warship**: A 100-foot-long and 20-foot-wide ship (can only sail near the coast) that requires a crew of 60 to 80. It has one mast and sails for wind power but it can be paddled with at least 70 oars. Cost: 30,000 bits, AC: 7 + Captain's Sailing skill level, HP: 175, Ramming Damage: three 6-sided dice plus 12 of damage, Carrying Capacity: 160 soldiers, Maximum Speed: 2 mph (60 feet per round).

Aircrafts

If the game takes place in modern day Equestria, the GM can allow the option for air travel through non-magical means such as airplanes and dirigibles. All forms of aircrafts require an Engineer skill roll to build and repair. While flying, all aircrafts follow the rules described in the Flight trait in regards toward how flying physics works (although airplanes and gliders cannot hover). To pilot an aircraft, a pony would need the Aviation feat with the lone exception being a hot air balloon and glider. Any roll that would normally require Strength or Agility uses the pilot's Aeronautics skill roll instead.

- **Airplane**: When a pony is without wings to fly, it is possible for a pony to have airplanes to ride instead. An airplane typically takes up 15 cubic feet of space. All airplanes require a runway to take off and land and they cannot hover in the air. Some planes can be designed to land on dry land or have buoyant landing gears for landing on water. Cost: 1,000 bits, AC: 14 + Pilot's Aeronautics skill level, HP: 20, Gas Tank Capacity: 1 gallon, Gas Mileage: 420 miles per gallon,

- Carrying Capacity: 50 pounds of cargo and 2 passengers, Maximum Speed: 35 mph (160 feet per round).
- **Airship**: Also known as dirigibles or zeppelins, these large flying contraptions are held aloft by a large, rigid blimp that is filled with helium or hydrogen and is driven with propellers and rudders. An airship is typically 100 feet long and 25 feet wide. All passengers and cargo sit inside the airship's undercarriage. Cost: 25,000 bits, AC: 7 + Pilot's Aeronautics skill level, HP: 75, Gas Tank Capacity: 5 gallons, Gas Mileage: 80 miles per gallon, Carrying Capacity: 50 tons of cargo or 150 passengers, Maximum Speed: 20 mph (90 feet per round).
 - **Gasoline, aviation**: Fuel used to power airplanes is made from plant-based ingredients such as soybean, algae, peanuts, corn, sunflowers, etc. Cost: 4 bits per gallon.
 - **Glider**: For a cheaper mode of personal flight, there also exist gliders that can allow a pony to glide over long distances. It works like a kite that a pony can cling to the bottom of and simply glide along the wind currents without requiring fuel or an Aviation feat to operate. All gliders require a runway to take off and land and they cannot hover in the air. Cost: 25 bits, AC: 14 + Pilot's Aeronautics skill level, HP: 10, Carrying Capacity: 1 passenger and 10 pounds of equipment, Maximum Speed: 5 mph (60 feet per round).
 - **Helicopter**: If needing a flying machine that's more maneuverable and lightweight, the helicopter is a good choice. This contraption typically consists of a seat for a pilot, landing gear, and propellers overhead. A helicopter is typically 10 cubic feet in size. Unlike most other forms of flight, helicopters can hover in the air and do not require a runway to land or take off. Cost: 1,000 bits, AC: 14 + Pilot's Aeronautics skill level, HP: 20, Gas Tank Capacity: 1 gallon, Gas Mileage: 300 miles per gallon, Carrying Capacity: 20 pounds of cargo and 1 passenger, Maximum Speed: 25 mph (120 feet per round).
 - **Hot Air Balloon**: For cheaper modes of transportation, ponies will frequently use hot air balloons, often used for visiting pegasus cities or for short distance journeys at a faster pace than on land. A hot air balloon is typically 35 cubic feet in size. Unlike other aircrafts, a hot air balloon does not require an Aviation feat to pilot. It can hover in the air and does not need a runway to take off or land. Cost: 100 bits, AC: 7 + Pilot's Aeronautics skill level, HP: 10, Gas Tank Capacity: 1 quart, Gas Mileage: 48 miles per quart, Carrying Capacity: 5 passengers, Maximum Speed: 4 mph (60 feet per round).
 - **Parachute**: A creature that takes up 5 cubic feet of space can wear this parachute during flight. As a simple action, the wearer can open her parachute while falling and the chute will reduce her rate of falling to 60 feet per round and she'll receive no damage or injury upon landing. While falling, the wearer is left at the mercy of the wind, unable to control her descent. On the ground, the wearer can be blown away by strong winds caught in the chute, causing a -4 penalty to Strength rolls when resisting the effects of wind. However, as a simple action, the pony can disconnect the chute from the backpack to remove this penalty. The chute takes up 10 cubic feet of space when open. It takes four minutes to put the chute back into the backpack. Cost: 5 bits.

Pleasantries

Toys:

- **Figurines/Action Figures/Dolls:** Cost: 25 cents.
- **Plastic weapons:** Cost: 1 bit.
- **Play sets:** Cost: 4 bits.
- **Plush toys:** Cost: 50 cents.
- **Squirt guns:** Cost: 1 bit.
- **Wooden weapons:** Cost: 1 bit.

Party supplies:

- **Balloons:** Cost: 1 cent each.
- **Paper Decorations:** Cost: 10 cents each.
- **Wrapping Paper:** Cost: 1 bit per roll.

Games:

- **Board Game:** Cost: 5 bits.
- **Marbles:** Cost: 1 bit for 25 marbles.
- **Playing Card Deck:** Cost: 1 bit.

Books

- **Small book:** Cost: 1 bit.
- **Medium book:** Cost: 8 bits.
- **Large book:** Cost: 15 bits.

Musical Instruments

- **Bard's Instruments:** A unicorn can enchant any instrument so it can be used to play songs from the Bard Songs feat. To learn more about how to create magical enchantments for instruments, see section on Minor Enchantments under the Magic Items chapter. Cost: +10 bits to the price of the instrument modified.
- **Electric Instruments, Common:** This applies to instruments such as electric guitar, electric keyboard, etc. To play these instruments, you need the Musical Instrument Proficiency (electric instrument) feat. All electrical instruments are only available in a modern setting. Cost: 10 bits, Weight: 2 lbs.
- **Electric Instruments, Masterwork:** It is a high quality version of a common electric instrument that provides a +5 bonus to Music rolls. All electrical instruments are only available in a modern setting. Cost: 250 bits, Weight: 2 lbs.
- **Musical Instruments, Common:** There are several simple musical instruments that a pony can learn to play, including:
 - **Percussion Instruments:** Includes drums, tambourines, bongos, etc. To play these instruments, you need the Musical Instrument Proficiency (percussion instrument) feat. Cost: 5 bits, Weight: 2 lbs.
 - **String Instruments:** Includes violin, guitar, harp, ukulele, cello, piano, etc. To play these instruments, you need the Musical Instrument Proficiency (string instrument) feat. Cost: 5 bits, Weight: 2 lbs.
 - **Wind Instruments:** Includes flute, ocarina, saxophone, clarinet, trumpets, didgeridoo, accordion, etc. To play these instruments, you need the Musical Instrument Proficiency (wind instrument) feat. Cost: 5 bits, Weight: 2 lbs.

- **Musical Instrument, Masterwork:** In addition to the common kinds of instruments, there also exist high quality versions of existing instruments that can provide a +5 bonus to Music rolls. Like common musical instruments, masterwork instruments require the proper Musical Instrument Proficiency feats and Music rolls to play.
 - **Percussion Masterwork Instruments:** Cost: 100 bits, Weight: 2 lbs.
 - **String Masterwork Instruments:** Cost: 100 bits, Weight: 2 lbs.
 - **Wind Masterwork Instruments:** Cost: 100 bits, Weight: 2 lbs.
- **Tuning Fork:** This fork adds a +4 bonus to Music skill rolls whenever it is used to repair or modify a musical instrument.
- **Whistles and Rattles:** This applies to any instruments that are used to make noise by blowing air through them, shaking them, or clattering them together. Unlike other instruments, these instruments do not require a Musical Instrument Proficiency feat to use. Cost: 50 cents each.

Adventuring Gear

- **Abacus:** Adds a +4 bonus to Mathematics rolls. Cost: 5 bits, Weight: 1 lb.
- **Antitoxin (one vial):** After drinking a bottle of antitoxin, the pony gets a +5 bonus to Constitution saving throws to resist poison for 1 hour. Cost: 50 bits.
- **Atlas:** The maps within this book provide a +4 bonus to Navigation rolls so long as it is used within Equestria. Atlases for countries outside of Equestria do exist. Cost: 15 bits, Weight: 5 lbs.
- **Bedroll:** A portable sleeping mat that is large enough for one pony. Cost: 1 bit, Weight: 3 lbs.
- **Blanket:** Large enough for two ponies. Cost: 1 bit, Weight: 2 lbs.
- **Caltrops:** A caltrop is a four-pointed nail that is designed so that, when thrown on the ground, one point is pointed up while the other three points spread out on the ground to provide a base to hold up the nail. When stepped on, caltrops cause one 4-sided dice of damage and can reduce the victim's base speed by 10 feet and she'll be unable to gallop. To reverse the loss to base speed, the damage caused by the caltrops has to be healed. Walking over the caltrops again causes additional damage, but does nothing more to the penalty to base speed. Caltrops have no affect on a victim's ability to fly or swim. A single bag of caltrops can cover an area 5 square feet in size. Cost: 1 bit for one bag of caltrops, Weight: 2 lbs.
- **Compass:** Provides a +4 bonus to Navigation rolls and allows the user to always know which direction is north. Cost: 10 bits
- **Crowbar:** Grants a +4 bonus to Strength rolls when prying open doors and chests. Cost: 2 bits, Weight: 3 lbs.
- **Gas Mask:** A cloth mask that covers the mouth and nose. While worn, the pony gets a +4 bonus to her Constitution saving throws when resisting the effects of gases or other air born poisons and irritants. Cost: 1 bit.
- **Grappling Hook:** This hook can be hooked to any surface that can support a pony's weight. To throw a grappling hook onto a wall or other surface at a distance requires an Agility roll (Difficulty: 5). The hook has 10 feet of chain. Cost: 1 bit, Weight: 4 lbs.

- **Hammer:** A working hammer designed for use on nails. Cost: 1 bit, Weight: 2 lbs.
- **Ladder, 10 feet:** Cost: 2 bits, Weight: 20 lbs.
- **Magnifying Glass:** With this magnifying glass, a pony receives a +4 bonus to Perception rolls when examining small details up close. The magnifying glass can also be used to set an object on fire, but only during a cloudless day and requires one full-round action. Cost: 1 bit.
- **Manacles:** The cost listed is for manacles that are designed to restrain a creature no larger or smaller than 5 cubic feet in size. Manacles for smaller creatures cost half as much and manacles for larger creatures cost 100 (per 10 cubic feet of space the creature takes up) times more. See the Escape Artist skill and the section on Breaking Objects and Bones under the Combat chapter to learn how to escape manacles. Unlocking the manacles requires a key or the use of the Lock Picking skill (Difficulty 20) to lock pick. Cost: 15 bits, Weight: 2 lbs.
- **Manacles, masterwork:** A more highly quality manacles that are harder to break and harder to escape from. Difficulty 30 to lock pick. Cost: 50 bits, Weight: 2 lbs.
- **Map:** Provides a +4 bonus to Navigation rolls so long as it is used in the area or city the map is designed for. If the map is meant to guide the adventurer to a specific location (buried treasure, a castle, a tourist attraction, etc.), then the bonus increases to +6. Cost: 1 bit
- **Mirror, small:** Cost: 5 bits, Weight: ½ lbs.
- **Nails:** Cost: 1 bit for a box of 20 nails.
- **Net:** 10 square feet net that—when thrown—will trap all who fail their Agility roll (Difficulty: 15). To escape the net requires an Escape Artist roll (Difficulty: 18). The net can only be thrown at a distance of 20 feet. Cost: 5 bits, Weight: 10 lbs.
- **Pick, miner's:** Grants a +4 bonus to Strength rolls when used to break through stone. Cost: 3 bits, Weight: 5 lbs.
- **Ram, portable:** A portable ram is a short pole that has grips where up to 2 ponies can grip the ram with their teeth and use it to bust down doors and break down walls. When breaking down a structure with a ram, the Strength roll gets a +4 bonus as well as the combined Strength scores of all those holding the ram. See section on Breaking Objects and Bones under the Combat chapter for details. Cost: 10 bits, Weight: 20 lbs.
- **Rope:** Cost: 1 bit per 10 feet of rope, Weight: 10 lbs.
- **Saw:** Grants a +4 bonus to Strength rolls when used to cut down a tree. Cost: 6 bits, Weight: 2 lbs.
- **Sextant:** Provides a +4 bonus to Astronomy rolls. Cost: 20 bits, Weight: 1 lb.
- **Smelling Salts:** Can awaken any pony who has been put unconscious by concussive damage or a Sleep spell. Cost: 1 bit.
- **Spyglass:** With this spyglass, a pony can see objects at a distance without needing to make a Perception roll. There can still be penalties if objects are in the way. Cost: 1,000 bits, Weight: 1 lb.
- **Tent:** Can house two ponies. Cost: 10 bits, Weight: 20 lbs.

Armor

All armor listed here is designed for adult ponies. Other equine or similar creatures can wear this armor such as zebra and buffalo. The armor is also designed to have holes for a pegasus to put her wings through and helmets that allow either enough room for a unicorn horn or a hole to stick the horn through. Armor made for foal sizes are half the price listed. Armor designed for other creatures tend to vary in size, shape, and price. Wearing multiple layers of armor does not add the armor bonuses together but the pony simply gets the largest bonus between the armor worn. For example, if a pony were to wear a padded armor (+2 AC) under chainmail (+3 AC), the bonuses will not be added together. Only the bonus of the chainmail will count. Most armor comes with a penalty to all saving throws and most skills that use Agility. There's also a set maximum to how much a character's Agility bonus can be placed to AC while wearing the armor.

- **Chainmail:** This armor consists of a chain-linked vest that covers the chest and back of the pony. Adds +3 to armor class. Requires 4 minutes to put on and 1 minute to take off. Causes -1 penalty to skills labeled as "armor penalty." Cost: 150 bits, AC Bonus: +3, Agility Roll Penalty: -1, Max. Agility Bonus to AC: 8, Weight: 20 lbs.
- **Full Plated Armor:** This is a metal plated armor that completely covers the head, body, and legs of the pony. A helmet cannot be worn with this suit. Adds +8 to armor class. Requires 4 minutes to put on and 1 minute to take off. Causes -6 penalty to skills labeled as "armor penalty." This heavily plated armor completely covers the pony's chest, head, and flank area, providing complete protection all over the body. Whenever some pony tries to break a wing or horn with a Strength roll, the armor adds an additional +5 to the Difficulty. Because the armor is so heavy and restrictive, it's impossible to fly, swim, and gallop in this armor. Cost: 1,500 bits, AC Bonus: +8, Agility Roll Penalty: -6, Max. Agility Bonus to AC: 2, Weight: 25 lbs.
- **Half-Plated Armor:** This armor consists of metal plates and chainmail that covers the chest and back of the pony. Adds +4 to armor class. Requires 4 minutes to put on 1 minute to take off. Causes -2 penalty to skills labeled as "armor penalty." Cost: 200 bits, AC Bonus: +4, Agility Roll Penalty: -2, Max. Agility Bonus to AC: 6, Weight: 25 lbs.
- **Helmet:** Adds +1 to armor class. Requires 1 full-round action to put on and take off. Cost: 5 bits, AC Bonus: +1, Agility Roll Penalty: 0, Max. Agility Bonus to AC: no limits, Weight: 3 lbs.
- **Horn Helmet:** This metal covering is designed to fit over a unicorn's horn. Whenever some pony tries to break the horn with a Strength roll, the covering adds an additional +3 to the Difficulty. See section on Breaking Objects and Bones in the Combat chapter for details. Requires 1 full-round action to put on and take off. Cost: 10 bits, AC Bonus: see description, Agility Roll Penalty: 0, Max. Agility Bonus to AC: no limits, Weight: 3 lbs.
- **Padded Armor:** This armor is simply a cotton shirt that is reinforced and padded. It proves less protection but allows for maximum flexibility. Adds +2 to armor class. Requires 1 minute to put on and 1 full-round action to take off. Cost: 10 bits, AC Bonus: +2, Agility Roll Penalty: 0, Max. Agility Bonus to AC: no limits, Weight: 5 lbs.

- **Plated Armor:** This armor consists of metal plates that covers the chest and back of the pony. Adds +5 to armor class. Requires 4 minutes to put on and 1 minute to take off. Causes -3 penalty to skills labeled as “armor penalty.” Cost: 300 bits, AC Bonus: +5, Agility Roll Penalty: -3, Max. Agility Bonus to AC: 5, Weight: 15 lbs.
- **Wing Armor:** This lightweight chainmail cape is designed to be worn over a pegasus’s armor in order to provide protection for the wings. Whenever some pony tries to break a wing with a Strength roll, the cape adds an additional +3 to the Difficulty. See section on Breaking Objects and Bones under the Combat chapter for details. The cape can’t provide protection if the pegasus is in flight. Requires 1 full-round action to put on and take off. Cost: 10 bits, AC Bonus: see description, Agility Roll Penalty: 0, Max. Agility Bonus to AC: no limits, Weight: 5 lbs.

Swords

Swords pertain to all bladed weapons that are specially designed to be held in the mouth. The thin blade of a sword can’t deal as much damage as bludgeoning weapons, but its speed and nimbleness allows for greater attack roll bonuses. Bonuses to attack rolls and triple damage from critical hits are only awarded to those with the Swordplay feat. All swords are considered slashing weapons.

- **Bastard Sword:** Cost: 35 bits, Range: 0 feet, Damage: one 10-sided dice plus Strength of damage, Bonuses: +5 to attack rolls with the Swordplay feat, Weight: 3 lbs.
- **Dagger:** Cost: 2 bits, Range: 0 feet, Damage: one 4-sided dice plus Strength of damage, Bonuses: +4 to attack rolls with the Swordplay feat, Weight: ½ lbs.
- **Rapier:** This weapon triples the amount of damage caused by a critical hit if the user has the Swordplay feat. Cost: 20 bits, Range: 0 feet, Damage: one 6-sided dice plus Strength of damage, Bonuses: +3 to attack rolls and x3 damage with a crit with the Swordplay feat, Weight: 1 lb.
- **Great Sword:** This weapon triples the amount of damage caused by a Critical hit if the user has the Swordplay feat. Cost: 50 bits, Range: 0 feet, Damage: one 10-sided dice plus Strength of damage, Bonuses: +6 to attack rolls and x3 damage with a crit with the Swordplay feat, Weight: 4 lbs.
- **Long Sword:** Cost: 15 bits, Range: 0 feet, Damage: one 8-sided dice plus Strength of damage, Bonuses: +5 to attack rolls with the Swordplay feat, Weight: 2 lbs.
- **Short Sword:** Cost: 10 bits, Range: 0 feet, Damage: one 8-sided dice plus Strength of damage, Bonuses: +4 to attack rolls with the Swordplay feat, Weight: 1 lb.

Clubs

Clubs pertain to all bludgeoning weapons that are specially designed to be held in the mouth. Such weapons can deal greater damage, but their attack bonus tends to be limited because of how heavy and unruly they are. Bonuses to attack rolls and triple damage from critical hits are only awarded to those with the Club Proficiency feat. All clubs are considered bludgeoning weapons.

- **Bludgeon:** This particular weapon is designed not to cause harm, but to knock opponents unconscious. See section on Knocking Someone Unconscious for details. Cost: 1 bit, Range: 0 feet, Damage: one 10-sided dice plus Strength of *concussive* damage, Bonuses: +2 to attack rolls with the Club Proficiency feat, Weight: 1 lb.
- **Club:** Cost: 1 bit, Range: 0 feet, Damage: one 6-sided dice plus Strength of damage, Bonuses: +1 to attack rolls with the Club Proficiency feat, Weight: 2 lbs.
- **Hammer (combat):** Cost: 10 bits, Range: 0 feet, Damage: one 8-sided dice plus Strength of damage, Bonuses: +2 to attack rolls with the Club Proficiency feat, Weight: 2 lbs.
- **Mace:** This weapon triples the amount of damage caused by a Critical hit if the user has the Club Proficiency feat. Cost: 50 bits, Range: 0 feet, Damage: one 10-sided dice plus Strength of damage, Bonuses: +3 to attack rolls and x3 damage with a crit with the Club Proficiency feat, Weight: 4 lbs.
- **War Hammer:** This weapon triples the amount of damage caused by a Critical hit if the user has the Club Proficiency feat. Cost: 75 bits, Range: 0 feet, Damage: two 6-sided dice plus Strength of damage, Bonuses: +4 to attack rolls and x3 damage with a crit with the Club Proficiency feat, Weight: 3 lbs.

Axe

Axes do not have the finesse of a sword nor the power of a club, but almost all axes provide x3 bonus to critical hits. A notable exception is the scythe, which can cause quadruple the amount of damage with a critical hit. Bonuses to attack rolls and triple damage from critical hits are only awarded to those with the Axe Proficiency feat. All axes are considered slashing weapons.

- **Battle Axe:** Cost: 10 bits, Range: 0 feet, Damage: one 8-sided dice plus Strength of damage, Bonuses: +2 to attack rolls and x3 damage with a crit with the Axe Proficiency feat, Weight: 4 lbs.
- **Great Axe:** This weapon triples the amount of damage caused by a Critical hit if the user has the Axe Proficiency feat. Cost: 20 bits, Range: 0 feet, Damage: two 6-sided dice plus Strength of damage, Bonuses: +1 to attack rolls and x3 damage with a crit with the Axe Proficiency feat, Weight: 6 lbs.
- **Halberd:** This weapon triples the amount of damage caused by a Critical hit if the user has the Axe Proficiency feat. Cost: 15 bits, Range: 0 feet, Damage: one 8-sided dice plus Strength of damage, Bonuses: +3 to attack rolls and x3 damage with a crit with the Axe Proficiency feat, Weight: 6 lbs.
- **Scythe:** This weapon quadruples the amount of damage caused by a Critical hit if the user has the Axe Proficiency feat. Cost: 18 bits, Range: 0 feet, Damage: two 4-sided dice plus Strength of damage, Bonuses: +1 to attack rolls and x4 damage with a crit with the Axe Proficiency feat, Weight: 5 lbs.
- **Small Axe:** Cost: 1 bit, Range: 0 feet, Damage: one 6-sided dice plus Strength of damage, Bonuses: +1 to attack rolls with the Axe Proficiency feat, Weight: 2 lbs.

Staffs

Staves pertain to all weapons that are pole-shaped and specially designed to be held in the mouth. Staves are interesting weapons because unlike other short ranged weapons, a pony can either use it to extend her reach to attack one opponent or she can use the staff to get two attacks in one round on an adjacent opponent at a range of 0 feet, but only if she has the Staff Proficiency feat. If she doesn't, she can only attack once per round. All staves are considered bludgeoning weapons.

- **Metal-Tipped Quarterstaff:** Cost: 10 bits, Range: 0 feet/10 feet, Damage: one 8-sided dice plus Strength of damage (two attacks per round with the Staff Proficiency Feat), Bonuses: None, Weight: 3 lbs.
- **Quarterstaff:** Cost: 5 bits, Range: 0 feet/10 feet, Damage: one 6-sided dice plus Strength of damage (two attacks per round with the Staff Proficiency Feat), Bonuses: None, Weight: 2 lbs.
- **Wooden Staff:** Cost: 1 bit, Range: 0 feet/10 feet, Damage: one 4-sided dice plus Strength of damage (two attacks per round with the Staff Proficiency Feat), Bonuses: None, Weight: 2 lbs.

Reach Weapons

Reach weapons is a catch all term for short range weapons that have an extended reach of 5 feet, allowing players to attack foes at a greater distance and up close.

- **Glaive:** This weapon is a long pole with a blade on one end. A glaive is considered a slashing weapon. Cost: 8 bits, Range: 10 feet, Damage: one 10-sided dice plus Strength of damage, Bonuses: +2 to attack rolls with the Reach Weapon Proficiency feat, Weight: 5 lbs.
- **Guisarme:** This weapon is a long shaft with a blade and hook mounted at the tip. Provides a +2 bonus to Trip rolls. A guisarme is considered slashing weapon. This weapon triples the amount of damage caused by a critical hit if the user has the Reach Weapon Proficiency feat. Cost: 9 bits, Range: 10 feet, Damage: one 6-sided dice plus Strength of damage, Bonuses: +2 to attack rolls and x3 damage with a crit with the Reach Weapon Proficiency feat, Weight: 6 lbs.
- **Lance:** This long and sharp pole can be strapped to the jousting armor, freeing her hooves so she can charge. When charging at an opponent with a lance, the bonus to attack rolls increases to +4. See section on Possible Actions During Combat under the chapter on Combat for details. This weapon triples the amount of damage caused by a critical hit if the user has the Reach Weapon Proficiency feat. A lance is considered a piercing weapon. Cost: 10 bits, Range: 10 feet, Damage: one 8-sided dice plus Strength of damage, Bonuses: +1 to attack rolls and x3 damage with a crit with the Reach Weapon Proficiency feat, Weight: 5 lbs.
- **Ranseur:** This weapon consists of a long pole tipped with a single blade and flanked by short curved blades. Provides a +2 bonus to Disarm rolls. A ranseur is considered piercing weapon. This weapon triples the amount of damage caused by a critical hit if the user has the Reach Weapon Proficiency feat. Cost: 10 bits, Range: 10 feet, Damage: one 6-sided dice plus Strength of damage, Bonuses: +2 to attack rolls and x3 damage with a crit with the Reach Weapon Proficiency feat, Weight: 6 lbs.
- **Spiked Chain:** The chain is long and covered in sharp spikes on one end. Provides a +2 bonus to Disarm and Trip rolls. A spiked chain is considered a

piercing weapon. Cost: 25 bits, Range: 10 feet, Damage: two 4-sided dice plus Strength of damage, Bonuses: +5 to attack rolls with the Reach Weapon Proficiency feat, Weight: 5 lbs.

Bows and Arrows

All bows have specially designed straps that the user can put one hoof into to hold the bow up. With only her teeth, she can withdraw an arrow from her quiver then aim and fire. Bows and arrows can't inflict as much damage as firearms, but they are more accurate, thus allowing for higher bonuses. Once an arrow has been fired, it is either lost or damaged, making it unusable. Bonuses to attack rolls and triple damage from critical hits are only awarded to those with the Archery feat. Each bow can only hold one shot and it takes one simple action to reload. All bows and arrows are considered piercing weapons.

- **Arrow:** Arrows are designed to be fired from bows. However, it is possible to stab some pony with just the arrow alone, causing one 4-sided dice plus Strength of damage, but with a -4 penalty to attack rolls. Cost: 1 bit for 20 arrows.
- **Crossbow:** Cost: 35 bits, Range: 10 feet per Agility score, Damage: one 4-sided dice plus Agility of damage, Bonuses: +2 to attack rolls with the Archery feat, Weight: 1 lb.
- **Long Bow:** Cost: 75 bits, Range: 10 feet per Agility score, Damage: one 8-sided dice plus Agility of damage, Bonuses: +5 to attack rolls with the Archery feat, Weight: 2 lbs.
- **Long Bow, Composite:** This weapon triples the amount of damage caused by a critical hit if the user has the Archery feat. Cost: 100 bits, Range: 10 feet per Agility score, Damage: one 8-sided dice plus Agility of damage, Bonuses: +5 to attack rolls and x3 damage with a crit with the Archery feat, Weight: 2 lbs.
- **Quiver:** A strap on pouch that can hold up to 20 arrows. Cost: 2 bits, Weight: 1 lb.
- **Short Bow:** Cost: 45 bits, Range: 10 feet per Agility score, Damage: one 6-sided dice plus Agility of damage, Bonuses: +4 to attack rolls with the Archery feat, Weight: 1 lb.

Firearms

If the game takes place in modern Equestria, the GM can permit the players to have access to firearms and gunpowder. All firearms are designed to allow the pony to pull the trigger while the other hoof is fitted into a metal strap on the bottom of the barrel of the weapon to help aim. Firearms are very powerful and can deal massive damage.

Unfortunately, the firepower comes at the price of accuracy, thus providing lower attack bonuses. Also, reloading a firearm takes time as gunpowder and a bullet has to be manually put into the barrel of a gun with every shot. Bonuses to attack rolls and triple damage from critical hits are only awarded to those with the Firearms feat. Each firearm can only hold one shot and it takes one full-round action to reload. The gun won't work if wet. All firearms are considered piercing weapons.

- **Bullets, firearm:** Cost: 1 bit for 10 bullets.
- **Gunpowder:** Gunpowder is highly explosive. If the gunpowder catches on fire, it will explode in a circle 10 feet in diameter, causing one 6-sided dice of damage. The powder won't work if wet. Cost: 25 bits for 10 shots worth of gunpowder.

- **Musket:** This weapon triples the amount of damage caused by a critical hit if the user has the Firearm feat. Cost: 100 bits, Range: 10 feet per Agility score, Damage: one 12-sided dice plus Agility of damage, Bonuses: +2 to attack rolls and x3 damage with a crit with the Firearm feat, Weight: 4 lbs.
- **Musket, Heavy:** This weapon triples the amount of damage caused by a critical hit if the user has the Firearm feat. Cost: 250 bits, Range: 10 feet per Agility score, Damage: two 8-sided dice plus Agility of damage, Bonuses: +3 to attack rolls and x3 damage with a crit with the Firearm feat, Weight: 9 lbs.
- **Pistol:** This weapon triples the amount of damage caused by a critical hit if the user has the Firearm feat. Cost: 70 bits, Range: 10 feet per Agility score, Damage: one 10-sided dice plus Agility of damage, Bonuses: +1 to attack rolls and x3 damage with a crit with the Firearm feat, Weight: 2 lbs.
- **Powder Keg:** A waterproof container that holds 10 shots worth of gunpowder. Cost: 1 bit, Weight: ½ lb.

Throwing Weapons

This section applies to any and all throwing weapons. Bonuses to attack rolls are only awarded to those with the Throwing Weapon Proficiency feat. Once used, a throwing weapon can be retrieved and reused wherever it hit or landed.

- **Boomerang:** If the user has the Throwing Weapon Proficiency feat, the boomerang will automatically fly back to the thrower. If thrown without the feat, then the boomerang will either land where it hit or fly off in a random direction. A boomerang is considered a bludgeoning weapon. Cost: 4 bits, Range: 10 feet per Agility score, Damage: one 6-sided dice plus Agility of damage, Bonuses: +2 to attack rolls with the Throwing Weapon Proficiency feat, Weight: 1 lb.
- **Shuriken:** These are small star-shaped throwing weapons that are used to throw at opponents. A shuriken is considered a piercing weapon. Cost: 1 bit for five shurikens, Range: 5 feet per Agility score, Damage: one 4-sided dice plus Agility of damage, Bonuses: +1 to attack rolls with the Throwing Weapon Proficiency feat, Weight: ½ lbs.
- **Spear:** All spears are designed to be thrown at opponents. If used as a short-range weapon, the user gets a -4 penalty to attack rolls. A spear is considered a piercing weapon. Cost: 1 bit, Range: 10 feet per Agility score, Damage: one 8-sided dice plus Agility of damage, Bonuses: +4 to attack rolls with the Throwing Weapon Proficiency feat, Weight: 3 lbs.
- **Throwing Knife:** This weapon can be used as a short-range melee weapon and as a throwing weapon, using either Strength as a short-range weapon or Agility as a long-range weapon. Either way, it does the same amount of damage. If the user has the Throwing Weapon Proficiency feat, then she gets a +3 bonus to attack rolls. A throwing knife is considered a slashing weapon. Cost: 1 bit, Range: 0 feet or 5 feet per Agility score, Damage: one 4-sided dice plus Agility/Strength of damage, Bonuses: +3 to attack rolls with the Throwing Weapon Proficiency feat, Weight: ½ lbs.
- **Trident:** This weapon can be used as a short-range melee weapon and as a throwing weapon, using either Strength as a short-range weapon or Agility as a

long-range weapon. Either way, it does the same amount of damage. If the user has the Throwing Weapon Proficiency feat, then she gets a +5 bonus to attack rolls. A trident is considered a piercing weapon. Cost: 15 bits, Range: 0 feet or 10 feet per Agility score, Damage: one 8-sided plus Agility/Strength score of damage, Bonuses: +5 to attack rolls with the Throwing Weapon Proficiency feat, Weight: 2 lbs.

Exotic Weapons

This section applies to any unusual or basic weapons that require no special proficiency feats to use. They may not be as powerful as the more expensive weapons, but they can have their uses for those more interested in hindering an opponent or who want a cheap and easy weapon to use for back up.

- **Blowgun:** The darts that a blowgun uses for ammunition causes 1 HP of damage (Agility bonus don't apply to damage rolls but it does to attack rolls). Darts can be used to inject poisons. A blowgun is considered a piercing weapon. Cost: 2 bits, Range: 5 feet per Agility score, Damage: 1 HP, Bonuses: None, Weight: ½ lbs.
- **Blowgun Darts:** Cost: 50 cents for a pack of 10 darts.
- **Bolas:** This weapon consists of two large metal balls tied to both ends of a long string that is swung around to strike enemies or can be wrapped around an opponent's leg for trip attempts. Although this is a short-range weapon with a reach of 10 feet, it uses Agility to modify attack rolls and damage rolls. This weapon can also be used to provide a +2 bonus to Trip rolls. It causes bludgeoning damage. Cost: 5 bits, Range: 10 feet, Damage: One 4-sided dice plus Agility of damage, Bonuses: +2 Trip, Weight: 1 lb.
- **Bullets, sling:** Cost: 10 bullets for 10 cents.
- **Kama:** The kama is a short curved blade that can be used to attack as well as grant a +2 bonus to Trip rolls. It causes slashing damage. Cost: 2 bits, Range: 0 feet, Damage: one 6-sided dice plus Strength of damage, Bonuses: +2 Trip, Weight: 1 lb.
- **Nunchaku:** This is a weapon that consists of two hardwood sticks joined together by a short string. A nunchaku causes bludgeoning damage and provides a +2 bonus to Disarm rolls. Cost: 2 bits, Range: 0 feet, Damage: one 6-sided dice plus Strength of damage, Bonuses: +2 Disarm, Weight: 1 lb.
- **Sai:** This weapon consists of a metal spike with two curved prongs sticking out beside it. A sai causes bludgeoning damage (despite the pointed tip) and provides a +2 bonus to Disarm rolls. Cost: 1 bit, Range: 0 feet, Damage: one 4-sided dice plus Strength of damage, Bonuses: +2 Disarm, Weight: ½ lbs.
- **Sling:** A sling consists of a small cup tied to two strings. A sling bullet or a rock can be placed inside the cup and by spinning the sling, the user can launch the projectile from the cup. It is possible to use rocks instead of sling bullets, but rocks off the ground are rough and angular, thus it cannot fly from the sling accurately, causing a -4 penalty to attack rolls. A sling requires one simple action to reload. A sling causes bludgeoning damage. Cost: 5 cents, Range: 10 feet per Agility score, Damage: one 4-sided dice plus Agility of damage, Bonuses: None.

- **Whip:** A whip can be used to deal damage at a maximum range of 15 feet like a reach weapon, but unlike other short-range weapons, whips use Agility to modify attack and damage rolls. It provides a +2 bonus to Disarm and Trip rolls. Whips cannot harm opponents wearing armor and it cannot harm creatures with natural armor that provides a bonus of +3 or higher to AC. A whip is considered a slashing weapon. Cost: 1 bit, Range: 15 feet, Damage: one 4-sided plus Agility score of damage (does not harm opponents wearing armor or have +3 or higher natural armor), Bonuses: +2 Disarm and Trip, Weight: 1 lb.

Explosives and Incendiary Devices

Unlike other weapons, explosives and incendiary devices don't require any proficiency feats to use them. Instead, the device affects a small area and all those within the area are affected instantly regardless of AC and must make an Agility roll to take half damage.

- **Acid:** A vial of acid causes damage to a single target. Unlike grenades, it still works when wet but not underwater. When throwing the acid at a single target, the thrower must make an attack roll (modified by Agility) to successfully hit. Cost: 6 bits per bottle, Range: 10 feet per Agility score, Damage: one 6-sided dice plus Agility of damage, Weight: ½ lbs.
- **Dynamite:** This stick of gunpowder, once lit with a fire source, will explode upon impact, causing an explosion that covers a 10 feet in diameter circle. If struck with the flames, the target must also make an Agility roll (Difficulty: 15) or else she catches on fire. See section on Fire under Hazards for details. The device won't work if wet. To use dynamite in combat, see section on Explosives and Area Effect Attacks under the Combat Chapter for details. Cost: 50 bits per stick, Range: 10 feet per Agility score, Damage: three 6-sided dice of damage, but those who beat their Agility roll (Difficulty 15) take only half the damage, Area of Effect: 10 feet in diameter, Weight: ½ lb.
- **Flamethrower:** This device consists of a tank strapped onto the pony's back as well as a tubular syphon connected to the tank with a rubber hose. To use the flamethrower, the pony must first light up the tip of the syphon (usually with flint and steel or a match). Using a pump squeezed with the users hooves, air is blown through the syphon, blasting a jet of fire 10 feet long. All those caught in the flames must make an Agility roll (Difficulty 15) or else catch on fire. See section on Fire under the Hazards chapter for details. The flamethrower's tank holds one quart of flamethrower fuel, enough for eight shots, but it cannot work when wet or underwater. Cost: 250 bits, Damage: fire damage, Area of Effect: A line of fire 10 feet long blasting out from the user, Bonus to Attack rolls: +0, Weight: 6 lbs.
- **Fuel, flamethrower:** Cost: 1 bit for one quart
- **Grenade:** Works like dynamite, except it causes more damage and has a blast area of 20 feet in diameter. To use grenades in combat, see section on Explosives and Area Effect Attacks under the Combat Chapter for details. Cost: 375 bits per grenade, Range: 10 feet per Agility score, Damage: five 6-sided dice of damage, but those who beat their Agility roll (Difficulty 15) take only half the damage, Area of Effect: 20 feet in diameter, Weight: 1 lb.
- **Molotov Cocktail:** A simple glass bottle filled with oil and capped with a cloth. When lit, the bottle is thrown and upon hitting the ground, burns an area 5 feet in

- diameter. If struck with the flames, the target must also make an Agility roll (Difficulty: 15) or else she catches on fire. See section on Fire under Hazards for details. The fuse won't work if wet. To use Molotov cocktails in combat, see section on Explosives and Area Effect Attacks under the Combat Chapter for details. Cost: 1 bit per bottle, Range: 10 feet per Agility score, Damage: fire damage, Area of Effect: 5 feet in diameter, Weight: ½ lbs.
- **Smoke Bomb**: This device, once lit with a fire source, will create a fog that will cover a 20-foot in diameter fog that lasts for 1 minute in still air and 30 seconds (5 rounds) in windy conditions. The fog prevents a player from seeing beyond 5 feet away. All objects beyond become obscured and hard to see. When attacking an opponent with a range weapon beyond 5 feet away, the attacker gets a -4 penalty to attack rolls. The device won't work if wet. To use smoke bombs in combat, see section on Explosives and Area Effect Attacks under the Combat Chapter for details. Cost: 35 bits, Range: 10 feet per Agility score, Damage: None, Area of Effect: 20 feet in diameter, Weight: ½ lbs.
 - **Smoke Stick**: A smoke stick works just like a smoke bomb except it is a stick that creates a cloud of smoke 10 cubic feet in size. It otherwise follows the same rules as a smoke bomb. To use smoke sticks in combat, see section on Explosives and Area Effect Attacks under the Combat Chapter for details. Cost: 20 bits, Range: 10 feet per Agility score, Damage: None, Area of Effect: 10 feet in diameter.

Siege Engines

While wars are virtually unheard of in modern day Equestria, back in the days before Equestria was founded, wars were common and so too were machines used for war. The term siege engines refer to any large weapons that are used for the purposes of war. All siege engines requires an Engineer roll to build (Difficulty 25), disable (Difficulty 20), or repair (Difficulty usually 20, at the GM's discretion). Most siege engines require more than one pony to operate, load, and aim them. Many of them can have wheels for mobility or can be permanently built into a castle. Just like all weapons, it is possible to build magical siege engines following the same rules for creating magical weapons. See sections on Creating Magic Items and List of Magical Weapons under the chapter on Magic Items for details.

- **Catapult, Heavy**: A catapult can throw a huge boulder at an arc, flying over barriers and even hitting targets out of sight. To successfully hit a target, the operator needs to make an Intelligence roll (Difficulty 15). If she fails her roll, she misses her target and the GM must roll a Percentage roll to determine the degree of misdirection: % *Roll 01-25*: Misdirect to the north by 10 feet, % *Roll 26-50*: Misdirect to the south by 10 feet, % *Roll 51-75*: Misdirect to the east by 10 feet, % *Roll 76-100*: Misdirect to the west by 10 feet. Loading a catapult requires a Strength roll (Difficulty 15) and setting up the shot requires an Engineer skill roll (Difficulty 15), a process that requires four full-round actions with a crew of four ponies working on it. A catapult takes up 15 cubic feet of space. Cost: 800 bits, Range: 200, Damage: six 6-sided dice of damage, Bonuses: None.
- **Catapult, Light**: Works just like the heavy catapult except it takes a Strength roll (Difficulty 10) to load the catapult, requires two full-round actions to load it, and

it takes up 10 cubic feet of space. Cost: 550 bits, Range: 150, Damage: four 6-sided dice of damage, Bonuses: None.

- **Ballista:** A ballista is an extra large bow that is too heavy to carry so it is mounted onto a pivoting pole for proper aim. Loading the bow requires one full-round action. The bow takes up 5 cubic feet of space. Cost: 500 bits, Range: 10 feet per Agility score, Damage: three 8-sided dice plus Agility of damage, Bonuses: +6 to attack rolls and x3 damage with a crit with the Archery feat.
- **Ram:** A ram is a long pole 30 feet long and has grips where up to 10 ponies can grip the ram with their teeth and use it to bust down doors and break down walls. When breaking down a structure with a ram, the Strength roll gets a +10 bonus as well as the combined Strength scores of all those holding the ram. See section on Breaking Objects and Bones under the Combat chapter for details. When used as a weapon, the attack roll is only modified by the Strength score of whoever is at the front of the ram, but if a hit is made, then the Strength roll of all participants are added to the damage roll. Cost: 1,000 bits. Range: 0 feet, Damage: three 6-sided dice plus Strength (from all ponies wielding the ram) of damage, Bonuses: None.
- **Siege Tower:** A siege tower is a large stone tower on wheels that can be pushed from behind by eight other ponies. The tower is 15 feet tall, 10 feet wide and long, and has ladders inside of it to allow soldiers to climb up to the opening at the top (to reach the edge of the wall of a castle) while receiving cover from attacks. The siege tower can provide cover for all standing behind it. Cost: 2,000 bits.

Magic

- **Dowsing Rod/Pendulum:** Both are used with the Dowsing skill. A rod is a wooden wand that is clasped in the teeth. A pendulum is a small crystal hanging on a chain. Cost: 1 bit.
- **Ink:** Cost: 8 bits for one vial (one gallon) of ink.
- **Paper:** Cost: 1 bit for ten sheets.
- **Spells:** Most unicorns, particularly in Canterlot, will offer their magical talents for a price. Cost: 10 bits per spell level.
- **Spell Book:** Spell books are books that contain instructions on how to cast spells. From these books, unicorns can study and train to learn new spells or use it in conjunction with the Spell Craft skill to obtain temporary spells. A spell book can only hold a total of 15 spells, but when buying or selling a book with spells already written into it, the cost increases by 2 bits per spell. Cost: 15 bits, Weight: 3 lbs.
- **Quill:** Cost: 1 cent.

MAGIC ITEMS

Unicorns are able to enchant objects, but making magic permanent in an object is rather difficult hence why it's so expensive. However, such magical items are reusable and can last for years if taken care of. Strangely enough, when it comes to buying commercially available magic items, buyers often turn to earth ponies because the most common form of manufactured magic is magical plants, which can be ground up and turned into potions

by earth ponies. There are also magical stones, which are also dug up, carved, and faceted as jewelry by earth ponies.

Integrating Magic Items: Determining what magic items are available is based on the type of game played. In the show, the amount of magic items seen is limited to magic artifacts and items with minor enchantments. Most magical items in the show appear to be uncommon such as the levitating Grand Galloping Gala tickets, the magic lock in Canterlot castle, Zecora's potions, etc. As such, if you are trying to be faithful to the show, you might want to limit magic items to plants, potions, and occasionally enchanted items. Of course, in other settings, a wider variety of magic items can exist. In that case, use whatever magic items you want and even make up your own.

Creating Magic Items: To create any of the magic items seen below, the pony must spend at least one week to make the item with the exception of potions, which only need 30 minutes of prep time. The pony needs to buy the necessary supplies, which is half the market cost of the magic item, and she must have a flat surface, a quiet and safe place to work, and necessary tools to make the item. By the end of it all, the pony must succeed at the skill roll necessary to overcome the Difficulty in order to successfully make the item. If failed, then the pony must pay an additional 1/5 of the market cost and spend one additional day (or 30 minutes for potions) for every retry.

If a pony gives up on the magic item without properly completing it, then the magic item will cause negative effects. All unfinished magical stones will not work, all unfinished potions will not work and cause the drinker to contract Cutie Pox (see section on Diseases under the Hazards chapter for details), and all other magical items will become cursed. See section on Cursed Magical Items for details.

To create magic items, weapons, or armor, you need the Craft Magic Item skill and have one spell level in the necessary spell required to make the item or at least have someone or something (like a spell crystal) nearby who can cast the spell. To make potions, you need the Herbalism skill. To carve a magic stone into a usable form, you need the Gemology skill.

Minor Enchantments: Unicorns can make very simple enchantments to small objects like make a ticket levitate, or a toy to make a simple sound, etc. Such enchantments tend to be simple and they're more for aesthetics rather than practical or hugely useful function. To make such an item, use the Create Magic Item skill. There's no spells needed and it only takes about 5 minutes to make. The Difficulty is 10 and the cost is +1 bit added to the regular cost of the item.

Identifying Magic Items: When a magic item is found, the players should try to figure out the nature of any magic item on their own through skill rolls. To identify a magic item, the player must first announce what specifically she is trying to identify (whether it be the type of magic item, whether or not it is cursed, etc.). There are different skills used to identify different types of magic items: Perception rolls are used to identify potions,

Gemology rolls are used to identify magic stones, and Spell Craft is used to identify all other magic items. Regardless of the skill used, the Difficulties remain the same.

- Identify item: Difficulty 15
- Determine password to activate the item: Difficulty 25
- Determine if item is cursed: Difficulty 15
- Determine the type of curse: Difficulty 20

The GM should roll the dice secretly. If the roll fails, the GM can provide vague answers or no answers, leaving the PC uncertain if the item is safe until they try it out. Retrying failed rolls are not possible until after the user sees the item used.

Magical Weapons: These are magical enhancements that can be applied to an existing weapon. Once applied, the cost of the magic is added to the cost of the weapon. For example, a hammer (8 bits) is enchanted with Animated Weapon (+22,500 bits) and all together, that makes the total cost of the enchanted weapon 22,508 bits. If a ranged weapon is given this enchantment, then any projectile it shoots will gain the benefit of the magic. Magical weapons are created using the Create Magic Item skill.

Magical Armor: Much like with weapons, there also exist magical enhancements to armor as well and the cost of the magical enhancement is also added to the cost of the armor. For example, a helmet (5 bits) is enchanted with Echo Armor (+25,500 bits) and all together, that makes the total cost of the enchanted armor 25,505 bits. Magical armor is created using the Create Magic Item skill.

Magical Miscellaneous Items: Aside from weapons, there also exist miscellaneous magical items that use other objects. Here, there is no added cost depending on what items are being enchanted. Magical miscellaneous items are created using the Create Magic Item skill.

Potions: Magical potions are brews that contain magical properties that are instantly bestowed upon whom ever drinks it. Magic potions are made of magical plants that are most affectively grown by earth ponies and zebras. As such, magic potions and magic plants are typically bought from an earth pony herbologist as oppose to found in a store. For the sake of simplicity, the potions don't list their ingredients, but before making a potion, the pony must at least have access to a herbologist to be able to obtain the necessary ingredients. Each potion is good for one use. Drinking a potion requires a standard action. Potions are created using the Herbalism skill.

Magical Stones: Rare stones can also carry magic that earth ponies can unlock. If such a stone is found out of the ground, it usually doesn't do anything, but once it has been polished and cleaned, its magic can be unleashed for the pony to use. Most stones can magically affect any object it's attached to so long as it is still physically glued or fitted into place. If removed, the magic caused to the item is automatically cancelled. Magical stones are created using the Gemology skill.

LIST OF MAGICAL WEAPONS

Animated Weapon: This weapon can move on its own accord, hovering off the ground and remaining suspended no further than arm's length away from the user. While animated, the user can mentally direct it as if holding it with an invisible arm, allowing her to free her hooves during combat but still enabling her to modify her attacks with her Strength, Agility, or weapon proficiency feats.

Spell: Animation, *Difficulty:* 15, *Cost:* +22,500 bits.

Electrical Weapons: If this weapon scores a hit, it deals an additional one 10-sided dice of electrical damage.

Spell: Electrokinesis, *Difficulty:* 19, *Cost:* +28,500 bits.

Flaming Weapon: If this weapon scores a hit, it deals an additional one 6-sided dice of damage and can possibly set objects on fire (see section on Fire under the Hazards section). The weapon is always lit but never burns the pony holding it. It also provides a 10 cubic foot diameter of light at all times except underwater where it is extinguished. If brought out of the water, however, it automatically relights.

Spell: Pyrokinesis, *Difficulty:* 16, *Cost:* +24,000 bits.

Flying Weapon: When applied to a short-range weapon, it instantly becomes a throwing weapon. How the weapon works is the pony simply throws the weapon (using Agility instead of Strength to modify attack rolls and damage rolls) and the weapon will automatically fly toward the user's chosen target at a maximum distance of 5 feet per Agility score. Once the target is struck or missed, the weapon automatically flies back to the hoof of whoever threw. If the weapon's flight is ever disrupted, it falls to the ground and has to be picked up again. This power cannot be applied to a range weapon.

Spell: Flight, *Difficulty:* 17, *Cost:* +25,500 bits.

Frost Weapon: If this weapon scores a hit, it deals an additional one 10-sided dice of cold damage.

Spell: Cryokinesis, *Difficulty:* 19, *Cost:* +28,500 bits.

Smiting Weapon: When the user lands a critical hit with this weapon, the target must make a Mentation roll (Difficulty 15) or else instantly disintegrate into dust and dies.

Spell: Disintegrate, *Difficulty:* 36, *Cost:* +54,000 bits.

Stone Weapon: Every time the weapon scores a critical hit, the victim must make a Mentation saving throw (Difficulty: one 20-sided dice + Mentation score of the sword's wielder) or else be turned to stone for 10 minutes.

Spell: Petrify, *Difficulty:* 19, *Cost:* +28,500 bits.

Thundering Weapon: If this weapon scores a hit, it deals an additional one 6-sided dice of sonic damage. Every time the weapon scores a critical hit, the victim must make a Mentation saving throw (Difficulty: one 20-sided dice + Mentation of the sword's wielder) or else be become deaf for 10 minutes.

Spell: Audiokinesis, *Difficulty:* 16, *Cost:* +24,000 bits.

Unlimited Ammo Weapon: When applied to a ranged weapon, the weapon can create its own ammo to fire, which magically appears every time the user needs it. Once the ammo is spent, it takes one minute for a new one to replace it. This includes bullets and gunpowder in the case of firearms. However, the weapon can still fire ordinary ammo like normal. This power has no effect on short-range weapons.

Spell: Apportation, *Difficulty:* 23, *Cost:* +34,500 bits.

LIST OF MAGICAL ARMOR

Blinding Armor: This armor can cause blindness to one victim (*Difficulty:* one 20-sided dice + Mentation score of the armor's wearer) for 10 minutes. This power activates with a password and can only be used once per hour. To avoid the effects of this spell, the pony can avoid looking directly at the armor but suffer a -4 penalty to attack rolls and AC while fighting the wearer of the armor.

Spell: Photokinesis, *Difficulty:* 16, *Cost:* +24,000 bits.

Echo Armor: If a target is hit with a spell while wearing this armor, the attacker must make a Mentation saving throw (*Difficulty:* 10 + spell level) or else the spell will bounce off the target and automatically hit the caster. If the caster wins her saving throw, then the spell affects the target like normal.

Spell: Spell Echo, *Difficulty:* 17, *Cost:* +25,500 bits.

Etherealness Armor: The user can say the password and will become ethereal just like the Etherealness spell for as long as she wears the armor. Saying the password again undoes the spell.

Spell: Etherealness, *Difficulty:* 26, *bits,* *Cost:* +39,000 bits.

Glamor Armor: The wearer can transform the armor to look like any kind of clothing such as a shirt, dress, vest, etc. Helmets can be transformed into hats and other headgear. The armor changes whenever the wearer mentally wills it to. The armor still offers the same amount of bonuses to AC regardless of what it has been changed into.

Spell: Transformation, *Difficulty:* 14, *Cost:* +21,000 bits.

Protection Armor: This armor can negate the affects of critical hits, although the pony will still take damage like normal if the attack roll is still over the pony's AC.

Spell: Magic Armor, *Difficulty:* 18, *Cost:* +27,000 bits.

Rejuvenation Armor: Once per day, the wearer can say the password and the armor will automatically restore the wearer's HP to full health.

Spell: Recovery, *Difficulty:* 25, *Cost:* +37,500 bits.

Stone Form Armor: A pony can use this armor to automatically turn herself into stone, allowing her a +4 bonus to Hide rolls if she is hiding among rocks and a +6 bonus to AC while in stone form. While turned to stone, she cannot move, speak, use any skills, attack,

or cast spells but she is still alert and aware of her surroundings. The armor is activated by a password spoken by the wearer and the spell can be undone whenever the wearer mentally wills it to.

Spell: Petrify, Difficulty: 18, Cost: +27,000 bits.

Swimming Armor: While worn, this armor will allow the pony to swim in water without penalty as if the armor itself weighed nothing.

Spell: Hydrokinesis, Difficulty: 14, Cost: +21,000 bits.

Water Breathing Helmet: If this enhancement is applied to a helmet, a pony wearing the helmet can continuously breath in water like the Waterbreathing spell.

Spell: Waterbreathing, Difficulty: 14, Cost: +21,000 bits.

LIST OF MAGICAL MISCELLANEOUS ITEMS

Amulet of Non-Detection: While worn, the pony is immune to the Detect spell.

Spell: Dispel, Difficulty: 15, Cost: 15,000 bits.

Amulet of Undead Repulsion: It repels undead like the rudimentary power of Necromancy, except it works all the time while worn.

Spell: Necromancy, Difficulty: 15, Cost: 15,000 bits.

Belt of Fortitude: While worn, a pony gains a +6 bonus to Strength, Constitution, Agility, Intelligence, Cleverness, or Mentation. Which Aptitude the belt enhances depends on what the creator chose at the time of creation and it never changes. As such, there are different varieties of belts, each one designed to enhance a specific function.

Spell: Fortitude, Difficulty: 19, Cost: 19,000 bits.

Bottled Air: It looks like an ordinary bottle, but when opened and placed into a pony's mouth, it actually can supply unlimited air for her to breath. Perfect for swimming underwater.

Spell: Aerokinesis, Difficulty: 13, Cost: 13,000 bits.

Bottomless Sack: A pony with this magic sack can fit up to 30 cubic feet of inanimate objects inside the sack. The bag's opening will automatically stretch open to allow extra large objects to fit inside. No matter how much stuff is put into the bag, it never weighs more than 10 pounds. If the bag is destroyed with a Strength roll (Difficulty: 20), the bag and all objects within are destroyed and lost forever.

Spell: Teleportation, Difficulty: 18, Cost: 27,000 bits.

Ever-Burning Lantern: This small lantern can immediately light up and put out with just a password, providing heat and a 10-foot diameter of light without needing fire or fuel. Its waterproof design also enables it to work underwater.

Spell: Pyrokinesis, Difficulty: 13, Cost: 19,500 bits.

Flying Carpet: This 15 ft by 10 ft carpet can be ridden on and controlled by who ever says the password while sitting on the carpet, flying at a base speed of 20 feet.

Spell: Flight, *Difficulty:* 15, *Cost:* 60,000 bits.

Goggles of Night Vision: While worn, these goggles give the wearer the power to see in the dark. She can see in dim light for up to 80 feet, darkness from up to 50 feet, and pitch-black from up to 10 feet. See section on Darkness under Hazards for details.

Spell: Night Vision, *Difficulty:* 17, *Cost:* 17,000 bits.

Goggles of Petrification: While worn, all those who look into the goggles must make a Mentation saving throw (Difficulty: one 20-sided dice + Mentation of the wearer of the goggles) or be turned to stone with the Petrify spell for 10 minutes. To avoid the affects of the gaze attack, the pony can avoid eye contact, but suffer a -4 penalty to attack rolls and AC in doing so. The goggles can only take affect if someone wears it. While removed, it is harmless. The gaze attack has no affect on the pony if it sees its own reflection.

Spell: Petrify, *Difficulty:* 18, *Cost:* 18,000 bits.

Horseshoes of Cloud Walking: A pony wearing these horseshoes can continuously walk on clouds just like the spell Cloudwalking.

Spell: Cloudwalking, *Difficulty:* 14, *Cost:* 14,000 bits.

Horseshoes of Striding: This spell grants the wearer a +20 ft bonus to base speed (at a maximum base speed of 50 ft) and a +5 bonus to Gymnastics rolls.

Spell: Haste/Slow, *Difficulty:* 16, *Cost:* 16,000 bits.

Horseshoes of Wall Walking: Those wearing these horseshoes can climb up walls and ceilings like the advanced power of the Spider Climb spell.

Spell: Spider Climb, *Difficulty:* 15, *Cost:* 15,000 bits.

Mirror of Imprisonment: This is a large mirror 3 feet wide and 4 feet tall that is usually encased in a metal or wooden frame and can be hung on a wall or stood up right on its built-in stands. While the mirror's magic is active, if some pony sees her reflection in the mirror while standing no further than 30 feet away, she must make a Mentation saving throw (Difficulty 23) or else be sucked into the mirror and be trapped inside. The mirror can hold a total of 4 prisoners regardless of their size, and the victims inside the mirror will be trapped in temporal stasis. Once set free, they'll come out of the mirror as if no time had passed at all for them. A password can activate and deactivate the mirror as well as reveal who is trapped in the mirror and the user can release any one of the prisoners at will. If the pony knows about the mirror's magic, she can safely avoid eye contact with her reflection while examining it with any skill, but there is still a 50% chance of accidentally seeing her reflection and must make a Mentation roll to resist the effects.

Spell: Temporal Stasis, *Difficulty:* 39, *Cost:* 78,000 bits.

Pocketsize Fortress: Usually the fortress itself just looks like a stone cube, 5 cubic inches in size, but once the user says the password, the cube automatically transforms

into a stone fortress 20 cubic feet in size and remains where it was summoned. The pony then can say the password again and the fortress will turn back into a square. If there are inanimate objects or others inside the fortress, they are harmlessly forced out as the fortress shrinks to small size.

Spell: Transformation, *Difficulty:* 20, *Cost:* 80,000 bits.

Snare Rug: Although it looks like any ordinary 5 feet by 5 feet rug, once any pony steps on it, the rug will automatically wrap itself around the victim, holding her in place. While bound, the victim loses her Agility bonus to AC and incurs a -4 penalty to attack rolls. To notice the trap, the target must make a Perception roll (Difficulty: 25). To avoid getting caught in the rug and escaping the rug requires an Escape Artist roll (Difficulty: 25) and breaking the rug requires a Strength roll (Difficulty: 25).

Spell: Snare, *Difficulty:* 14, *Cost:* 28,000 bits.

Spell Whipping Boy: This 5 cubic foot scare crow-like doll is a device designed to draw spells toward it. Any pony who attempts to cast a spell while standing within 50 feet of the doll must make a Mentation roll (Difficulty 10 + spell level) or else the spell will be directed toward the doll. The doll has a total of 25 HP and if it drops to 0, the doll is irretrievably destroyed, but it can be repaired with the Sewing skill. See section on Medical Treatment for the Non-Living under the Combat section.

Spell: Spell Echo, *Difficulty:* 16, *Cost:* 32,000 bits.

Tome of Mental Prowess: By spending a total 48 hours over a minimum of 6 days reading through this book, it will instantly grant the reader a +2 bonus to any one of her Aptitude scores. Which Aptitude bonus the tome grants is determined at the time of the book's creation. Once the book has been read, the magic is automatically spent and it is no longer a magic item.

Spell: Wish, *Difficulty:* 22, *Cost:* 22,000 bits.

Tome of Translations: By leaving the book open next to any kind of foreign text, the user can say the password and the text will magically appear on a page of the book translated into whatever language the user can read. There are a total of 30 pages in the book and each page can be magically erased and replaced with new text if the user runs out of room.

Spell: Comprehend Languages, *Difficulty:* 17, *Cost:* 17,000 bits.

Trough of Sustainability: While it may appear to be an ordinary 1-foot wide wooden food trough, if the user says the password, it magically fills with gruel. While the gruel may look and taste like soggy cardboard, it can provide all the nutritional requirements the user needs on a daily basis. This trough can be used to feed up to four ponies a day.

Spell: Apportation, *Difficulty:* 17, *Cost:* 25,500 bits.

Wind Fan: Use this item to generate a powerful gust of wind just like the rudimentary power of Aerokinesis. Just swing it to activate.

Spell: Aerokinesis, *Difficulty:* 12, *Cost:* 18,000 bits.

LIST OF POTIONS

Cure for Lycanthropy: Once drank, this potion will permanently remove the curse of lycanthropy from any pony who was turned into a lycanthrope.

Difficulty: 18, Cost: 540 bits.

Fiery Breath Potion: This potion can enable the drinker to spit fireballs from her mouth, causing two 8-sided dice plus Agility of damage. Range is 5 feet per Agility score.

Difficulty: 18, Cost: 540 bits.

Healing Potion: Drinking the potion can restore three 6-sided dice of HP.

Difficulty: 16, Cost: 480 bits.

Heart's Desire Potion: This potion grants the rudimentary and advanced magic of the Wish spell upon the drinker regardless of the spell point cost. It is good for only one wish.

Difficulty: 40, Cost: 1,200 bits.

Invigoration Potion: Drinking this potion will restore all Aptitude scores to normal if any kind of Aptitude score loss occurred.

Difficulty: 17, Cost: 510 bits.

Full Recovery Potion: Drinking this potion will fully restore the pony's HP and restore Aptitude score loss and broken bones.

Difficulty: 20, Cost: 600 bits.

Magical Essence Potion: If drank by a spell casting creature, she will gain three spell points to any one of her spells of her choosing. If the drinker doesn't have any spells, then nothing happens and the potion is wasted.

Difficulty: 13, Cost: 390 bits.

Poison Joke Potion: Those who drink the potion or have it splashed on their bodies must make a Constitution saving throw (Difficulty 20) or else suffer from the effects of poison joke. Collecting poison joke for this potion requires a Herbalism roll (Difficulty 15) or else the collector will have to make a Constitution saving throw to resist the effects of poison joke. See the section on Plants under the Hazards chapter for more information on poison joke.

Difficulty: 12, Cost: 360 bits.

Reaper's Spit: Made from a rare nightshade, any pony who drinks this potion must make a Constitution saving throw (Difficulty: 25) or die instantly. If a creature with the Undead Attributes drinks this potion, it restores three 6-sided dice of HP.

Difficulty: 20, Cost: 600 bits.

Resurrection Potion: If this potion is poured into the mouth of a victim who has been dead for no longer than an hour, then the victim is automatically raised from the dead.

This potion has no effect on those who have been dead for more than an hour. Upon revival, the pony gains only 10 points of HP.

Difficulty: 20, Cost: 600 bits.

Slick Potion: When poured onto the ground, the potion solidifies into a slippery surface for 5 minutes. See section on Slippery surfaces under hazards. When the potion's duration expires, it disappears.

Difficulty: 12, Cost: 360 bits.

Stick Potion: When poured onto the ground, the potion solidifies into a sticky surface for 5 minutes. Any pony who sticks to the potion on the ground will lose her Agility score to AC and would be unable to move from that spot. To force herself off of the sticky floor, she must make a Strength roll (difficulty 15). When the potion's duration expires, it disappears.

Difficulty: 12, Cost: 360 bits.

LIST OF MAGICAL STONES

Animation Amethyst: Any inanimate object that has one of these stones attached to it will behave as if under the affects of the advanced form of the Animation spell. The object will follow the verbal commands of only its owner unless it is willingly passed on to another owner.

Difficulty: 14, Cost: 28,000 bits.

Boom Boom Beryl: This stone is so volatile, it will explode if thrown on the ground, causing three 6-sided dice of damage in a 10 cubic foot diameter. Those hit with the blast are also at risk of catching on fire. See section on Fire under the Hazards chapter for details. Once the stone has detonated, the stone itself remains intact and can be used again after it has cooled down 24 hours later.

Difficulty: 24, Cost: 48,000 bits.

Hallow Stone: It repels undead like the rudimentary power of Necromancy, except it works all the time.

Difficulty: 12, Cost: 24,000 bits.

Holey Stone: This stone has a large hole in it that had been naturally eroded into its center. Invisible objects and creatures become visible to the pony who is looking through the hole in the stone, but it doesn't actually dispel the invisibility. The invisible creature will only be visible to the pony looking through the stone.

Difficulty: 12, Cost: 24,000 bits.

Hover Crystal: When this stone is faceted to an inanimate object, that object will be permanently suspended in the air from which it can be freely moved and positioned elsewhere. This stone's magic is often used on carriages so they can remain suspended in the air, even when not hooked up to a pegasus. To suspend larger objects and creatures, you need one hover crystal per 5 cubic feet the object/creature takes up.

Difficulty: 14, Cost: 28,000 bits.

Invisibility Crystal: This strange crystal can be hard to find not because of how rare it is but because of the fact that the crystal itself is invisible. Not only that, but any solid object no larger than 10 cubic feet that touches the crystal (whether inanimate or living) will become completely invisible. The crystal has to make constant contact with the object in order to maintain the invisibility. To make a creature invisible, the crystal has to be making contact with the wearer's flesh. Once a creature turns invisible, all objects she is wearing or holding become invisible as well. When making an inanimate object invisible, only parts that are physically attached to the object are turned invisible. Objects that are just touching or sitting on top of it will remain visible. The crystal is often faceted to chests to make it and its contents invisible. Invisibility crystals can only be harvested from invisible walls (see the List of Monsters and Races for details on the invisible wall).
Difficulty: 16, Cost: 32,000 bits.

Magic Absorbing Hematite: This rare hematite is so dark that it becomes a black hole for all magic. The hematite creates an invisible sphere 15 cubic feet in diameter (with the hematite in the center) that can disable all magic within the field just like the Nullify Magic spell.
Difficulty: 40, Cost: 80,000 bits.

Sparkling Coral: This seemingly ordinary looking piece of coral actually glows a bright light when one pours a cup of salt water on it. This glow shines a light covering 15 cubic feet in diameter (with the coral in the center) and will last for one hour before going out. To relight it, pour more water onto the coral.
Difficulty: 13, Cost: 26,000 bits.

Spell Crystal: A unicorn can spend a spell point to store one spell she knows into the crystal to be cast later with a password. Any creature with the Spell Casting trait can cast the spell inside the crystal. The crystal can only hold one spell at a time and once the spell stored within is used, a new spell can be placed into the crystal. Only advanced spells can be placed into a spell crystal.
Difficulty: 15, Cost: 30,000 bits.

Spell-Eating Lodestone: This stone can be used to protect the user from magic. Whenever the user is hit with any kind of spell, she gets a +4 bonus to AC or to her Mentation saving throw.
Difficulty: 14, Cost: 28,000 bits.

Spying Silicate: Once this crystal is carefully cut in two, if one half of the crystal is placed onto the pony's forehead, then she'll be able to see and hear anything that is happening within 100 feet of the other half of the crystal as if she was really there. How well the user can perceive is based on the user's senses. For example, a deaf pony can't hear sounds through the stones nor can a pony without night vision see in the dark.
Difficulty: 15, Cost: 30,000 bits (for two halves of one stone).

Warrior Gemstones: Once faceted to a weapon, the stone will grant the weapon a +1 bonus to attack rolls and damage. However, the bonus can increase with each gem applied to the weapon to a maximum of +5. If applied to a range weapon, then the bonus will affect any ammo the weapon uses.

Difficulty: 11, *Cost:* 22,000 bits.

Water-Repelling Agate: This stone can be used to keep water away from the user, creating a 5 cubic feet in diameter bubble that will keep all water away from the stone. Using this stone will allow the pony to cross any body of water without needing to swim.

Difficulty: 16, *Cost:* 32,000 bits.

CURSED MAGIC ITEMS

While magic is normally a safe and reliable force, even in Equestria, mishaps can happen and magic can cause ill effects. Cursed items are often created through mistakes in the creation process.

Effects of Cursed Items: When an item is cursed, there are multiple effects that could be caused by such items. The following is a list of the possible ways an item can be cursed. All magic items can be cursed except for magic stones and potions.

Random Curse Effects Table: When creating a cursed item, roll a Percentage roll to see what the effect will be.

- % Roll 01-20: Delusion
- % Roll 21-40: Opposite Effect or Target
- % Roll 41-60: Intermittent Functioning
- % Roll 61-80: Drawback
- % Roll 81-100: Requirements

Delusion: A cursed item with this effect will cause the victim to hallucinate, believing that the magic item is working, but in actuality, she is mentally fooled that it is working and will repeatedly try to use the item as often as she can. The only way to remove the curse is with a Dispel spell (Difficulty 15).

Opposite Effect or Target: The magic has the opposite effect or it targets the caster or some pony else. Some examples include healing magic hurting a target, an attack hitting the caster instead of the intended target, causing penalties instead of bonuses, etc.

Intermittent Functioning: The cursed item will work, but not every time. With every use, the GM rolls a Percentage roll and when it falls between a certain number, then the magic works. If not, then it fails. For example, if a cursed magic item only works 50% of the time, then the Percentage roll must fall between 01-50 to work or else it will fail. Once a magic item obtains the intermittent functioning curse, roll a Percentage Roll to pick out the percentages below.

% Roll 01-20: magic item works 50% of the time.

% Roll 21-40: magic item works 25% of the time.

% Roll 41-60: magic item works 10% of the time.

% Roll 61-80: magic item works 5% of the time.

% Roll 81-100: magic item works 1% of the time.

Drawback: Cursed items with drawbacks are items that can work like normal, but there's some kind of risk to the item that occurs every time the item is used. For multiple use items (such as weapons and miscellaneous items that are activated with a command) the effects occur immediately every time the item is used. For worn items (armor and worn miscellaneous items) the effects of such items occur every time the item is put on or for as long as the item is worn. Roll a Percentage dice to determine what effects the item may have or the GM can choose the curse that best fits the item.

- % Roll 01-06: Character loses 5 HP. *Constitution Saving Throw:* Difficulty 15, *Duration:* Instantaneous every time it's used or put on.
- % Roll 07-12: Character loses the ability to cast spells. *Mentation Saving Throw:* Difficulty 15, *Duration:* 5 minutes or while it's worn.
- % Roll 13-18: Character changes sex. *Constitution Saving Throw:* Difficulty 15, *Duration:* 5 minutes or while it's worn.
- % Roll 19-24: Character's base speed is reduced to 5 feet. *Constitution Saving Throw:* Difficulty 15, *Duration:* 5 minutes or while it's worn.
- % Roll 25-30: Character loses the ability to talk. *Constitution Saving Throw:* Difficulty 15, *Duration:* 5 minutes or while it's worn.
- % Roll 31-36: Character becomes paralyzed. See section on Paralysis under the Hazards chapter for details. *Constitution Saving Throw:* Difficulty 15, *Duration:* 5 minutes or while it's worn.
- % Roll 37-42: Character contracts Cutie Pox. See section on Diseases under the Hazards chapter for details. *Constitution Saving Throw:* Difficulty 20, *Duration:* Instantaneous every time it's used or put on.
- % Roll 43-48: Character's Initiative drops to 1. *Constitution Saving Throw:* Difficulty 15, *Duration:* 5 minutes or while it's worn.
- % Roll 49-54: Character turns to stone as if under the Petrify spell. *Mentation Saving Throw:* Difficulty 15, *Duration:* 5 minutes or while it's worn.
- % Roll 55-60: Character suffers 1 point of Aptitude score loss to Strength. *Constitution Saving Throw:* Difficulty 15, *Duration:* Instantaneous every time it's used or put on.
- % Roll 61-66: Character suffers 1 point of Aptitude score loss to Agility. *Constitution Saving Throw:* Difficulty 15, *Duration:* Instantaneous every time it's used or put on.
- % Roll 67-72: Character suffers 1 point of Aptitude score loss to Constitution. *Constitution Saving Throw:* Difficulty 15, *Duration:* Instantaneous every time it's used or put on.
- % Roll 73-78: Character suffers 1 point of Aptitude score loss to Intelligence. *Mentation Saving Throw:* Difficulty 15, *Duration:* Instantaneous every time it's used or put on.

- % Roll 79-84: Character suffers 1 point of Aptitude score loss to Cleverness. *Mentation Saving Throw:* Difficulty 15, *Duration:* Instantaneous every time it's used or put on.
- % Roll 85-90: Character suffers 1 point of Aptitude score loss to Mentation. *Mentation Saving Throw:* Difficulty 15, *Duration:* Instantaneous every time it's used or put on.
- % Roll 91-96: Item explodes, destroying the item and causing three 6-sided dice of damage to all within a 10 cubic foot area. *Mentation Saving Throw:* Difficulty 20, *Duration:* Instantaneous every time it's used or put on.
- % Roll 97-100: The creator chooses the curse.

See section on Aptitude Score Loss under the Hazards chapter for details

Requirements: Some magic items will work like normal so long as its wielder completes a specific requirement. Otherwise, it will not respond. Such magic items can actually be useful since if the magic item is ever lost or stolen, other characters are less likely to use it. For the specifics of any requirements, it is up to the GM to decide depending on the magic item. Roll a Percentage dice to determine the requirement.

- % Roll 01-06: Character must be of a specific sex.
- % Roll 07-12: Character must be of a specific race. (earth pony, pegaus, unicorn, etc.)
- % Roll 13-18: Character must change her name to a specific name.
- % Roll 19-24: Character must eat twice as much as usual.
- % Roll 25-30: Character must discard all other magic items.
- % Roll 31-36: Character must be of a specific age range.
- % Roll 37-42: Character must have a minimum level in a particular Aptitude, skill, or spell.
- % Roll 43-48: Character must be at a specific level. (foal, adult, or alicorn)
- % Roll 49-54: Item must be used under water.
- % Roll 55-60: Item must be heated in fire once a week.
- % Roll 61-66: Item must kill one living thing every day. (weapons only)
- % Roll 67-72: Item must be used while flying in the air or on a cloud.
- % Roll 73-78: Item must have a specific spell cast upon it.
- % Roll 79-84: Item must be bathed in seawater once a week.
- % Roll 85-90: Item must be used underground.
- % Roll 91-96: Character must be an alicorn.
- % Roll 97-100: The creator chooses the curse.

ADDING NEW MAGIC ITEMS

Much like with spells, it's possible to invent your own magic items using the guidelines for creating magic skills minus dividing the spell into rudimentary and advanced powers. Also, with items enchanted by unicorn magic, you need to pick a spell that the item is made with.

Each item has a Difficulty in order to make it. To determine Difficulty, simply start with a Difficulty of 10 then add all other modifies (listed below) that seem to apply. Bear in mind that this is a guideline and you can bend it a little or add to it if you feel it is necessary.

- Affects or attacks an area: +2 for every 5 cubic feet
- Affects more than one target: +2 per additional number of targets over 1.
- Grants bonuses or restores Aptitude, skill, AC, attack rolls, or stats: +1 per bonus
- Defends or protects without granting score bonuses: +2
- Active with verbal commands (go there, stop, fight, etc.): +2
- Active only while worn or used: +3
- Weapons and armor: +3
- Activated by a password: +3
- Always active: +4
- Grants knew traits, skills, feats, or attacks: +4
- Damages/heals one 4-sided dice of HP: +1 each dice
- Damages/heals one 6-sided dice of HP: +2 each dice
- Damages/heals one 8-sided dice of HP: +4 each dice
- Damages/heals one 10-sided dice of HP: +6 each dice
- Damages/heals one 12-sided dice of HP: +8 each dice
- Causes Instant death or resurrects the dead: +10
- Fully recovers HP: +10
- Construct (golem, magic structures, machines): +10
- Replicates a rudimentary unicorn spell: +1
- Replicates an advanced unicorn spell: +4
- It makes a spell permanent or instantaneous: +5
- Requires an alicorn level spell to create: +10

The list below is a couple of guidelines to help determine price:

- Potion: Difficulty x 30 bits
- Magic stones: Difficulty x 2,000 bits
- Items enhanced by magic stones: Cost of item + the cost of each stone used.
- Magic weapons/armor: (Difficulty x 1,500 bits) + cost of weapon/armor
- Miscellaneous Magic item:
 - Worn items or simple items: Difficulty x 1,000 bits
 - Offensive/defensive items: Difficulty x 1,500 bits
 - Small size items (1-3 cubic feet): Difficulty x 1,500 bits
 - Medium size items (3-5 cubic feet): Difficulty x 2,000 bits
 - Large size items and constructs (over 5 cubic feet): Difficulty x 4,000 bits

HAZARDS

Acid

Most acids inflict one 6-sided dice of damage if splashed with it and six 6-sided dice of damage per round if submerged in it.

Aptitude Score Loss

This hazard applies to any situation where a pony's Aptitude scores are physically lowered. Unlike bonuses and penalties, Aptitude score loss causes lasting changes to a pony's stats in accordance with the Aptitude loss. For example, if a vampire managed to suck 3 points of Constitution score from Fireball, reducing her Constitution score from 5 to 2, then Fireball's AC and HP will drop in accordance with the new score.

There are many different ways to lose Aptitude scores, most commonly through magic. If an Aptitude score drops to zero, the effects can be devastating:

- Zero Strength makes a pony too weak to stand.
- Zero Agility completely paralyzes a pony.
- Zero Constitution automatically kills the pony.
- Zero Intelligence makes a pony brain-dead, reducing her to a vegetable-like trance.
- Zero Cleverness causes a pony to become catatonic, completely unresponsive to stimuli.
- Zero Mentation causes a pony to enter a deep sleep that she can't wake up from.

The Healing skill can be used (restoring one Aptitude point for every 8 HP the skill or spell would have normally healed) unless it is caused by certain conditions like a disease or dehydration, in which case the loss will instantly be restored only once the condition is removed. The Aptitude score can also restore itself over time, restoring one point per day to all affected Aptitudes.

Blindness/Deafness

While blind, a pony is unable to perform tasks that require vision such as reading or Perception rolls. The pony gets a -4 penalty to attack rolls. The pony loses her Agility bonus to AC and gets a -4 penalty to Initiative.

While deaf, a pony is unable to perform any tasks that require hearing such as Perception rolls or understanding spoken dialogue.

If these conditions are caused by magic, then you need the Dispel spell to reverse them. Otherwise, both conditions can usually be cured with a successful Healing roll (Difficulty: 18).

Cold Hazards

A pony's coat is thick enough to provide some warmth from mildly chilly days and light snowfall. However, frigid below 0 degree weather and heavy snowfall is particularly harmful to a naked pony. If a pony is exposed to cold weather for long periods at a time without some sort of warm cloths or a heat source to keep warm by, she is at risk of developing hypothermia.

While exposed to harsh cold, the pony has 15 minutes per Constitution score to warm up. If she doesn't get any relief from the cold in time, she develops the symptoms of

hypothermia: The pony suffers -4 penalties to all rolls that use the physical Aptitudes: Strength, Constitution, and Agility. There are also -2 penalties to all rolls that use the mental Aptitudes: Intelligence, Cleverness, and Mentation. The pony also starts to suffer from HP loss, losing 1 point per round. The HP loss cannot be healed while the pony suffers from hypothermia.

Another hazard of cold is ice. When walking on any kind of icy surface (frozen lakes, glaciers, black ice, etc.), the pony must make an Agility roll to cross it. See section on Slippery Surfaces under Hazards for details. Crossing any frozen body of water is especially dangerous because there's no way of knowing how much weight the ice can support and falling in would be a death sentence. If characters cross a frozen body of water, the GM must secretly roll a Percentage Roll every 10 feet to determine how thick or thin the ice is in that area.

- % Roll 1-30: Can't support any weight.
- % Roll 31-60: Can't support anything heavier than a foal.
- % Roll 61-80: Can't support anything heavier than an adult pony.
- % Roll 81-100: Completely frozen. Can support any weight.

The GM doesn't have to follow the roll of the dice strictly, however. The GM can make changes to the dice rolls or outright ignore them based on the circumstances. For example, arctic climates can have very thick ice everywhere there's water or places that are warming up like the Everfree Forest in the spring could have very thin sheets of ice. If the pony steps on a surface that cannot support her weight, she must make an Agility roll (Difficulty: 20) every 10 feet or else fall through the ice. Climbing out of the water requires a Strength roll (Difficulty: 25). Any character that gets near enough to help the drowning victim must also make an Agility roll or fall into the water too.

If the pony is submerged in icy water without a diver's suit or in an environment that is exceptionally cold, the time it takes to develop hypothermia is shortened to 1 minute per Constitution score and HP loss is increased to 5 HP per round.

Hypothermia has no effect on constructs, the undead, or anything else that doesn't have a Constitution score.

Darkness

There are varying degrees of darkness, which cause varying degrees of penalties.

- Dim: There are some nightlights or a full moon out, providing enough light to see up to 40 feet away. The pony gets a -2 penalty to attack rolls and -4 penalty to Perception rolls.
- Dark: There are very small lights or a new moon out, providing only enough light to see up to 20 feet away. The pony gets a -4 penalty to attack rolls and -8 penalty to Perception rolls.
- Pitch-Black: There is no light at all to the point where the pony is blind. The pony gets a -6 penalty to attack rolls. The pony loses her Agility bonus to AC and gets a -4 penalty to Initiative. Perception rolls cannot be done.

Creatures with the Night Vision trait can negate these penalties.

Disease

All diseases are passed on through different means and from different sources such as injury, ingestion, physical contact, or inhalation. When a character is exposed to the disease, the GM must make the Constitution saving throw in secret and if the pony is infected, the disease does not take affect right away. The GM must alert the character of their symptoms only after the incubation period has ended. Antidotal herbs and a Healing skill roll can cure some diseases or the Dispel spell can treat diseases that are more magical in nature, although even after a successful treatment, the disease will still linger for one 4-sided dice roll in hours. A disease cannot be treated before the incubation period has passed. If left untreated, a pony can receive bed rest to allow the disease to pass naturally, which the duration also varies depending on the disease. If the pony doesn't get bed rest, then the duration would take twice as long. The symptoms of some diseases are benign such as simply weakening the pony, while diseases that can reduce Constitution scores can be fatal. All Aptitude score loss and penalties caused by diseases cannot be reversed so long as the disease is still in effect. Diseases have no effect on constructs, the undead, oozes, or anything else that doesn't have a Constitution score.

- Bug Out Fever: Those suffering from this disease get a fever, headaches, shivers, and vomiting. In the first hour of infection, the pony gets -1 Aptitude score loss to Constitution. With each hour, the Aptitude score loss continues to drop by -1 until reaching -4. If the pony's Constitution drops to 0, she dies instantly. As the name suggests, only insect bites and ticks transmit this ailment. *Infection*: Injury (insect bites, exclusively), *Difficulty*: 17, *Incubation*: 2 days, *Duration*: One 8-sided dice in days, *Cure*: Antidotal herbs and a Healing roll (Difficulty: 22).
- Burning Brain Fever: Characters with this disease suffer from a burning fever and a -4 Aptitude score loss to Intelligence. *Infection*: Inhalation, *Difficulty*: 12, *Incubation*: 1 day, *Duration*: One 6-sided dice in days, *Cure*: Antidotal herbs and a Healing roll (Difficulty: 14).
- Cankorous Convulsions: A pony with this disease will start to get feverish and experience uncontrollable shaking, causing a -6 Aptitude score loss to Agility. *Infection*: Physical Contact, *Difficulty*: 13, *Incubation*: 1 day, *Duration*: One 6-sided dice in days, *Cure*: Antidotal herbs and a Healing roll (Difficulty: 18).
- Cutie Pox: Cutie Marks randomly start spreading across the body, forcing the pony to act out the actions of the Cutie Marks and preventing her from taking any full-round actions or standard actions. Unlike other diseases, it is normally caused by magical means, usually by drinking a poorly prepared potion and failing her Constitution saving throw (Difficulty 20). While under the effects of Cutie Pox, the GM can roll Percentage Rolls every minute to determine what action the victim will be forced to do. See the table below for details. *Infection*: Ingestion (drinking poorly prepared potions, exclusively), *Difficulty*: 20, *Incubation*: 1 day, *Duration*: One 4-sided dice in days, *Cure*: Dispel spell (Difficulty: 20).
 - % Roll 01-25 Sitting Actions: The pony can't move as she is forced to sit down to play games, meditate, read, etc.
 - % Roll 26-50 Moving Actions: The pony can't stay in one place as she is forced to jog, spin, jump rope, etc.

- % Roll 51-75 Speaking Actions: The pony can't talk as she is forced to sing, speak a foreign language, talk backwards, etc.
- % Roll 76-100 Exercising Actions: The pony is forced to perform various exercises such as push-ups, sit-ups, weightlifting, etc. The pony is subject to fatigue if the exercise goes on for too long. See section on Fatigue under Weights and Measurements for details.
- Feather Flu: A disease common among pegasi, this disease causes congestion, fever, tiredness, muscle aches, and -4 Aptitude score loss to Agility and Strength. *Infection:* Physical Contact, *Difficulty:* 16, *Incubation:* 2 days, *Duration:* One 6-sided dice in days, *Cure:* Antidotal herbs and a Healing roll (Difficulty: 20).
- Jelly Legs Infection: Those suffering from this disease get a fever and a -4 Aptitude score loss to Strength. *Infection:* Injury, *Difficulty:* 15, *Incubation:* 4 days, *Duration:* One 4-sided dice in days, *Cure:* Antidotal herbs and a Healing roll (Difficulty: 17).
- Maledictive Malady: Symptoms of this disease include tiredness and a -4 Aptitude score loss to Mentation. *Infection:* Injury, *Difficulty:* 18, *Incubation:* 3 days, *Duration:* One 4-sided dice in days, *Cure:* Antidotal herbs and a Healing roll (Difficulty: 24).
- Monterufolino's Revenge: This stomach ailment is common with travelers whom are infected by bacteria and diseases they're not accustomed to. Those who are infected will suffer from diarrhea, stomach pains, vomiting, and get a -4 penalty to Constitution and Strength rolls. *Infection:* Ingestion, *Difficulty:* 16, *Incubation:* 4 days, *Duration:* One 8-sided dice in days, *Cure:* Antidotal herbs and a Healing roll (Difficulty: 22).
- Mummy Plague: Every time a mummy's hooves or teeth hits a pony, the pony must make a Constitution saving throw or else be affected by the disease. Once the disease's incubation period passes and every day that disease goes on unabated, the pony sustains -1 of Aptitude score loss to Constitution that will not be restored until the disease is cured. If a pony dies from this disease, then the body dissolves away into dust. *Infection:* Injury (mummy attacks exclusively), *Difficulty:* 20, *Incubation:* 1 day, *Duration:* Lasts until cured or the pony dies, *Cure:* Dispel spell (Difficulty: 20).
- No Sight Blight: A pony with this disease will become blind until the disease is treated. *Infection:* Inhalation, *Difficulty:* 16, *Incubation:* 2 days, *Duration:* One 6-sided dice in days, *Cure:* Antidotal herbs and a Healing roll (Difficulty: 24).
- Paralyzing Pestilence: This is a disease that is spread from infected plants and raw meats. Those who are infected suffer a -4 penalty to Agility and Constitution rolls as their joints and muscles become stiff. *Infection:* Ingestion, *Difficulty:* 12, *Incubation:* 2 days, *Duration:* One 8-sided dice in days, *Cure:* Antidotal herbs and a Healing roll (Difficulty: 15).
- Pony Pox: A pony with this disease would be completely covered in red spots and suffer from congestion and a fever. This disease causes -2 Aptitude score loss to Agility, Strength, and Mentation. *Infection:* Physical Contact, *Difficulty:* 14, *Incubation:* 1 day, *Duration:* One 6-sided dice in days, *Cure:* Antidotal herbs and a Healing roll (Difficulty: 18).

There are different ways to catch a disease, which include:

- Injury: Infections on weapons, natural appendages, and other surfaces that can pierce the skin can spread disease in the blood stream. Such weapons normally get infected by having come into contact with unsanitary conditions and had not been cleaned after uses. Bug bites and stings can also transmit diseases.
- Ingestion: Any kind of food or water that is not clean or properly cooked can cause stomach infections.
- Physical Contact: The disease is so contagious that it's possible to catch it just by touching some pony infected with the disease.
- Inhalation: Some diseases can float in the air and can affect all who breathe it in. Such airborne diseases are caused by unsanitary conditions, usually areas with a lot of animal fecal matter or pollutions such as sewers, rundown houses, garbage dumps, etc. Wearing a gas mask provides a +4 bonus to the Constitution saving throw.

There also exist vaccinations that can allow a pony to be immune to the effects of most diseases for the duration of the vaccination. Such vaccinations are readily available to doctors and can be obtained by other ponies for a price. However, vaccinations only exist in modern day Equestria. If playing a game in the past, vaccinations are unavailable.

- Bug Out Fever Vaccine: *Duration*: 1 week, *Cost*: 4 bits.
- Cankorous Convulsions Vaccine: *Duration*: 2 years, *Cost*: 300 bits.
- Feather Flu Vaccine: *Duration*: 1 year, *Cost*: 150 bits.
- Jelly Legs Infection Vaccine: *Duration*: 2 years, *Cost*: 280 bits.
- Maledictive Malady Vaccine: *Duration*: 2 years, *Cost*: 330 bits.
- Pony Pox Vaccine: *Duration*: 1 year, *Cost*: 200 bits.

Earthquakes

An earthquake is a violent jolt occurring near volcanoes, moving fault lines, and occasionally huge explosions. The cause is always at the epicenter of the earthquake, spreading out shockwaves in all directions like a ripple caused by a pebble hitting the surface of the water. Whenever there is any kind of earthquake, the ponies standing on the ground must make an Agility roll or else be knocked over (Difficulties: 15). Once knocked over, the pony loses her Agility bonus to her AC until she gets up onto her hooves. Getting back up requires a full-round action and another Agility roll. If a character on the ground were to cast a spell, she must make a Concentration roll. Earthquakes can also cause cave-ins, landslides, tsunamis, and volcanic eruptions. See sections on Water Hazards, Volcanoes, and Landslides, Avalanches, and Cave-Ins for details.

Falling/Collision

When a pony falls, she receives one 6-sided dice of damage for every 10 feet fallen (maximum of twenty 6-sided dice of damage). If the pony succeeds at a Gymnastic roll (Difficulty: 15), then she lands on her feet and avoids damage for the first 20 feet.

When landing on water, the pony automatically avoids damage for the first 20 feet with no roll necessary, but after that, she takes damage like normal unless she succeeds at a Gymnastic roll (Difficulty: 20).

If a pony lands on softer surfaces like a balloon or a cloud, there is no damage dealt.

The rate of falling is usually 40 feet per round unless obstructions to air flow occur.

Collisions follow the same rules except the amount of damage taken is based on distance traveled instead of distance fallen. Also, the pony has to be traveling at a fast enough speed, typically at least 40 feet per round.

Fire

When exposed to any kind of fire, there is always a chance the pony or her equipment and clothing will catch on fire. Every time she comes in contact with a live fire, the pony must make an Agility roll (Difficulty: 15). A successful roll means the fire is put out. If she fails, she endures one 6-sided dice of damage that round. To put out the fire, the pony must roll on the ground or smother the flames and make another Agility roll (Difficulty 18). Until she succeeds at an Agility roll, she continues to take fire damage per round.

If the pony is carrying any explosive materials (grenades, gunpowder, etc.), add a +2 to the Difficulty for each explosive item carried. If the pony fails her Agility roll, not only will she remain on fire, but all of her explosives will go off, causing explosion damage in addition to the fire damage.

By far one of the most dangerous and destructive dangers of fire is the forest fire. Forest fires are typically triggered in forests that are dry and have high wind speeds. With those conditions, even an unattended campfire could spread. When a forest fire occurs, the party must make a Perception roll to see or smell the fire (Difficulty: 15 plus 1 per 10 feet the party is away from the fire) although the smoke from a very large fire could be seen from up to 10 miles away. A forest fire can spread 120 feet per round. Those who are caught in the fire not only must make Agility rolls every round to avoid catching on fire, but they also must make Constitution rolls (Difficulty: 15 plus 1 per previous roll) or else suffer one 4-sided dice of damage from smoke inhalation. Holding one's breath can prevent this damage. Once a large portion of a forest is ablaze, the fire lasts two 4-sided dice multiply 10 minutes before the fire dies out, leaving the forest as a smoking husk. It is possible for pegasi to put out the fire using rain clouds, but only if they can create rain at a "strong" strength and can only put out an area ablaze as large as the cloud they are using. Example, a cloud 10 cubic feet in size can only put out 10 square feet of fire.

Heat Hazards

A pony can easily tolerate moderately warm days. However, even a naked pony can't survive extremely hot and humid climates indefinitely. If a pony is exposed to hot weather for long periods at a time without adequate rest and water, she is at risk of developing hyperthermia.

While exposed to heat, the pony has 15 minutes per Constitution score to cool off with rest and water. If she doesn't get rest and water before that point, she develops the symptoms of hyperthermia: The pony receives a -4 penalty to Intelligence, Agility, and Mentation rolls. The pony also gets a -4 penalty to resist fainting from fatigue. See section on Fatigue under Weights and Measurements for details. The pony also starts to suffer from HP loss, losing 1 point per round. The HP loss cannot be healed while the pony suffers from hyperthermia.

If the pony is pulling heavy loads or doing rigorous exercise without rest or water or is wearing heavy clothing, the time it takes to develop hyperthermia is shortened to 5 minutes per Constitution level and HP loss is increased to 5 HP per round. If the pony is trapped in an environment that is exceptionally hot (in an active volcano, in an oven, etc.), the time it takes to develop hyperthermia is shortened to 1 minute per Constitution level and HP loss is increased to 10 HP per round.

Hyperthermia has no effect on constructs, the undead, or anything else that doesn't have a Constitution score.

Hot surfaces can be dangerous if any naked part of the body were to touch it. Any hot object or surface can inflict one 4-sided dice of damage to appendages and two 6-sided dice of damage to the whole body. Boiling water can inflict one 6-sided dice of damage if splashed with it and six 6-sided dice of damage per round if submerged in it.

Insanity

Sometimes threats are not always physical but mental. Psychological trauma and brain damage can induce madness in a character, causing them to behave in ways they normally wouldn't. Creatures with an Intelligence score of 0 are immune to insanity effects.

Going Insane: There are three ways a character can go insane. One common way is if a character receives a 0 score to her Intelligence, Cleverness, or Mentation score due to Aptitude score loss, then the GM must secretly roll the character's Mentation saving throw (Difficulty 15).

The second method is through some sort of psychological trauma such as being trapped underground for long periods of time, torture for days on end, witnessing a shocking death, witnessing alien horrors, etc. Either way, it is left to the GM to determine the cause of the insanity and the Difficulty to resist it.

The third method is by a side effect from magical spells that affect the mind. One good example is if a character has his or her memories modified through the Telepathy spell, there's a 5% chance the character will go insane. The GM also has the option to make this roll with other spells that involve affecting the mind such as Suggestion, Enchant, and Entrall.

If a character has gone insane, then the effects should happen slowly and gradually over a period of time as indicated by the onset time frame listed in the insanity description. The GM should roll the Mentation saving throws and Percentage rolls in secret and only alert the character that she is going insane once the onset period has passed and starts to feel the effects of the insanity.

GM either chooses the insanity effect at random using the table below or she can choose the insanity effect that fits the situation.

Curing Insanity: To remove insanity, the character can either use a Wish spell or else she must wait for the effects to wear off gradually. Every type of insanity has a Mentation saving throw Difficulty used to resist the effects of the insanity, but it also is the Difficulty to cure it. Every week, the character can make a Mentation roll to beat the Difficulty listed in the insanity effect description. If the roll was a success, then the Difficulty to both cure and resist the effects of the insanity will be reduced by half of the character's Cleverness score (rounded up to the next highest digit). If the Difficulty drops to 0, then the character is cured.

Example: Nut Job becomes insane with mania, which has a Difficulty of 14. Nut Job has a Cleverness score of 6, meaning that if he beats his Mentation saving throw that week to cure the insanity, then the Difficulty of next week's Mentation saving throw will be reduced by half of Nut Job's Cleverness roll (i.e. 3), changing the Difficulty to 11. If he beats the roll next week, the Difficulty drops to 8, etc.

Random table for insanity effects:

% Roll 1-11: Amnesia

% Roll 12-48: Mania/Phobia

% Roll 49-68: Multiple Personality Disorder

% Roll 69-78: Paranoia

% Roll 79-84: Psychosis

% Roll 85-100: Schizophrenia

Types of insanity effects

- Amnesia: The character can't remember any details about her past, including her name. The amnesiac loses all skill levels, spells, and feats she had before the amnesia, but that doesn't stop her from obtaining new abilities while under the effects of amnesia. Once the amnesia is cured, she will retain the skills she learned while under the effects of amnesia. *Mentation Roll:* Difficulty 20, *Onset:* immediate, *Penalties:* -4 penalty to rolls that use Intelligence, Cleverness, or Mentation.
- Mania/Phobia: Mania is an irrational obsession while phobia is an irrational fear. When confronted with an obsession, a maniac will be fascinated by it for one 6-sided dice in rounds and cannot be distracted from it, not even by injury or the threat of death. When confronted with a fear, the phobic character will avoid it at all costs. Whether the condition is a mania or a phobia and the object to be

attracted or feared is up to the GM's discretion. *Mentation Roll*: Difficulty 14, *Onset*: 1 day, *Penalties*: None.

- Multiple Personality Disorder: Once the insanity takes effect, the GM rolls one 4-sided dice and the number rolled indicates how many personalities the victim has. Every time the victim falls unconscious, she must make a Mentation saving throw against the insanity's Difficulty. If she fails, then one of the new personalities takes over her mind and body. The character retains the same abilities; she just has a new personality controlling her mind. What personalities she has is up to the GM's discretion. The GM can play the character's alternate personalities if the player doesn't want to. *Mentation Roll*: Difficulty 19, *Onset*: two 6-sided dice in days, *Penalties*: -6 penalty to all Mentation rolls.
- Paranoia: The character becomes so distrusting that she will refuse to give or receive aid of any kind, preferring to instead become reclusive and accusative toward every pony. *Mentation Roll*: Difficulty 17, *Onset*: two 6-sided dice in days, *Penalties*: -4 penalty to Cleverness and Mentation rolls.
- Psychosis: The character has a strong urge to kill and plot the downfall of anyone associated with her. She may suppress this effect once a day by making a Mentation roll against the insanity's Difficulty, but otherwise she is unable to control her murderous tendencies. If the player does not like to play as a lunatic out to betray her companions, then the GM can offer to control the PC for the player. The character gets a +10 bonus to Bluff rolls when trying to lie about her psychosis. *Mentation Roll*: Difficulty 20, *Onset*: three 6-sided dice in days, *Penalties*: None.
- Schizophrenia: The character is so neurotic that she completely loses grip with reality. When faced with a stressful situation like combat, the character must make a Mentation roll against the insanity's Difficulty. If she fails the roll, then she becomes confused and unresponsive for one 6-sided dice in rounds. *Mentation Roll*: Difficulty 16, *Onset*: one 6-sided dice in days, *Penalties*: -4 penalty to Cleverness and Mentation rolls.

Insects

A single bug might not do much harm and can often be dispatched with a simple stomp of a hoof. However, most insects travel in swarms, and when that happens, instead of treating it as a monster encounter one can fight, treat it as a natural disaster that can only be repelled or endured. Most insects are venomous, but otherwise can't do serious harm individually. However, a swarm of insects can be dangerous and difficult to get rid of without tools, chemicals, or magic to repel or kill the pests. When attacking one insect (i.e. squash it), the insect has an AC of 20 because its small size and fast speed make it harder to hit. A single insect has only 1 HP, so a successful hit means one thing: Splat! Insects can fly at a maximum of 50 feet but not in strong winds.

While most insects are nothing more than a nuisance, the following bug related scenarios below could cause problems to an adventuring party:

- Destructive Insects: This falls under the classification of any insects that will destroy food supplies and property like locusts and termites. Such insects are

- naturally drawn to food sources regardless of how small. Repelling insects often requires chemicals (a quart of repellant costs 1 bit), magic (Force Fields, Magic Armor, etc.), or pegasus powered wind. Although termites can be a common problem, locusts are quite rare in Equestria.
- Stinging and Biting Insects: All flying insects that can sting (bees, wasps, hornets, yellow jackets, etc.) typically travel in swarms and will attack any pony who threatens their nests. If attacked by a swarm, the pony sustains one 6-sided dice of damage per round unless she can escape or repel the swarm. Biting insects like ticks and mosquitos on the other hand will not cause damage, but will often spread the deadly Bug Out Fever, but only in heavily forested areas not controlled by ponies. Those who have natural armor or have some kind of magical or chemical protection are immune to insect stings. Worn armor provides no protection unless the armor is specially designed to protect against insects, i.e. a beekeeper suit.
 - Poisonous Insects: There are some insects and arachnids that can inject poison with a single bite or contain poison in their bodies that can cause harm if eaten. If bitten by a poisonous insect or biting into a poisonous insect (without neutralizing the poison first), a pony can sustain one 4-sided dice of damage per round she fails her Constitution saving throw (Difficulty: 10). See section on Poison under Hazards for details.
 - Flees and Lice: When you have a pony who's covered with fur and has a long flowing mane, that much hair is very vulnerable to fleas and lice. Whenever a pony comes in contact with an animal or object that has fleas or lice crawling on it, the bugs will automatically crawl on the pony's body. There's no saving throw to resist fleas and lice so a pony could accidentally come in contact with a dead body or animal with parasites. Every day the pony has fleas or lice, the pony must make a Constitution saving throw to resist the effects of the Bug Out Fever. See section on Diseases under Hazards for details. To remove fleas and lice, bathe within 24 hours of contact. If the pony gets infected with these insects, it requires bathing in a special flea and lice removing shampoo. One bottle costs 3 bits and is good for two baths for one pony.
 - Parasprites: These insects are particularly dangerous because of how quickly they can replicate into large numbers so long as they have plenty of food to feed off of. A parasprite swarm will double in size every 5 rounds unless deprived of their food source. This can be a problem because even if pegasi were available to create some wind to blow them away, there might not be enough to collect the growing numbers of a parasprite swarm. The most reliable way of getting rid of parasprites is polka music, which they can't help but follow. Playing a polka song requires a Music roll (Difficulty: 15).
 - Breezies: These pony- and insect-like creatures are rare and delicate but vital to the plant life in Equestria because they regularly travel to and from their homeland to transport pollen. They gather pollen from flowers in Equestria and to protect their pollen on their journey, they ride the winds to the portal to their homeland. Creating a breeze light enough for the breezies to safely ride but strong enough to carry them for miles to their portal requires a Control Weather roll (Difficulty 5 per mile). When failing the roll, the breezies are sent spiraling in all

directions and catching them all without hurting them requires a Catch roll (Difficulty 20).

Invisibility

Invisible objects or creatures cannot be seen visually, not even with night vision. All creatures who are invisible gain a +4 bonus to Initiative. If a pony tries to attack an invisible creature, she gets a -6 penalty to attack rolls and loses her Agility bonus to AC when attacked.

To see evidence of an invisible creature (such as leaving foot prints, moving objects, etc.) the pony must make a Perception roll (Difficulty: 20 if the creature is moving or 30 if the creature is standing still).

To hear an invisible creature, the pony must make a Perception roll against the invisible creature's Stealth roll.

Invisibility can only prevent the creature from being seen. It does not hinder detection by scent, spells, or spells such as Precognition or Sense Magic.

Invisible creatures cannot turn other objects invisible, so throwing anything that can cling to body upon the creature (such as paint, water, dirt, etc.) would reveal it. The creature displaces water when it enters it, also revealing its location.

Making an object permanently invisible requires the spell Invisibility and the use of the skill Spell Permanency.

Landslide, Avalanches, and Cave-Ins

Whenever unstable rock and dirt slide down a slope (typically be an explosion or an earthquake), there are two hazardous zones to be aware of: the slide zone and the bury zone. The slide zone is the slope where the rocks, dirt, or snow are sliding down, typically at a speed of 120 feet per round. All those who are in the slide zone must make an Agility roll (Difficulty: 20) or else take three 6-sided dice of damage and slide down into the bury zone. The bury zone is where all the debris fall into. Those caught in the bury zone take eight 6-sided dice of damage but a successful Agility saving throw (Difficulty 25) can divide the damage in half. The victims trapped there take an additional one 4-sided dice of damage per round buried until dead or rescued. Being buried in snow puts the victims at risk for hypothermia as if being submerged in freezing water. See section on Cold Hazards under the Hazards chapter for details.

The victims can free themselves with a Strength roll (Difficulty: 30 for rocks, dirt, and wood and 25 for snow). Those who are outside of the debris can help dig out their comrades. The party can dig through a foot of debris every round they make a successful Strength roll (Difficulty: 15 for snow and 25 for rocks and wood). Using tools such as shovels, picks, and crowbars can improve their Strength rolls. See section on Breaking Objects and Bones under the Combat chapter for details.

Cave-ins can occur in any dungeon, building, or cave and it can be triggered when a tremendous amount of force (an explosion, a powerful spell, a large creature banging its head against the ceiling, etc.) hits a structurally unstable part of the building, crushing all trapped inside or blocking the party's only exit. The rules concerning cave-ins are the same except a slide zone can be 10 feet wide and the bury zone can be 30 feet in diameter. It is possible to identify structurally weak walls and ceilings with a Carpentry roll (for wooden structures) or a Masonry roll (for stone structures and caves) with a Difficulty of 20.

Paralysis

There are some conditions and attacks that can temporarily paralyze a character. While paralyzed, the target cannot move, walk, speak, cast spells, attack, defend, or perform any skills for as long as paralysis lasts. A flying creature that's paralyzed will fall to the ground and a swimmer would sink. The victim also loses her Agility bonus to AC. However, although the victim cannot move, she is still conscious and aware of her surroundings.

Plants

To a pony, plant life can be a major benefit, providing shade, food, and building materials to live off of. However, most plants can be a hindrance or even dangerous, particularly the magical kinds. Most benign plants will often grow in clusters, particularly in places not cared for by ponies. Plants can slow an adventurer's movement by half or even pose as a barrier to those who can't cut or climb over the plants. There also exist plants that are poisonous to the touch or when eaten. Before coming into contact with any plant she can't recognize, the pony must first make a Botany skill roll to identify if it is safe.

To cut through thick foliage and branches, the pony must inflict 5 points of HP damage with a slashing weapon (AC 10), typically a sword or an axe. To cut down a tree, a pony must inflict 30 HP of damage (AC 20) with an axe or a saw.

Then there are the magical varieties of plants, which can be very dangerous or a hindrance to any unsuspecting party:

- Crippling Cacti: This large desert dwelling plant has a unique defense system in its prickly spines. If any pony who does not have some kind of natural or magical armor were to touch the cactus's spines, she must make a Constitution saving throw (Difficulty: 18) or else be paralyzed. Once paralyzed, roll three 6-sided dice and the number rolled will indicate how many rounds the pony will remain paralyzed. Wearing armor provides some protection, however, it does not cover the entire pony's body, so if any spines were to poke any exposed skin or through a gap in the armor, it will take effect. Therefore, those who come in contact with the cacti while wearing armor get a bonus to their Constitution saving throw equal to the AC bonus the armor provides. See section on Paralysis under the chapter on Hazards for details.
- Electric Sea Weed: This highly dangerous plant is frequently found at the bottom of shallow ocean floors. If any pony were to come into contact with the plant, she

must make an Agility roll (Difficulty: 20) or else be electrocuted, sustaining two 6-sided dice of damage.

- Kamikaze Banzai: This strange plant has one of the oddest ways of spreading its seeds. The plant itself survives for about a year, but when it comes time to spread its seeds, the plant itself literally explodes, throwing the fireproof seeds in all directions. However, these plants are so volatile, they can even be set off by touch. If a pony comes into contact with a kamikaze banzai, she must make an Agility roll (Difficulty: 16) or else set it off and be blown up with the plant, causing three 6-sided dice of damage to all within a 20 foot diameter of the exploding banzai. Those caught in the blast must make an Agility roll (Difficulty: 20) to take half damage. Kamikaze banzai typically grow within close proximity to each other, so if one were to go off, it could cause a chain reaction that will set off all of them if they're in range of each other's blast.
- Lazy Daises: These little flowers may seem harmless, but they hold a little secret that can incapacitate an entire party. If a pony were to walk on a field covered with these plants, she becomes subjected to the powerful pollen the plants produce. If exposed to the pollen, she must make a Constitution saving throw (Difficulty: 14) or else fall asleep. Once asleep, roll three 6-sided dice and the number rolled will indicate how many minutes the pony will remain asleep. The pony can be prodded awake prematurely like one would with any ordinary sleeping individual, but only after moving the victim away from the flowers.
- Mandrake: This is a type of root plant from the nightshade family, but it has powerful magical properties. If dug up from the ground, the mandrake will emit a powerful scream. All those who are within 50 feet of the mandrake must make a Constitution saving throw (Difficulty 20) to survive the scream. Fail the roll and the victim's HP drops to 0 and the victim falls unconscious as she's slowly dying. See section on Death and Dying under the Combat chapter for details. A common defense against a mandrake's scream is to cast a Silence spell upon the area. Also, those who are deaf or have a Constitution score of 0 are immune to the mandrake's scream. The scream only lasts for one round and then the mandrake is safe to transport and can be later manufactured into a deadly poison. Mandrake has a market price of 625 bits.
- Mega Rafflesia: This aptly named plant will often grow to 10 square feet in size. Characterized by its nauseating smell, this plant uses its noxious odor to both lure flowering insects to it and to repel threats. Those who come within 50 feet of the plant must make a Constitution saving throw (Difficulty: 15) or suffer one 6-sided dice of damage. Wearing a gas mask will provide a +4 bonus to Constitution saving throws. This power has no effect on the undead, constructs, oozes, or any creatures with a Constitution score of 0.
- Moving Moon Morel: Although not technically dangerous, these mushrooms can be hard to find if one were to lose sight of them. They look like ordinary mushrooms and are safe to eat like mushrooms, however, on the night of a full moon, the mushrooms automatically teleport to a new location, reappearing onto any solid ground miles away in any random direction. There, they will remain until the next full moon. If you attempt to harvest moving moon morels, be quick about selling or eating them because unless the mushrooms are destroyed or eaten,

- they will teleport to a random location by the next full moon, even after they've been picked and cooked. One pound of moving moon morels costs 2 bits.
- Poison Joke: This strange blue plant has an odd habit of pulling pranks upon those who come in contact with it. Any time some pony touches a field of poison joke, she must make a Constitution saving throw (Difficulty: 20) or else contract the effects of this plant. To see what the plant does to the victim, make a Percentage Roll and whichever number comes up will determine what effect the plant has on the victim. The effects go away after a while (one 6-sided dice roll in days), but can be cured with antidotal herbs and a successful Heal roll (Difficulty: 20). Creatures with the Construct Attributes or the Incorporeal traits are immune to poison joke
 - % Roll 1-5 Swollen Tongue: The victim's tongue swells in size, making it impossible for her to talk.
 - % Roll 6-10 Deep Voice: The victim's voice noticeably changes, incurring a -4 penalty to Bluff, Charm, and Performance rolls.
 - % Roll 11-15 Fat Pony: The victim gets too big and heavy, disabling the victim's ability to gallop and forcing her to move only at her base speed.
 - % Roll 16-20 Crazy Mane: The victim's hair becomes long and messy, incurring a -4 penalty to Perception (when using vision) and Agility rolls.
 - % Roll 21-25 Oversized Hooves: The victim's hooves grow large and misshapen, incurring a -4 penalty to Stealth rolls.
 - % Roll 26-30 Backwards Legs: The victim's legs are flipped backwards, forcing the victim to walk backwards. To walk forwards, the victim must make an Agility roll every 10 feet or else trip and fall (Difficulty: 12 to trot, 16 to gallop).
 - % Roll 31-35 Technicolor Coat: The victim's coat is covered in bright pink and yellow stripes, giving her a -4 penalty to Hide and Disguise rolls.
 - % Roll 36-40 Itchy Body: The victim will suddenly feel itchy all over, forcing her to constantly scratch herself and causing a -4 penalty to Mentation rolls and Concentration skill rolls.
 - % Roll 41-45 Sticky Hooves: The victim's hooves become very sticky, forcing her to stick to the floor and causing objects to stick to anything she touches. If she sticks to something, it requires a Strength roll (Difficulty: 15) to pry her off. The victim would have to make this Strength roll every 10 feet she trots.
 - % Roll 46-50 Prism Vision: The victim can only see in prismatic vision, giving her a -6 penalty to Perception rolls when attempting to see.
 - % Roll 51-55 Cluck Like a Chicken: The victim will experience a compulsive need to walk on her hind legs, flap her front legs or arms like wings, and cluck and crow like a rooster. Her mane will also stick up into a Mohawk that looks like a comb of a rooster to complete the image. Although she can still trot and gallop, she cannot talk, fight, cast spells, or perform any skills.
 - % Roll 56-60 Change Sex: The victim automatically changes sex from male to female or visa versa. Aside from changing his/her body and

appearance, this can also affect the victim's ability to use the Charm skill. See skill description for details.

- % Roll 61-65 Inflate: The victim's body blows up like a balloon (any clothes and armor she is wearing will magically inflate with her) and the victim flies off into the sky. If the victim can fly, she can steer herself as she's ascending (at her base speed only), but she cannot fly downward by herself. She will continue to float up into the sky where she'll remain suspended amongst the clouds until her poison joke wears off or is treated. Other flying creatures and the wind can move the inflated victim. It is possible to weigh the victim to the ground by tying her to a heavy object. The victim gets a -8 penalty to all Strength and Agility rolls while inflated.
- % Roll 66-70 Bad Luck: A curse mark appears on the victim's forehead. The victim gets a -4 penalty to all saving throws, skill rolls, Aptitude rolls, and attack rolls while the mark is in place.
- % Roll 71-75 Dry Body: The victim's body becomes so dry that she becomes hard and stiff, paralyzing her. See section on Paralysis under the Hazards chapter for details. The victim can only move when she is doused or placed in water. While out of water, it takes 30 seconds (5 rounds) before the victim dries and becomes paralyzed again.
- % Roll 76-80 Weighted Tail: The victim's tail becomes a lead weight that weighs down the victim causing her to be heavy and encumber the same restrictions as carrying a heavy load. See section on Moving Medium and Heavy Loads under the Weights and Measurements chapter for details. If the victim doesn't have a tail, then she magically grows one and the tail vanishes once the poison joke is cured.
- % Roll 81-85 Teleportation: Every time the victim leaves the spot where she first got infected with the poison joke, she'll automatically teleport back to that same spot after a certain amount of time passes. The GM must roll one 4-sided dice and the number rolled determines how long in minutes until the victim teleports back to the plants. This teleportation will occur regardless of how far away the victim is and whether or not she's indoors.
- % Roll 86-90 Grow Poison Joke: Poison joke sprouts from all over the victim's body. Any pony who makes physical contact with the victim will have to roll a Constitution saving throw to resist the effects of the poison joke.
- % Roll 91-95 Becoming Human: The victim changes into a human. In her new body, she loses all of her traits and the only trait she'll have will be Fisticuffs (causes one 4-sided dice plus Strength of damage). Large creatures shrink down (or grow in the case of small creatures) to a size that fits a 5 cubic feet area.
- % Roll 95-100 Miscellany: This effect's consequences vary depending on the type of victim. To a victim with the Spell Casting trait, her horn or other spell-casting appendage becomes soft and wobbly, disabling her magic. To a victim with the Flight trait, her wings become misshapen, disabling her ability to fly. And to any other victim, she shrinks in size,

incurring a -8 penalty to Strength rolls, and reducing her size to 2.5 cubic feet and her reach to 0 feet.

- Snare Vines: These trees tend to have long vines that dangle down to the ground. To a casual observer, they seem like ordinary vines, but with a successful Perception roll (Difficulty: 15), she would notice that the vines are tied in knots. If a pony gets under the tree, the vines spring to life and wrap themselves around the pony and around her neck, suffocating her. The pony must break free of the vines or else die of asphyxiation. To avoid getting caught in the snare vine and escaping it requires an Escape Artist roll and breaking the vine requires a Strength roll (Difficulty: 20 for both rolls).
- Zap Apple Trees: These trees follow a strange and complex series of rituals every time the zap apples are ready to grow their apples. To signal the approach of a zap apple harvest, first comes the howl of timber wolves, then leaves appear, followed by the appearance of crows and flowers, then a meteor shower appears before the day comes when the apples are ripe and ready for picking. When dormant, zap apple trees are harmless, but when their apples are about to appear, the trees themselves are highly electrified and any pony who touches them will sustain one 6-sided dice of electrical damage. The only safe time to pick a zap apple is when it is fully ripe (as indicated by its rainbow color), but the apples will disappear after one day so pick them quickly. Zap apple trees can only be found in the Everfree Forest and on Sweet Apple Acres.

Poison

Although different poisons have different Difficulty levels to resist and can cause different amounts of damage, they all work the same. If a pony gets poison in her system (regardless of the method), she must make a Constitution saving throw to resist it. If she fails, she takes damage. By the next round, she must succeed the next Constitution saving throw or sustain more damage. This process continues every round until the pony dies or finally succeeds at a Constitution roll to overcome the poison. All poisons can be treated with a Healing skill and antidotal herbs. Poison has no effect on constructs, the undead, oozes, or anything else that doesn't have a Constitution score.

- Chimera Poison: Difficulty of 17 for the victim to physically resist. Difficulty of 19 to cure with a Healing roll and antidotal herbs. *Cost*: 750 bits per quart, *Damage*: one 6-sided dice of damage.
- Elixir of Death: Difficulty of 26 for the victim to physically resist. Difficulty of 30 to cure with a Healing roll and antidotal herbs. *Cost*: 6,500 bits per quart, *Damage*: one 12-sided dice of damage.
- Mandrake Extract: Difficulty of 23 for the victim to physically resist. Difficulty of 26 to cure with a Healing roll and antidotal herbs. *Cost*: 2,500 bits per quart, *Damage*: one 10-sided dice of damage.
- Manticore Poison: Difficulty of 15 for the victim to physically resist. Difficulty of 16 to cure with a Healing roll and antidotal herbs. *Cost*: 500 bits per quart, *Damage*: one 6-sided dice of damage.
- Nightshade Extract: Difficulty of 20 for the victim to physically resist. Difficulty of 23 to cure with a Healing roll and antidotal herbs. *Cost*: 1,800 bits per quart, *Damage*: one 8-sided dice of damage.

- Toadstool Extract: Difficulty of 10 for the victim to physically resist. Difficulty of 10 to cure with a Healing roll and antidotal herbs. *Cost*: 90 bits per quart, *Damage*: one 4-sided dice of damage.

To place poison onto any kind of bladed weapon, the pony must make a successful Apply Poison skill roll.

Sandstorms

In vast deserts, strong winds can kick up clouds of sands. All those within a sandstorm cannot see further than 25 feet away and they receive a -4 penalty to Perception rolls whenever it is used to see, hear, or smell. Sand can get into any crack and any container that is not air tight, caking and contaminating anything inside.

Slippery Surfaces

If a pony stands on ice, steep ledges, grease, marbles, or any other kind of slippery surface, she must make an Agility roll (Difficulty 15) or else fall over. To get up, the pony must spend another full-round action and succeed at the next Agility roll or else fall over again. If she tries to walk across the surface, she must make an Agility roll every two rounds (Difficulty 15 + 1 for every 5 feet per round the pony is walking) or else fall over.

Starvation/Dehydration

A pony can last for one day per Constitution score without food. With every day afterward, the pony suffers one point of Constitution loss. This loss will continue each day gone without food until the pony gets sufficient nutrition or dies from starvation. With dehydration, it also takes affect after one day per Constitution score without water, but rather than causing Constitution score loss, it instead causes hyperthermia (see section on Hot Weather under the Hazards section). Starvation/Dehydration only affects creatures who need food and water to survive. Constructs, the undead, or anything else that doesn't have a Constitution score can't suffer from starvation or dehydration.

Suffocation

When drowning in a substance the subject can't breath or deprived of oxygen, suffocation works the same way. A pony can only hold her breath for about 10 rounds plus one round per Constitution score. After that, the pony must make a Constitution roll every round (Difficulty: 14 + 1 per round passed out). If she fails a roll, the pony falls unconscious for one round per Constitution score, and if she is not resuscitated before that time allotted, she dies. While unconscious, the pony can only be saved from suffocation if brought to the surface of the water and resuscitated. To resuscitate, the pony must use the Healing skill (Difficulty: 25). Suffocation only affects creatures who need air to survive. Constructs, the undead, oozes, or anything else that doesn't have a Constitution score can't suffocate.

Traps

All traps can be built or disabled with the Mechanics skill, including ones that are magical in nature, and to see a trap requires a Perception roll. If some pony tries to disable a trap with a Mechanics roll and the roll fails by 10 or under, then the trap is set

off, potentially hitting the pony in the process. All traps require a trigger of some kind, usually by requiring the character to stand, walk on, or move something to activate it.

Reset Trap: Most traps have some means of being reset so they can be used again.

- None: Once the trap is sprung, it cannot be reset unless it is completely rebuilt.
- Manual: The trap has to be manually set up, meaning blades have to be put back into place, trap doors have to be latched, and arrows, darts, and spells need to be reloaded.
- Automatic: Once the trap has sprung, the trap will automatically reset itself eventually.

Bypass: As an option, the builder can design a bypass switch to disable the trap so that some pony may pass through it safely. Bypass options include:

- Lock: Can be turned with a key or a Lock Picking skill roll (Difficulty 30). Adds a 3 to the Difficulty to build the trap.
- Hidden Switch: Can be found with a Perception roll (Difficulty 25). Adds a 1 to the Difficulty to build the trap.
- Hidden Lock: Requires a Perception roll (Difficulty 25) to be found and a key or a Lock Picking skill roll (Difficulty 30) to be opened. Adds a 5 to the Difficulty to build the trap.

The following is a list of various traps to choose from.

- Arrow: Once triggered, one to five arrows are fired. *Damage:* one 6-sided dice per arrow (+15 attack bonus), *Perception Difficulty:* 20, *Disable Difficulty:* 20, *Reset:* manual, *Build Difficulty:* 18 + 2 per arrow, *Cost:* 1,000 bits.
- Cold: A cone of freezing cold is spewed out onto an area 20 cubic feet in size. Making a successful Agility saving throw divides the damage in half (Difficulty 15). *Damage:* three 6-sided dice, *Perception Difficulty:* 25, *Disable Difficulty:* 25, *Reset:* manual, *Build Difficulty:* 20, *Cost:* 5,000 bits, *Magic Spell Required:* Cryokinesis.
- Crushing Walls: Once triggered, a sliding door blocks the exit and a wall or ceiling moves over to crush its victims trapped in the room. The wall moves 5 feet per round. Once it closes on the characters, they sustain ten 6-sided dice of damage as they are crushed to death. After one minute, the wall slides back into place and the sliding door opens again. *Perception Difficulty:* 34, *Disable Difficulty:* 34, *Reset:* automatic, *Build Difficulty:* 35, *Cost:* 20,000 bits.
- Electricity: Bolts of electricity arc out 30 feet away, electrocuting all within its line of fire. Making a successful Agility saving throw divides the damage in half (Difficulty 20). *Damage:* six 6-sided dice, *Perception Difficulty:* 25, *Disable Difficulty:* 25, *Reset:* manual, *Build Difficulty:* 25, *Cost:* 9,000 bits, *Magic Spell Required:* Electrokinisis.
- Falling Rocks: Once triggered, heavy objects (usually rocks) fall on the victim's head if she fails her Agility roll (Difficulty: 25). *Damage:* six 6-sided dice, *Perception Difficulty:* 30, *Disable Difficulty:* 20, *Reset:* none, *Build Difficulty:* 30, *Cost:* 15,000 bits.

- Fire: A cone of flames is spewed out onto the area 20 cubic feet in size. Making a successful Agility roll divides the damage in half (Difficulty 15). *Damage*: three 6-sided dice, *Perception Difficulty*: 25, *Disable Difficulty*: 25, *Reset*: manual, *Build Difficulty*: 20, *Cost*: 5,000 bits, *Magic Spell Required*: Pyrokinesis.
- Flooding Room: Once triggered, a sliding door blocks the exit and the room fills with water, drowning its victims. The water level rises at 5 feet per round. *Perception Difficulty*: 30, *Disable Difficulty*: 20, *Reset*: none, *Build Difficulty*: 25, *Cost*: 6,000 bits.
- Gas: Gases come in three varieties: poison, sleep, and paralysis. When a pony breaths in the gas, the pony will either get one 6-sided dice of damage, fall asleep for 10 minutes, or be paralyzed for 10 minutes, losing their Agility bonus to AC. To resist the effects of the gas, the pony must make a Constitution saving throw (Difficulty: 17). *Perception Difficulty*: 20, *Disable Difficulty*: 20, *Reset*: manual, *Build Difficulty*: 20, *Cost*: 1,000 bits.
- Light: This trap creates a bright light that can cause permanent blindness to those who don't win their Constitution saving throw (Difficulty 15). See section on Blindness/Deafness under the Hazards chapter for details. Targets an area 10 cubic feet in size. *Perception Difficulty*: 25, *Disable Difficulty*: 20, *Reset*: manual, *Build Difficulty*: 25, *Cost*: 8,000 bits, *Magic Spell Required*: Photokinesis.
- Net or Snare: Once triggered, the pony is either caught in a rope or a 5 square foot net. Once a target gets within range, the snare is sprung and holds its opponent in place. While bound, the target loses her Agility bonus to AC and incurs a -4 penalty to attack rolls. To avoid getting caught in the trap and escaping the trap requires an Escape Artist roll (Difficulty 20) and breaking the snare requires a Strength roll (Difficulty 23). See section on Breaking Objects and Bones under the Combat chapter for details. *Perception Difficulty*: 20, *Disable Difficulty*: 20, *Reset*: manual, *Build Difficulty*: 20, *Cost*: 5 bits.
- Noise: This trap creates a loud noise that can cause permanent deafness to those who don't win their Constitution saving throw (Difficulty 15). See section on Blindness/Deafness under the Hazards chapter for details. Targets an area 10 cubic feet in size. *Perception Difficulty*: 25, *Disable Difficulty*: 20, *Reset*: manual, *Build Difficulty*: 25, *Cost*: 8,000 bits, *Magic Spell Required*: Audiokinesis.
- Poison Needle: Once triggered, the victim is struck with flying needles that inject poison. *Damage*: (+15 attack bonus) See section on Poison under the Hazards chapter for a list of poisons. *Perception Difficulty*: 20, *Disable Difficulty*: 20, *Reset*: manual, *Build Difficulty*: 20, *Cost*: 1,000 bits.
- Portcullis: A heavy barrier falls over the doorframe, preventing escape. If there is any pony who is under the portcullis, they must make an Agility roll (Difficulty: 15) to escape getting crushed. Those who are unfortunate enough to wind up under the portcullis will be trapped under the weight of the portcullis and take two 6-sided dice of damage upon impact. Escaping from under the portcullis requires a Strength roll (Difficulty: 20). *Perception Difficulty*: 25, *Disable Difficulty*: 20, *Reset*: manual, *Build Difficulty*: 20, *Cost*: 3,000 bits.
- Trap Door: Once triggered, the victim falls through if they fail their Agility saving throw (Difficulty: 25). If there are other hazards at the bottom of the pit (acid,

- spikes, etc.) add to the damage in addition to falling damage. *Damage*: See Falling/Collisions under hazards, *Perception Difficulty*: 20, *Disable Difficulty*: 20, *Reset*: manual, *Build Difficulty*: 20, *Cost*: 1,000 bits.
- Wall Scythe: A huge blade swings out of the wall to slice the intruder in half. The blade slides back into place the next round. *Damage*: two 8-sided dice (+20 attack bonus), *Perception Difficulty*: 25, *Disable Difficulty*: 25, *Reset*: automatic, *Build Difficulty*: 25, *Cost*: 9,000 bits

Water Hazards

Characters without a boat and who can't swim or fly may find water to be an obstacle to block their way. Wading in shallow water as well as swimming across deeper water requires no Swim roll so long as the water is still. However, moving across running water requires a Swim roll (Difficulty: 10 [calm water], 20 [rapids], or 30 [stormy current or whirlpool]). If she succeeds, then she swims from one point to another safely. If a pony fails, then she is swept down the current, taking one 6-sided dice of damage and moving in the direction of the current as the water's base speed (typically 20 feet per round) or sucked down into the whirlpool. In either case, the pony must make another Swim roll (Difficulty: 30) to get to the surface and regain control. While pulled underwater, she is at risk of suffocation. In cold climates, water could be dangerously cold and can cause hypothermia. Near volcanic regions, water can be dangerously hot and can cause burn damage and hyperthermia. See sections on Suffocation, Heat Hazards, and Cold Hazards under the Hazards section for details.

By far the most destructive and dangerous water hazards are the tsunamis, which are huge waves that can level entire seaside towns. Underwater earthquakes, landslides, volcanic explosions, and asteroid impacts are common triggers of tsunamis. How far a tsunami can travel is dependent on the size of the tsunami and the slope of the shore, sending a wave between 100 feet to over a mile over land. A single wave can obliterate small and poorly fortified buildings and cause flood damage for more thoroughly fortified buildings as well as kill any inhabitants that are caught in the wave. The extent of the damage is left to the discretion of the GM. Tsunamis typically drags the destruction into the ocean. All creatures that are caught in the wave must make a Swim roll (Difficulty 30) or else get swept out to sea. Roll six 6-sided dice and multiply by 10 feet to determine how far out to sea the victim is dragged. Those caught in a collapsing building will take damage and will be trapped under the debris. See section on Landslides, Avalanches, and Cave-Ins above for details.

Weather

Like many of the natural phenomena in Equestria, the weather is controlled by the pegasi and the weather effects the PC's can encounter is often scheduled and announced to the public (unless the pegasi have some kind of animosity toward the earth ponies and unicorns below or other problems occur). However, places where there are no pegasi to control the weather (such as outside of Equestria) tend to operate independently and can change quite suddenly, especially in moist climates.

On calm days, weather is never a problem, but sometimes, pegasi can bring about really destructive weather that can be a hindrance to the party. Normally it's due to accidents or for benign reasons such as catching up on a late rainstorm schedule, although sometimes pegasi would use weather as a tactical advantage.

- Fog: Whether it is by a cloud, smoke, dust, or other means, fog can cover an entire area and prevent a character from seeing beyond 5 feet away. All objects beyond become obscured and hard to see. When attacking an opponent with a range weapon beyond 5 feet away, the attacker gets a -4 penalty to attack rolls. The -4 penalty also applies to Perception rolls (when it comes to seeing the object in the cloud) to objects and creatures beyond 5 feet
- Lightning: During an electrical storm, roll one 10-sided dice and the result will be the time in which the next lightning strike will occur in minutes. Lightning will strike the object closest to the clouds, and those above the clouds are unaffected. Once struck, the character takes two 10-sided dice of damage.
- Precipitation: Rain, snow, sleet, and hail have similar effects depending on the severity.
 - Light: Small fires will be extinguished.
 - Moderate: Small fires will be extinguished. Upon all characters in the rain, they get -2 penalty to ranged weapon attack rolls, Perception, and Perception rolls.
 - Strong: Large fires will be extinguished. Upon all characters in the rain, they get -4 penalty to ranged weapon attack rolls, Perception, and Perception rolls.
 - Storm: All fires will be extinguished. Upon all characters in the rain, they get -8 penalty to ranged weapon attack rolls, Perception, and Perception rolls. Storms also incur the penalties associated with strong wind.
- Wind: Wind can impair the attack rolls of range weapons and potentially blow a pony off her hooves depending on the force of the wind. Creatures that are in flight are more vulnerable to strong winds than those who are standing on solid ground. Those who successfully roll their Aerobatics roll will be able to move freely for as long as the wind lasts. Those who fail their Aerobatics rolls are blown away in the direction and approximate speed of the wind, completely at the mercy of the wind. Those who are on land can use a Strength roll to resist the winds. Ships and boats are also vulnerable to strong winds since a windstorm could capsize even a large ship. To prevent a ship from capsizing, the ship uses the captain's Sailing skill roll, using the same Difficulty for land-based creatures.
 - Light: *Speed*: 0-12 mph (5 ft per round), *Range Weapon Penalty*: None, *Strength Roll (Land)*: None, *Aerobatics Roll (Flight)*: None.
 - Moderate: *Speed*: 13-21 mph (10 ft per round), *Range Weapon Penalty*: None, *Strength Roll (Land)*: None, *Aerobatics Roll (Flight)*: None.
 - Strong: *Speed*: 22-36 mph (15 ft per round), *Range Weapon Penalty*: -2, *Strength Roll (Land)*: None, *Aerobatics Roll (Flight)*: 10.
 - Severe: *Speed*: 37-54 mph (20 ft per round), *Range Weapon Penalty*: -4, *Strength Roll (Land)*: 10, *Aerobatics Roll (Flight)*: 15.

- Windstorm: *Speed*: 55-63 mph (25 ft per round), *Range Weapon Penalty*: -8, *Strength Roll (Land)*: 15, *Aerobatics Roll (Flight)*: 20.
- Hurricane: *Speed*: 64-73 mph (30 ft per round), *Range Weapon Penalty*: Impossible, *Strength Roll (Land)*: 20, *Aerobatics Roll (Flight)*: 25.
- Tornado: *Speed*: 74+ mph (35 ft per round), *Range Weapon Penalty*: Impossible, *Strength Roll (Land)*: 25, *Aerobatics Roll (Flight)*: 35. Unlike other kinds of wind, tornados are funnels of swirling air and those who fail their Strength or Aerobatics rolls are actually blown toward the tornado rather than away. Tornados can stand in one spot or move 10 feet per round in any direction the pegasus who created it designates.

Volcanoes

The simple rumble of an earthquake and noticeable rises in geological heat could potentially herald an erupting volcano. When a volcano erupts, there are several different hazards that can occur.

Lava: From the mouth of an exploding volcano, molten hot lava can engulf all who are caught in it. The lava acts like a landslide (see section on Landslides, Avalanches, and Cave-Ins) except it can set objects and creatures on fire (see section on Fire). Creatures that are unharmed by fire are immune to the damage from lava, but all who are caught in the slide zone must still make an Agility saving throw to avoid getting swept down into the bury zone. Freeing one's self from the lava in the bury zone requires a Swim roll (Difficulty 20).

Lava Bombs: Sometimes, large chunks of molten lava can fly out from a volcano and cool into a solid rock as it comes falling down. The rock will hit an area designated by the GM and explode in a 60 feet diameter blast zone. All within it must make an Agility saving throw (Difficulty 15) or else take four 6-sided dice of damage. Creatures that have cover or heavy armor gets a +2 bonus to their saving throws. There can also be even more powerful lava bombs that can deal twelve 6-sided dice of damage.

Poisonous Gas: Volcanoes can spew out clouds of poisonous gas that can be up to 50 feet high and hangs low to the ground. Those who breath the gas must win a Constitution saving throw (Difficulty 15 plus 1 per previous saving throw) or else suffer one 4-sided dice of Constitution Aptitude score loss. See section on Aptitude Score Loss for details.) The poison gas can be redirected with a strong wind or with barriers so long as the gas has somewhere to go.

MONSTERS

The word "monster," for the purposes of this game, simply is a catchall term for any creatures that are not ponies. Of course, that's a bit of a misnomer because this term can also apply to other sentient animals like buffalo and zebra. Monsters can be used as NPC's that the PC's can either interact with or fight. Although many of the creatures on this list were based off of creatures seen on the show, there are some of my own creations here.

Making Monsters: As always, I do encourage the GM to make her own monsters. To make your own monsters, simply follow the guidelines for making a pony, although you can be a little more loose about following the rules such as changing how much HP the monster has, adding more feats, etc.

LIST OF MONSTERS AND RACES

AIR ELEMENTAL

These elementals typically look no different from clouds. However, at will, they can shape their bodies to approximate arms and legs for the sake of picking up objects and attacking. The only clues that they are living thing are the two orbs of gray cloud that are its eyes.

Foal Level Air Elemental

Strength: 2, Constitution: 2, Agility: 5, Cleverness: 2, Intelligence: 2, Mentation: 4.
Level: Foal, HP: 21, AC: 14 (+2 size bonus), Base speed: 20 ft (Gallop 45 ft), Initiative: 9.
Feats: Greater Initiative (+4 Initiative), Adeptness (+4 skill points). Skills/Spells: Aerokinesis 5, Control Weather 4.

Traits:

- Body Slam: An elemental attacks by striking a target with parts of its body, causing one 6-sided dice of bludgeoning damage.
- Flight
- Innate Magic: An air elemental obtains 1 level for the spell Aerokinesis.
- Elemental Attributes: See section on Air Elemental Attributes.
- Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.

Adult Level Air Elemental

Strength: 2, Constitution: 2, Agility: 10, Cleverness: 4, Intelligence: 4, Mentation: 6.
Level: Adult, HP: 45, AC: 17, Base speed: 40 ft (Gallop 90 ft), Initiative: 14. Feats: Greater Initiative (+4 Initiative), Swift Hooves (+10 feet base speed), Adeptness [x2] (+8 skill points). Skills/Spells: Aerokinesis 9, Control Weather 8.

Traits:

- Body Slam: An elemental attacks by striking a target with parts of its body, causing one 8-sided dice of bludgeoning damage.
- Flight
- Innate Magic: An air elemental obtains 1 level for the spell Aerokinesis.
- Elemental Attributes: See section on Air Elemental Attributes.

Alicorn Level Air Elemental

Strength: 3, Constitution: 3, Agility: 15, Cleverness: 6, Intelligence: 7, Mentation: 10.
Level: Alicorn, HP: 80, AC: 21 (-2 size penalty), Base speed: 50 ft (Gallop 125 ft), Initiative: 19. Feats: Greater Initiative (+4 Initiative), Swift Hooves (+10 feet base speed), Adeptness [x4] (+16 skill points). Skills/Spells: Aerokinesis 17, Control Weather 16.

Traits:

- Body Slam: An elemental attacks by striking a target with parts of its body, causing one 10-sided dice of bludgeoning damage.

- Flight
- Innate Magic: An air elemental obtains 1 level for the spell Aerokinesis.
- Elemental Attributes: See section on Air Elemental Attributes.
- Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

AUTOMATON

These constructs are made of a clear and hard plastic, and come in three varieties: earth pony, pegasus, and unicorn. Each type is shaped like the type of pony they represent. To create one, use the Automaton spell.

Earth Pony Automaton

Strength: 10, Constitution: 0, Agility: 6, Cleverness: 0, Intelligence: 0, Mentation: 4.
Level: Adult, HP: 35, AC: 19 (+8 natural armor), Base speed: 20 ft (Gallop 50 ft),
Initiative: 6. Feats: None. Skills/Spells: Grapple 8.

Traits:

- Equine Combat
- Natural Armor: +8 to armor class.
- Damage Reduction: Because an automaton has a Constitution score of 0, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.
- Construct Attributes

Pegasus Automaton

Strength: 6, Constitution: 0, Agility: 10, Cleverness: 0, Intelligence: 0, Mentation: 4.
Level: Adult, HP: 35, AC: 23 (+8 natural armor), Base speed: 30 ft (Gallop 80 ft),
Initiative: 10. Feats: None. Skills/Spells: Weather Control 8.

Traits:

- Equine Combat
- Carriage Levitation
- Flight
- Natural Armor: +8 to armor class.
- Damage Reduction: Because an automaton has a Constitution score of 0, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.
- Construct Attributes

Unicorn Automaton

Strength: 4, Constitution: 0, Agility: 6, Cleverness: 0, Intelligence: 0, Mentation: 10.
Level: Adult, HP: 35, AC: 19 (+8 natural armor), Base speed: 20 ft (Gallop 50 ft),
Initiative: 6. Feats: None. Skills/Spells: Petrify 2, Recovery 3, Teleportation 3.

Traits:

- Equine Combat
- Spell Casting

- Telekinesis
- Natural Armor: +8 to armor class.
- Damage Reduction: Because an automaton has a Constitution score of 0, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.
- Construct Attributes

BANSHEE

Mares who died horrible deaths can sometimes come back as angry and vengeful spirits who attack the living with their haunting screams.

Strength: 2, Constitution: 0, Agility: 9, Cleverness: 1, Intelligence: 1, Mentation: 10.
Level: Adult, HP: 35, AC: 14, Base speed: 30 ft (Gallop 75 ft), Initiative: 9. Feats: None.
Skills/Spells: None.

Traits:

- Sonic Scream: One 6-sided dice plus Agility of damage.
- Incorporeal
- Levitation
- Invisibility
- Telekinesis: All banshees can use telekinesis like unicorns can regardless of their species in life.
- Fearsome Presence: Difficulty 13 to resist. See description under List of Traits for details.
- Paralyzing Touch: As a standard action, a banshee can touch a corporeal target, and the target must make a Constitution roll (Difficulty 15) or else become paralyzed. Roll one 4-sided dice to determine how long the paralysis lasts in rounds. See section on Paralysis under Hazards for details.
- Undead Attributes

BUFFALO

The buffalo live in nomadic tribes in the deserts on the outskirts of Equestria. They're normally indifferent toward ponies, but give them a slice of apple pie and you might win their hearts. Episode Appearance: Over a Barrel.

Strength: 6, Constitution: 6, Agility: 6, Cleverness: 2, Intelligence: 5, Mentation: 4.
Level: Adult, HP: 83, AC: 19 (+2 armor class), Base speed: 30 ft (Gallop 35 ft), Initiative: 6. Feats: Heat Tolerance, Archery, Throwing Weapon Proficiency, Athletic, Swift Hooves (+10 feet base speed). Skills/Spells: Wilderness Survival 5, Navigation 2, Intuit Direction 1, Art 4.

Traits:

- Equine Combat
- Head-Butt: The horns and skull of a buffalo are quite strong, enabling them to deal one 8-sided dice of damage. When charging, a buffalo can deal one 10-sided dice of damage.

- Bonus HP: Adult buffalo get +8 bonus to HP while their calves get only +4 bonus to HP.
- Bonus Feat: Heat Tolerance
- Skill Specialty

Items:

- Padded Armor:** +2 bonus to Armor Class.
- Long Bow:** Range of 10 feet per Agility score, Damage: one 8-sided dice plus Agility of damage, Bonus to Attack rolls: +6. One quiver with 20 arrows.
- 5 Spears:** Range is 10 feet per Agility score, it causes one 8-sided dice plus Agility of damage, and bonus to attack rolls is +4.
- Boomerang:** Range is 10 feet per Agility score, it causes one 6-sided dice plus Agility of damage, and bonus to attack rolls is +2 with the Throwing Weapon Proficiency feat. The boomerang flies back to the user when thrown.
- Saddlebag**

CANCER

A giant crab with an impenetrable armor and a short temper, it is able to crush ponies with its giant claws and has a penchant for taking down ships who sail too close to its shore.

Strength: 11, Constitution: 20, Agility: 1, Cleverness: 3, Intelligence: 3, Mentation: 20. Level: Alicorn, HP: 250, AC: 30 (+6 scale armor, -2 size penalty), Base speed: 10 ft (Gallop 15 ft), Initiative: 5. Feats: Brawny Pony [x5] (+10 Strength), Greater Initiative (+4 Initiative). Skills/Spells: Wilderness Survival 8, Grapple 4, Disarm 4.

Traits:

- Claw Combat: A cancer can attack with its claws, causing one 10-sided dice plus Strength of bludgeoning damage.
- Amphibious
- Shell Armor: +6 to armor class.
- Wild Creature Attributes
- Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

CAPRICORN

A goat from the waist up and a fish from the waist down, a capricorn is a strange thing to find in the sea. When fighting, they will often gore their opponents or possibly try to drown them.

Strength: 8, Constitution: 10, Agility: 16, Cleverness: 3, Intelligence: 5, Mentation: 3. Level: Alicorn, HP: 166, AC: 29 (-2 size penalty), Base speed: 40 ft (Gallop 120 ft), Initiative: 16. Feats: Adeptness (+4 skill points), Athletic Pony [x2] (+4 Agility), Vigor [x2] (+16 HP). Skills/Spells: Wilderness Survival 8, Zoology 8, Sense Magic 6, Perception 10.

Traits:

- Equine Combat: Can attack with fins, tail, and horns for one 10-sided dice plus Strength of bludgeoning damage.
- Amphibious
- Wild Creature Attributes
- Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

CENTAUR

Half man, half horse, these creatures tend to be more tribal and aggressive than ponies, especially to those who invade their forests.

Strength: 3, Constitution: 6, Agility: 7, Cleverness: 4, Intelligence: 2, Mentation: 4.
 Level: Adult, HP: 65, AC: 18, Base speed: 20 ft (Gallop 55 ft), Initiative: 7. Feats: Archery, Far Shot, Multiple Shots. Skills/Spells: Wilderness Survival 5, Navigation 3, Stealth 3, Hide 3, Perception 6.

Traits:

- Equine Combat

Items:

—**Long Bow:** Range of 10 feet per Agility score, Damage: one 8-sided dice plus Agility of damage, Bonus to Attack rolls: +6. One quiver with 20 arrows.

CHANGELING

They mostly existed as a secretive and illusive species until the day their queen launched a full scale take over of Canterlot only to be defeated by Cadance and Shining Armor. Their whereabouts are unknown and with their shape-shifting powers, they could be anywhere. Episode Appearance: A Canterlot Wedding, part 2

Strength: 2, Constitution: 6, Agility: 4, Cleverness: 6, Intelligence: 2, Mentation: 5.
 Level: Adult, HP: 65, AC: 15, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Adeptness [x3] (+12 skill points). Skills/Spells: Bluff 4, Hide 4, Charm 4, Cocoon 2 (details below), Enfeeblement 2, Teleport 2, Spell Echo 2, Linguistics 1 (languages known: Equestrian and Mimic).

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Spell Casting
- Telekinesis
- Transform: As a full-round action, a changeling can transform into any type of four-legged animal just like the Transformation spell and remain in that form for as long as desired. While transformed, almost all of the changeling's traits are replaced with that of the new form, however, they still retain the Transform and Drain Love traits regardless of what form they take on. While transformed, the changeling gets a +10 bonus to Disguise rolls. A changeling cannot transform into any creature with the Ooze Attributes, Construct Attributes, Undead Attributes, or Beast of Tartarus trait. They can only

transform into creatures no larger than 5 cubic feet in size. If she it is ever killed, she reverts back to her primary form.

—Drain Love: As a full-round action, changelings can drain the love of others (which translates into Mentation) at a range of 10 feet per Mentation by invoking loving feelings in his target, whether it be romantic love, familial love, or sexual love. While in disguise, a changeling must first get the attention of his target, and he then rolls a Charm roll against the target's Outwit roll. If the changeling wins, then he manages to inflict one 4-sided dice of Mentation score loss upon the target. If the changeling is disguised as a loved one the target knows and the target is unaware he's a changeling, then the changeling gets a +8 bonus to Charm rolls. This power can be used when the target is aware of the changeling, even during combat, but the changeling gets a -8 penalty to Charm rolls. See section on Aptitude Score Loss under the Hazards chapter.

Spells:

Cocoon

Range: 10 feet per Mentation score

Duration: Instantaneous

Offensive Abilities: Mentation Roll

Target: Only 1 target within range

Rudimentary: As a free action, the caster can open any cocoon (even ones she did not create herself) in order to let out the prisoner inside or to try to force a victim into it. To get a new victim in the cocoon, the caster must first lure or force the target into the cocoon, then force him in with a successful Grapple skill roll against the target's Outmuscle skill roll. It's also possible for some pony else to force the target inside while the caster opens the cocoon. Because the cocoon nullifies magic for all within it, this spell cannot be used by the caster to free herself.

Advanced: The caster can create a green colored cocoon that is 5 cubic feet in size and can hold one creature that is small enough to fit inside. To create the cocoon, the caster can summon the cocoon from any empty space within range. However, if she wishes to try to trap a target inside of the cocoon, she can cast the spell upon one target. If the target fails her Mentation roll, the cocoon materializes around her, trapping her inside. If she wins her Mentation roll, the cocoon is still created, but the target is instead pushed aside to any empty adjacent space the target chooses. The cocoon has an AC of 15 and an HP of 35 and will only be destroyed (and subsequently disintegrates into nothing) once it's HP reaches 0. The cocoon nullifies all spells from within, preventing the prisoner from casting any spells and any pony from casting a spell upon the prisoner. However, the cocoon is designed to allow changelings to use their Drain Love on the prisoner. The cocoon can also be used on inanimate objects that are small enough to fit inside the cocoon.

CHIMERA

This creature looks like a tiger with a goat head coming out of its spine and a snake for a tail. All of which can act together to form a freakish but formidable opponent. Episode Appearance: Somepony to Watch Over Me

Strength: 7, Constitution: 6, Agility: 7, Cleverness: 1, Intelligence: 6, Mentation: 5.
 Level: Adult, HP: 73, AC: 16 (-2 size penalty), Base speed: 20 ft (Gallop 55 ft),
 Initiative: 15. Feats: Improved Claw Combat, Greater Initiative [2x] (+8 Initiative).
 Skills/Spells: Wilderness Survival 8, Perception 10.

Traits:

- Claw and Teeth Combat: One 8-sided dice plus Strength of slashing damage.
- Three Heads: Chimeras are allowed one action per head in one round as if the heads were their own separate entity even though they all share the same stats. Which order the heads take is up to the chimera and can change on a whim during its turn.
- Poison Fang Combat: If the snakehead manages to bite an opponent behind the chimera, it inflicts one 6-sided dice plus Strength of damage. If a pony were to be injured by a snakebite, the pony must make a Constitution roll to resist the poison (Difficulty: 17). If the pony fails, then she is poisoned, causing one 6-sided dice of damage per round poisoned. See section on Poison under the Hazards section.
- Breath Attack, line: Chimeras can expel smoke and fire from the goat's mouth at a range of 10 feet per Agility score, causing one 6-sided dice plus Agility of damage. If struck with the flames, the target must also make an Agility roll (Difficulty: 15) or else she catches on fire. See section on Fire under Hazards for details.
- Acute Sense of Smell
- Snake Charming: The snakehead can be lulled to sleep by listening to flute music. Playing a song that can put the snakehead to sleep requires a Music roll (Difficulty 20). The snakehead will remain asleep for one minute per Cleverness score of the flute player.
- Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

CHUPACABRA

Known as the "goat-sucker," this beast looks like a bipedal lizard with large blood-red eyes and fangs. Although it mostly hunts at night and sucks the blood out of chickens and goats, this creature may sometimes feast on ponies as well, typically overpowering its prey with its telekinetic powers.

Strength: 6, Constitution: 5, Agility: 4, Cleverness: 1, Intelligence: 4, Mentation: 6.
 Level: Adult, HP: 60, AC: 14, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats:
 Extend Telekinesis, Blind Sight, Telekinetic Crush. Skills/Spells: Wilderness Survival 3,
 Grapple 3, Sense Magic 1, Precognition 1.

Traits:

- Claw and Teeth Combat: One 10-sided dice plus Strength of slashing damage.
- Telekinesis
- Acute Sense of Smell
- Fearsome Presence: Difficulty 13 to resist. See description under List of Traits for details.
- Suck Blood: When a chupacabra wants to suck blood, she must first make a successful Grapple roll (except on helpless targets). For every round the chupacabra maintains the grapple, the chupacabra manages to inflict one 4-sided dice roll of Aptitude score loss to the target's Constitution score. If a pony's Constitution drops to 0, the target dies.

COCKATRICE

You may laugh at the idea of a monster with the head of a chicken and the body of a snake, but your laugh will be frozen on your face once you look at this beast in the eye. Episode Appearance: Stare Master.

Strength: 2, Constitution: 4, Agility: 8, Cleverness: 1, Intelligence: 3, Mentation: 7.
Level: Adult, HP: 55, AC: 17, Base speed: 20 ft (Gallop 60 ft), Initiative: 12. Feats: Greater Initiative (+4 Initiative), Athletic Pony (+2 Agility), Improved Claw Combat.
Skills/Spells: Wilderness Survival 4, Stealth 8.

Traits:

- Claw and Beak Combat: One 6-sided dice plus Strength of slashing damage.
- Gaze attack: Works like the spell Petrify at the 5th level, but it is used as a gaze attack. See section on Gaze Attacks under List of Traits.
- Wild Creature Attributes

COW/BULL

These slowwitted but good-natured bovines provide plenty of milk for the ponies of Equestria. Episode Appearance: The Ticket Master.

Strength: 8, Constitution: 8, Agility: 5, Cleverness: 1, Intelligence: 1, Mentation: 1.
Level: Adult, HP: 91, AC: 18, Base speed: 30 ft (Gallop 70 ft), Initiative: 5. Feats: Vigor [x3] (+24 hp), Swift Hooves (+10 ft base speed). Skills/Spells: Perception 8.

Traits:

- Equine Combat
- Head-Butt: The horns and skull of a bull are quite strong, enabling them to deal one 8-sided dice of damage. When charging, a bull can deal one 12-sided dice of damage. Cows do not have horns.
- Bonus HP: Adult cow/bull get +8 bonus to HP while their calves get only +4 bonus to HP.
- Skill Specialty

CROCODILE

Take the fast and powerful crocodile and reinvent it into an earth elemental and you have a massive maw of stone teeth. Hard as stone yet surprisingly agile, this massive beast will pounce and crush its prey with one easy bite. Episode Appearance: Princess Twilight Sparkle Part 2

Strength: 6, Constitution: 6, Agility: 5, Cleverness: 1, Intelligence: 3, Mentation: 4.
Level: Adult, HP: 65, AC: 18 (+4 natural armor, -2 size penalty), Base speed: 20 ft (Gallop 45 ft), Initiative: 9. Feats: Improved Claw Combat, Alertness, Greater Initiative (+4 initiative). Skills/Spells: Wilderness Survival 4, Grapple 4.

Traits:

- Bite: Inflicts two 6-sided dice plus Strength of crushing damage.
- Elemental Attributes: See section on Earth Elemental Attributes.

- Natural Armor: The cragadile's rock hard body gives it a +4 bonus to AC.
- Damage Reduction: Because a cragadile is made of stone and dirt, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.
- Amphibious
- Giant Size: 10 feet x 20 feet x 10 feet with a reach of 10 feet. AC penalty of -2.

DIAMOND DOG

These strange canines live like moles and crave diamonds like bandits. They may not be very bright, but their formidable strength and sharp claws will rend the mightiest of warriors...assuming their stench doesn't knock them out first. Episode Appearance: A Dog and Pony Show.

Strength: 7, Constitution: 7, Agility: 3, Cleverness: 1, Intelligence: 1, Mentation: 1.
Level: Adult, HP: 86, AC: 23 (+8 full plated armor), Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats: Swordplay, Bleeding Critical Hits, Cleave, Blind Sight. Skills/Spells: Gemology 8, Metallurgy 4.

Traits:

- Claw and Teeth Combat: One 6-sided dice plus Strength of slashing damage.
- Acute Sense of Smell
- Bonus Feat: Blind Sight
- Bonus HP: Adult diamond dogs get +8 bonus to HP while their pups get only +4 bonus to HP.

Items:

- Diamond Dog Full Plated Armor:** Most diamond dogs wear metal plated armor specially made for diamond dogs. Cost: 1,500 bits, AC Bonus: +8, Agility Roll Penalty: -6, Max. Agility Bonus to AC: 2.
- Short Sword:** +4 attack bonus, one 8-sided dice plus Strength of damage.

DONKEY

You will never find an animal more stubborn than a cranky donkey. Episode Appearance: Cranky Doodle Donkey and Matilda from A Friend in Deed.

Strength: 6, Constitution: 4, Agility: 7, Cleverness: 3, Intelligence: 4, Mentation: 4.
Level: Adult, HP: 71, AC: 18 (+2 natural armor), Base speed: 20 ft (Gallop 55 ft), Initiative: 11. Feats: Athletic Pony [x2] (+4 Agility), Vigor (+8 HP), Greater Initiative (+4 Initiative), Stave Off Death, Improved Natural Healing. Skills/Spells: Gymnastic 2, Perception 6.

Traits:

- Equine Combat
- Skill Specialty
- Natural Armor: +2 to Armor Class
- Bonus HP: Adult buffalo get +8 bonus to HP while their foals get only +4 bonus to HP.

—Bonus Feats: Stave Off Death and Improved Natural Healing

DRAGON

One of the most powerful and ill-tempered creatures in the world is the mighty dragon. They lounge wherever they want, take what they want, and care little for friendship or family, although, some of the younger dragons can be more friendly. Episode Appearance: Dragon Shy, Owls Well That Ends Well, Dragon Quest, and any episode that features Spike.

Baby Dragon

Strength: 4, Constitution: 4, Agility: 3, Cleverness: 1, Intelligence: 1, Mentation: 3.
Level: Foal, HP: 27, AC: 14 (+2 natural armor), Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats: Improved Claw Combat. Skills/Spells: Gemology 2, Wilderness Survival 2.

Traits:

- Claw and Bite Attack: One 6-sided dice plus Strength of slashing damage.
- Breath Attack, line: Dragons can expel fire from their mouths, blasting a small ball of fire at 5 feet per Agility score, causing one 4-sided dice plus Agility of damage. If struck with the flames, the target must also make an Agility roll (Difficulty: 15) or else she catches on fire. See section on Fire under Hazards for details.
- Fireproof
- Natural Armor: +2 to Armor Class

Adolescent Dragon

Strength: 6, Constitution: 6, Agility: 6, Cleverness: 1, Intelligence: 3, Mentation: 4.
Level: Adult, HP: 68, AC: 21 (+4 natural armor), Base speed: 20 ft (Gallop 50 ft), Initiative: 6. Feats: Improved Claw Combat, Powered Attack, Athletic Pony (+2 Agility). Skills/Spells: Gemology 4, Wilderness Survival 4.

Traits:

- Claw and Bite Attack: One 8-sided dice plus Strength of slashing damage.
- Breath Attack, line: Dragons can expel fire from their mouths that can hit a target at a range of 10 feet per Agility score, causing one 6-sided dice plus Agility of damage. If struck with the flames, the target must also make an Agility roll (Difficulty: 15) or else she catches on fire. See section on Fire under Hazards for details.
- Flight
- Fireproof.
- Natural Armor: +4 to Armor Class

Fully Grown Dragon

Strength: 15, Constitution: 15, Agility: 7, Cleverness: 1, Intelligence: 4, Mentation: 12.
Level: Alicorn, HP: 200, AC: 31 (+6 natural armor, -2 size penalty), Base speed: 20 ft (Gallop 55 ft), Initiative: 15. Feats: Improved Claw Combat, Powered Attack, Greater Initiative [x2] (+8 Initiative), Mystic Pony [x2] (+4 Mentation), Athletic Pony (+2 Agility). Skills/Spells: Gemology 8, Wilderness Survival 10.

Traits:

- Claw and Bite Attack: Two 10-sided dice plus Strength of slashing damage.
- Breath Attack, cone: Dragons can expel fire from their mouths, creating enough fire to cover an area 10 square feet in size and as far away as 10 feet per Agility score, causing two 6-sided dice of damage. Because this is an area attack, all those caught in the flames must beat an Agility roll (Difficulty 15) to take half damage. If struck with the flames, the target must also make an Agility roll (Difficulty: 15) or else she catches on fire. See section on Fire under Hazards for details.
- Flight
- Fireproof
- Natural Armor: +6 to Armor Class
- Swallow Whole
- Giant Size: 40 cubic feet with a reach of 25 feet. AC penalty of -2.

EARTH ELEMENTAL

All earth elementals are essentially beings made of rocks, minerals, crystals, fossils, and sands all molded together in a soft clay. The monster typically looks like a pile of rocks, but when attacking, parts of it can stretch out to act like limbs for grabbing and attacking. Two red gems faceted to the front function as its eyes.

Foal Level Earth Elemental

Strength: 5, Constitution: 5, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 4.
Level: Foal, HP: 38, AC: 15 (Natural Armor +2, +2 size bonus), Base speed: 10 ft (Gallop 15 ft), Initiative: 1. Feats: Stave Off Death, Vigor (+8 HP). Skills/Spells: Terrakinesis 5.

Traits:

- Body Slam: An elemental attacks by striking a target with parts of its body, causing one 6-sided dice of bludgeoning damage.
- Innate Magic: An earth elemental obtains 1 level for the spell Terrakinesis.
- Seismic Sense
- Elemental Attributes: See section on Earth Elemental Attributes.
- Natural Armor: The earth elemental's rock hard body gives it a +2 bonus to AC.
- Damage Reduction: Because an earth elemental is made of stone and dirt, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.
- Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.

Adult Level Earth Elemental

Strength: 8, Constitution: 8, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 6.
Level: Adult, HP: 99, AC: 18 (Natural Armor +4), Base speed: 10 ft (Gallop 15 ft), Initiative: 1. Feats: Stave Off Death, Vigor [x3] (+24 HP). Skills/Spells: Terrakinesis 9.

Traits:

- Body Slam: An elemental attacks by striking a target with parts of its body, causing one 8-sided dice of bludgeoning damage.
- Innate Magic: An earth elemental obtains 1 level for the spell Terrakinesis.

- Seismic Sense
- Elemental Attributes: See section on Earth Elemental Attributes.
- Natural Armor: The earth elemental's rock hard body gives it a +4 bonus to AC.
- Damage Reduction: Because an earth elemental is made of stone and dirt, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.

Alicorn Level Earth Elemental

Strength: 16, Constitution: 16, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 6.
 Level: Alicorn, HP: 210, AC: 26 (Natural Armor +6, -2 size penalty), Base speed: 10 ft (Gallop 15 ft), Initiative: 1. Feats: Stave Off Death, Vigor [x5] (+40 HP). Skills/Spells: Terrakinesis 16.

Traits:

- Body Slam: An elemental attacks by striking a target with parts of its body, causing one 10-sided dice of bludgeoning damage.
- Innate Magic: An earth elemental obtains 1 level for the spell Terrakinesis.
- Seismic Sense
- Elemental Attributes: See section on Earth Elemental Attributes.
- Natural Armor: The earth elemental's rock hard body gives it a +6 bonus to AC.
- Damage Reduction: Because an earth elemental is made of stone and dirt, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.
- Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

FAIRY

These mischievous little creatures look similar to breezies except they are as large as a cat, look noticeably more humanoid in shape, and they can use their antennae to use magic. Fairies are very mischievous creatures who will more likely pull pranks that help others.

Strength: 2, Constitution: 2, Agility: 5, Cleverness: 5, Intelligence: 3, Mentation: 5.
 Level: Foal, HP: 21, AC: 14 (+2 size bonus), Base speed: 20 ft (Gallop 55 ft), Initiative: 5.
 Feats: Spell Pool. Skills/Spells: Pyrokinesis 5, Electrokinetics 5, Cryokinesis 5, Sleep 5, Linguistics (languages known: Fay and Faunal).

Traits:

- Fisticuffs: Causes one 4-sided dice plus Strength of bludgeoning damage.
- Flight
- Spell Casting
- Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.

FIRE ELEMENTAL

These beings are not made of fire. They are fire. Fire elementals typically look humanoid in shape, but they come across as molded flames given a solid shape and two blue

flaming orbs for eyes. They can be found in deserts where there is plenty of sunlight or near active volcanoes where they typically attack any who invade their territory.

Foal Level Fire Elemental

Strength: 5, Constitution: 2, Agility: 4, Cleverness: 1, Intelligence: 1, Mentation: 4.
Level: Foal, HP: 21, AC: 13 (+2 size bonus), Base speed: 10 ft (Gallop 30 ft), Initiative: 4.
Feats: Improved Claw Combat, Adeptness (+4 skill points). Skills/Spells: Pyrokinesis 5, Thermokinesis 5.

Traits:

- Body Slam: An elemental attacks by striking a target with parts of its body, causing one 6-sided dice of bludgeoning damage. Those who are hit by the fire elemental's body slam might catch on fire. See section on Fire under Hazards for details.
- Innate Magic: A fire elemental obtains 1 level for each of the spells Pyrokinesis and Thermokinesis.
- Natural Luminescence: All fire elementals can naturally light up an area up to 5 feet per Mentation level. This light goes out once the monster is killed.
- Elemental Attributes: See section on Fire Elemental Attributes.
- Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.

Adult Level Fire Elemental

Strength: 10, Constitution: 2, Agility: 5, Cleverness: 1, Intelligence: 1, Mentation: 5.
Level: Adult, HP: 45, AC: 12, Base speed: 20 ft (Gallop 45 ft), Initiative: 9. Feats: Improved Claw Combat, Greater Initiative (+4 Initiative), Adeptness [x2] (+8 skill points). Skills/Spells: Pyrokinesis 9, Thermokinesis 9.

Traits:

- Body Slam: An elemental attacks by striking a target with parts of its body, causing one 8-sided dice of bludgeoning damage. Those who are hit by the fire elemental's body slam might catch on fire. See section on Fire under Hazards for details.
- Innate Magic: A fire elemental obtains 1 level for each of the spells Pyrokinesis and Thermokinesis.
- Natural Luminescence: All fire elementals can naturally light up an area up to 5 feet per Mentation level. This light goes out once the monster is killed.
- Elemental Attributes: See section on Fire Elemental Attributes.

Alicorn Level Fire Elemental

Strength: 15, Constitution: 2, Agility: 7, Cleverness: 1, Intelligence: 1, Mentation: 15.
Level: Alicorn, HP: 120, AC: 12 (-2 size penalty), Base speed: 20 ft (Gallop 55 ft), Initiative: 11. Feats: Improved Claw Combat, Greater Initiative (+4 Initiative), Adeptness [x4] (+16 skill points). Skills/Spells: Pyrokinesis 17, Thermokinesis 17.

Traits:

- Body Slam: An elemental attacks by striking a target with parts of its body, causing one 10-sided dice of bludgeoning damage. Those who are hit by the fire elemental's body slam might catch on fire. See section on Fire under Hazards for details.
- Innate Magic: A fire elemental obtains 1 level for each of the spells Pyrokinesis and Thermokinesis.

- Natural Luminescence: All fire elementals can naturally light up an area up to 5 feet per Mentation level. This light goes out once the monster is killed.
- Elemental Attributes: See section on Fire Elemental Attributes.
- Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

FRUIT BAT

After eating all the fruit from a tree, these bats will disguise themselves as the fruit they ate, living inconspicuously in the trees. Episode Appearance: Apple Family Reunion.

Strength: 1, Constitution: 3, Agility: 5, Cleverness: 1, Intelligence: 2, Mentation: 5.
Level: Foal, HP: 24, AC: 13, Base speed: 30 ft (Gallop 55 ft), Initiative: 5. Feats: Swift Hooves (+10 feet base speed). Skills/Spells: Wilderness Survival 1, Navigation 1, Perception 2, Hide 1.

Traits:

- Claw and Teeth Combat: Fruit Bats attack using their teeth and claws, dealing one 4-sided dice plus Strength of slashing damage.
- Flight
- Wild Creature Attributes
- Acute Sense of Smell
- Night Vision
- Fruit Camouflage: All fruit bats resemble one type of fruit, which they can use to disguise themselves. If they're lying on a flat surface unmoving, it gets a +3 bonus to its Hide rolls. If it hides in the trees or bushes where its associated fruit grows (Ex: A lemon bat hiding in a lemon tree), the bat gets a +10 bonus to its Hide rolls. Fruit bats come in various types of fruit such as grape, strawberry, lemon, orange, apple, pear, etc. There are even some who resemble fruit in different regions such as banana bats living in tropical climates and prickly pear bats in desert climates.

GARGOYLE

A gargoyle is a creature that may look like a statue when standing still but in actuality it is a living monster with a hide as hard as rock.

Strength: 10, Constitution: 6, Agility: 4, Cleverness: 1, Intelligence: 1, Mentation: 3.
Level: Adult, HP: 81, AC: 15, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Improved Claw Combat, Vigor [x2] (+16 HP). Skills/Spells: Hide 8.

Traits:

- Claw Combat: Can deal one 6-sided dice plus Strength of slashing damage with its claws and teeth.
- Hold Position: As a free action, a gargoyle can stand perfectly still indefinitely, giving it the appearance of a statue. To see the gargoyle, the pony's Perception roll must overcome the gargoyle's Hide roll, although while using Hold Position, it gets a +10 bonus to its Hide roll.

GELATINOUS SPHERE

Unlike most oozes that are too slow to chase a fleeing opponent, this creature has a unique way of getting around: rolling. Like a boulder made of green slime, it will roll around and chase down its prey as opposed to waiting in ambush.

Strength: 10, Constitution: 0, Agility: 9, Cleverness: 0, Intelligence: 0, Mentation: 6.
Level: Adult, HP: 35, AC: 12 (-2 size penalty), Base speed: 30 ft (Gallop 75 ft),
Initiative: 9. Feats: None. Skills/Spells: Perception 8.

Traits:

— Acid Damage: To attack, a gelatinous sphere must first Grapple its opponent. If the Grapple roll was successful, then for as long as the target is still in the ooze's grasp, she will sustain three 6-sided dice of acid damage. Unlike most grapplers, once a gelatinous sphere has a hold, it does not need to remain in one place as it grapples. It can roll away while the target is trapped inside.

— Seismic Sense

— Blind

— Deaf

— Ooze Attributes

— Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

GENIE

Although they resemble unicorns except with hands and gaseous legs, they are actually ancient beings who wield powerful magic, sometimes used to the service of others, although some are more interested in causing mischief. You can identify a genie by the smoke or fire that seems to dance around their bodies in a light haze.

Strength: 13, Constitution: 13, Agility: 9, Cleverness: 5, Intelligence: 7, Mentation: 16.
Level: Alicorn, HP: 200, AC: 29 (+2 padded armor), Base speed: 30 ft (Gallop 75 ft),
Initiative: 9. Feats: Sword Proficiency, Cleave, Spell Pool, Blinding Critical Hits,
Magical Energy Rays. Skills/Spells: Recovery 10, Wish 20, Concentration 10.

Traits:

— Fisticuffs: Can attack with hands and feet for one 10-sided dice plus Strength of bludgeoning damage.

— Flight

— Spell Casting

— Timelessness

Items

— **Padded armor:** +2 armor class.

— **Great Sword:** Causes one 10-sided dice of damage. Provides +6 attack bonus and x3 damage with a crit.

GHOUL (PONY OF ANY TYPE)

While most zombies are normally just shambling corpses, there are some that develop a thirst for flesh and blood to the point that they mutate into a new creature. Ghouls tend to

resemble drowned corpses with blue, discolored bodies and pearl-white eyeballs. They are often found around cemeteries or crypts, looking for graves to rob to slake its hunger.

Strength: 7, Constitution: 0, Agility: 6, Cleverness: 0, Intelligence: 0, Mentation: 7.
Level: Adult, HP: 35, AC: 11, Base speed: 20 ft (Gallop 50 ft), Initiative: 6. Feats: Greater Initiative (+4 Initiative). Skills/Spells: None.

Traits:

—Equine Combat

—Devour the Dead: A ghoul can regenerate three 6-sided dice of HP from eating one corpse. Eating a whole corpse 5 cubic feet in size normally takes five minutes. A ghoul cannot have more HP than its maximum limit.

—Paralyzing Touch: Any time a character is hit with a short-range attack from a ghoul, she must make a Constitution roll (Difficulty 15) or else become paralyzed. Roll one 4-sided dice to determine how long the paralysis lasts in rounds. See section on Paralysis under Hazards for details.

—Damage Reduction: Because a ghoul has a Constitution score of 0, damage inflicted upon it with a slashing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.

—Flammable

—Undead Attributes

Ghoul Template: All creatures that had a skeleton (meaning oozes, insects, and plants don't apply) and had a Constitution score of 1 or higher can become a ghoul. To remake a creature into a ghoul, follow the instructions below.

- Reduce the creature's Constitution, Intelligence, and Cleverness score to 0. Readjust stats accordingly.
- The creature loses all feats and skill/spell levels he/she had in life, but gains the Greater Initiative feat if he/she didn't already have it in life.
- The creature loses all traits but can still retain any physical combat traits (Equine Combat, Claw and Tooth Combat, Fisticuffs, etc.) they had in life.
- Give it the Damage Reduction, Paralyzing Touch, and Devour the Dead traits as described in the list of traits above.
- Give it the Undead Attributes and Flammable traits.

GHOST (PONY OF ANY TYPE)

Disembodied spirits of the restless dead haunt Equestria, never truly departing into the afterlife.

Strength: 0, Constitution: 0, Agility: 6, Cleverness: 3, Intelligence: 3, Mentation: 8.
Level: Adult, HP: 35, AC: 11, Base speed: 20 ft (Gallop 50 ft), Initiative: 6. Feats: None. Skills/Spells: None.

Traits:

—Incorporeal

—Levitation

- Invisibility
- Telekinesis: All ghosts can use telekinesis like unicorns can regardless of their species in life.
- Undead Attributes

Ghost Template: All creatures that had a Constitution score of 1 or higher can become a ghost. To remake a creature into a ghost, follow the instructions below.

- Reduce the creature's Constitution and Strength scores to 0. Readjust stats accordingly.
- The creature loses all feats, skill/spell levels, and traits he/she had in life.
- Replace all traits with the Incorporeal, Levitation, Invisibility, Telekinesis, and Undead Attributes traits.

GOLEM

A pony-shaped clay statue that has been magically brought to life for the purposes of serving the unicorn or alicorn that made it.

Strength: 10, Constitution: 0, Agility: 1, Cleverness: 0, Intelligence: 0, Mentation: 9.
Level: Adult, HP: 43, AC: 20 (+14 natural armor), Base speed: 10 ft (Gallop 15 ft), Initiative: 1. Feats: None. Skills/Spells: None.

Traits:

- Equine Combat
- Damage Reduction: Because a golem has a Constitution score of 0, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.
- Construct Attributes
- Natural Armor: +14 bonus to armor class
- Bonus HP: All golems get a +8 bonus to HP.
- Fireproof
- Building a Golem: Building a golem requires the Masonry skill, clay, rock, masonry tools, an Animation stone (see List of Magical Stones), and a week of time to work, and the pony must succeed at a Masonry roll (Difficulty: 22) to succeed in building it. If the pony fails the roll, then she must work an additional day to get a retry. All together, a golem costs 88,000 bits to make. To restore a golem's HP, a pony must use the Masonry skill. See section on Medical Treatment for the Non-Living under Combat for details.

GRAY MARE

Lurking in forests and mountain tops to ambush unsuspecting hikers, this strange beast is made of pure psychic energy. Normally it remains invisible, but when it does show itself, a gray mare often looks like a pony-shaped ray of light, which gives the beast the alternate name of "brocken spectre."

Strength: 2, Constitution: 2, Agility: 10, Cleverness: 6, Intelligence: 7, Mentation: 20.
 Level: Alicorn, HP: 70, AC: 17, Base speed: 50 ft (Gallop 100 ft), Initiative: 14. Feats:
 Swift Hooves [x2] (+20 ft base speed), Greater Initiative (+4 Initiative), Blind Sight,
 Telekinetic Crush. Skills/Spells: Grapple 10, Sense Magic 3, Precognition 3.

Traits:

—Psychic Waves: A gray mare can create powerful psychic waves that can inflict one 8-sided dice plus Mentation of damage to both solid and incorporeal targets at a range of 10 feet per Mentation level.

—Incorporeal

—Levitation

—Invisibility

—Telekinesis

—Fearsome Presence: Difficulty 18 to resist. See description under List of Traits for details.

—Telepathic Speech: A gray mare can telepathically talk to its victims in the same way as the rudimentary version of the spell Telepathy as if cast at 20th level.

—Hypnotic Suggestion: This power works like the advanced version of the spell Suggestion as if cast at 10th level. The major difference is that the gray mare can affect a target regardless of what language the target speaks and it can force a target to harm itself. A gray mare will often use this power to force victims to commit suicide or to run away afraid. This hypnosis can be undone with the Dispel spell (Difficulty 25).

GRIFFIN

Proud and determined, the griffins are on par with the pegasi when it comes to dominating the skies. They live in their own kingdom outside of Equestria, but some do make a peaceful living amongst ponies in present day despite the fact that in the days before Equestria, ponies were once a delicacy amongst griffins. Episode Appearance: Gilda from Griffin the Brush Off and Gustave le Grand from MMMystery on the Friendship Express.

Strength: 6, Constitution: 7, Agility: 7, Cleverness: 1, Intelligence: 3, Mentation: 2.
 Level: Adult, HP: 70, AC: 21 (+2 padded armor), Base speed: 40 ft (Gallop 60 ft), Initiative: 7. Feats: Swordplay, Swift Hooves [x2] (+20 ft base speed). Skills/Spells: Aerobatics 4, Control Weather 3, Linguistics 1 (languages known: Equestrian and Griffic).

Traits:

—Clawed Combat: Fight with claws and beak, one 6-sided dice plus Strength of slashing damage.

—Flight

—Carriage Levitation

Items:

—**Padded Armor:** +2 bonus to Armor Class.

—**Long Sword:** Causes one 8-sided dice plus Strength of damage and grants a +5 to attack rolls.

HARPY

A harpy looks like a humanoid woman from the waist up, but has bird wings and a feathered lower body with extra sharp talons. These creatures are frequently violent and deadly, eager to feast on the flesh of ponies.

Strength: 4, Constitution: 4, Agility: 7, Cleverness: 6, Intelligence: 1, Mentation: 3.
 Level: Adult, HP: 55, AC: 16, Base speed: 20 ft (Gallop 55 ft), Initiative: 7. Feats:
 Improved Claw Combat, Archery, Far Shot, Multiple Shots. Skills/Spells: Bluff 4,
 Aerobatics 4, Perception 8.

Traits:

- Claw Combat: Can deal one 6-sided dice plus Strength of slashing damage with its claws and teeth.
- Flight

Items:

- Short Bow:** Causes one 6-sided dice plus Agility of damage. Provides +4 bonus to attack. Range of 10 feet per Agility score. She also has a quiver with 20 arrows.

HIPPOGRIFF

These creatures bare a close resemblance to the pegasi, the main difference being that they don't have Cutie Marks and their faces are more bird-like, almost giving them the appearance of a griffin. Because of this, it is often theorized that a tribe of griffins and pegasi had mated together and formed the hippogriffs.

Strength: 2, Constitution: 2, Agility: 8, Cleverness: 5, Intelligence: 6, Mentation: 4.
 Level: Adult, HP: 45, AC: 17 (+2 padded armor), Base speed: 30 ft (Gallop 60 ft),
 Initiative: 8. Feats: Swift Hooves (+10 base speed), Improved Bare Hoof Strike, Evasion.
 Skills/Spells: Aerobatics 5, Shape Clouds 2, Control Weather 1.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

Items:

- Padded Armor:** +2 bonus to Armor Class.

HOMUNCULUS

This creature is a small humanoid figurine carved out of wood. When inanimate, it looks like a puppet, but when animated with a unicorn's Animation spell, it's able to move on its own. Homunculi are designed to serve the unicorn who animated it, typically doing menial tasks.

Strength: 2, Constitution: 0, Agility: 5, Cleverness: 0, Intelligence: 0, Mentation: 5.
 Level: Foal, HP: 15, AC: 16 (+4 natural armor, +2 size bonus), Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: None. Skills/Spells: None.

Traits:

- Fisticuffs: A homunculus can cause one 4-sided dice of bludgeoning damage with its wooden hands.
- Construct Attributes
- Damage Reduction: Because a homunculus has a Constitution score of 0, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.
- Natural Armor: +4 bonus to armor class
- Flammable
- Inanimate: A homunculus is simply an inanimate puppet that only comes to life when a unicorn casts the Animation spell on it or when an Animation Stone is placed inside of it. Once the spell is cast or the stone is in place, the puppet can act upon the unicorn's commands for as long as the spell duration lasts or if the stone is removed.
- Retrofit Magic Stones: There's an indentation in the homunculus's chest where magic stones can be physically attached to it, giving it magical powers based on the stone used.
- Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.
- Building a Homunculus: Building a homunculus requires the Carpentry skill, wood, screws, carpentry tools, and a week of time to work, and the pony must succeed at a Carpentry roll (Difficulty: 14) to succeed in building it. If the pony fails the roll, then she must work an additional day to get a retry. All together, a homunculus costs 200 bits to make. To restore a homunculus's HP, a pony must use the Carpentry skill. See section on Medical Treatment for the Non-Living under Combat for details.

HYDRA

This rare four-headed beast will eat any living thing within reach of its long necks. However, the heads can move independently of one another, and clashes between the four heads can cause a hydra to lose sight of its prey. Episode Appearance: Feeling Pinkie Keen.

Strength: 11, Constitution: 15, Agility: 1, Cleverness: 1, Intelligence: 5, Mentation: 7.
 Level: Alicorn, HP: 200, AC: 19 (-2 size penalty), Base speed: 10 ft (Gallop 15 ft), Initiative: 21. Feats: Greater Initiative [x5] (+20 Initiative). Skills/Spells: Wilderness Survival 10, Navigation 6.

- Teeth Combat: Attack with teeth, one 8-sided dice plus Strength of crushing damage.
- Multiple Heads: A hydra has 4 heads. On its turn during combat, a hydra can do 4 standard actions or 8 simple actions (or a combination of both), although it cannot do the same simple action more than once during a turn. A hydra can only do one full-round action during its turn. Provides +8 bonus to its Perception rolls.
- Stomp: As a full action, a hydra can smash any smaller opponent with large feet, causing two 12-sided dice plus Strength of damage.
- Swallow Whole

—Wild Creature Attributes

—Giant Size: 40 cubic feet with a reach of 25 feet. AC penalty of -2.

ICE MARE

This strange elemental looks more like a pony-shaped ice sculpture. Animated to life by strange natural forces, the ice mare is a creature made entirely of ice. With razor sharp icicles for hooves, the ice mare is a very dangerous creature that cuts opponents to pieces and preserves the corpse in a block of ice.

Strength: 6, Constitution: 6, Agility: 4, Cleverness: 1, Intelligence: 4, Mentation: 7.
Level: Adult, HP: 65, AC: 15, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Ice Skating, Spin Attack, Mystical Pony (+2 Mentation). Skills/Spells: Grapple 4, Hide 4.

Traits:

—Ice Hooves: The hooves of an ice mare are very sharp, so sharp in fact that it can cause one 8-sided dice of damage to a target. Not only that, if any pony is hit by these hooves, she must make a Mentation roll against the ice mare's Mentation roll. If the ice mare wins, then the target sustains an additional one 10-sided dice of bludgeoning damage caused by a magically created frostbite.

—Elemental Attributes: See section on Water Elemental Attributes.

—Amphibious

INVISIBLE WALL

This oddity of a monster is completely invisible thanks to a small magic crystal in its center. The monster itself is a large coin-shaped mass of stone that rolls around and crushes anything it can hit. For a huge hunk of rock, it is very agile, able to flip itself upright if knocked onto its side. Thanks to its invisibility, a party who tries to enter what appears to be an open door will only get crushed under this invisible attacker. That is why royalty and crime lords often use these monsters as sentries.

Strength: 7, Constitution: 5, Agility: 9, Cleverness: 1, Intelligence: 1, Mentation: 10.
Level: Adult, HP: 60, AC: 23 (+4 Natural Armor), Base speed: 30 ft (Gallop 75 ft), Initiative: 9. Feats: Athletic Pony [x2] (+4 Agility), Stunning Critical Hits. Skills/Spells: Perception 8.

Traits:

—Body Slam: An invisible wall attacks by striking a target with parts of its body, causing one 8-sided dice of bludgeoning damage.

—Blind: All invisible walls are completely blind. This makes them unable to perform Perception rolls to see and forces them to rely on their Seismic Sense to sense incoming targets.

—Seismic Sense

—Invisibility

—Elemental Attributes: See section on Earth Elemental Attributes.

—Damage Reduction: Because an invisible wall is made of stone and dirt, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows

and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.

—Natural Armor: The earth elemental's rock hard body gives it a +4 bonus to AC.

—Blind

—Invisibility Crystal: The secret behind an invisible wall's invisibility powers is an invisible crystal inside its center. To obtain the crystal, the monster must first be killed, then the digger must make a Strength roll (Difficulty 20) to dig up the crystal from the center of the wall. See Invisibility Crystal under the List of Magical Stones section for details.

IRON GOLEM

While regular golems are made of clay and masonry, the iron golem is heavily armored and operates more like a tank. It looks like a huge pony-shaped suit of solid armor with large glowing crystals where its eyes are located. They're typically built for royalty to guard castles and fortresses.

Strength: 20, Constitution: 0, Agility: 1, Cleverness: 0, Intelligence: 0, Mentation: 20.
Level: Alicorn, HP: 66, AC: 28 (+24 natural armor, -2 size penalty), Base speed: 10 ft (Gallop 15 ft), Initiative: 1. Feats: None. Skills/Spells: None.

Traits:

—Iron Hooves: An iron golem typically fights with its iron hooves, inflicting one 12-sided dice of bludgeoning damage.

—Construct Attributes

—Damage Reduction: Because an iron golem has a Constitution score of 0, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.

—Natural Armor: +24 bonus to armor class

—Bonus HP: All iron golems get a +16 bonus to HP.

—Fireproof

—Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

—Building an Iron Golem: Building an iron golem requires the Blacksmithing skill, iron, bolts, blacksmith tools, an Animation stone (see List of Magical Stones), and a week of time to work, and the pony must succeed at a Blacksmithing roll (Difficulty: 30) to succeed in building it. If the pony fails the roll, then she must work an additional day to get a retry. All together, an iron golem costs 120,000 bits to make. To restore an iron golem's HP, a pony must use the Blacksmithing skill. See section on Medical Treatment for the Non-Living under Combat for details.

JACKALOPE

If you're alone in the forest and you hear weird sounds only to find a rabbit with antlers, then you've run into one of the strangest herbivores in Equestria: the jackalope. It uses its ability to mimic sounds to distract or scare away predators, often scaring a hiker in the process.

Strength: 3, Constitution: 3, Agility: 5, Cleverness: 1, Intelligence: 1, Mentation: 4.
 Level: Foal, HP: 24, AC: 15 (+2 size bonus), Base speed: 20 ft (Gallop 45 ft), Initiative: 5.
 Feats: Alertness. Skills/Spells: Wilderness Survival 1, Hide 1, Perception 1, Precognition 1.

Traits:

- Claw, Teeth, and Horn Combat: A jackalope can inflict one 4-sided dice plus Strength of slashing damage.
- Voice Mimicry: A jackalope can imitate voices and sounds to confuse or scare away predators and hunters. However, a jackalope cannot actually speak or understand any language except Faunal. See Linguistics under the List of Skills for details.
- Wild Creature Attributes
- Small Size: 2.5 cubic feet and has a reach of 0 feet. AC bonus +2.

KHALKOTAUROI

It's fierce like any ordinary bull, but with the added advantage of bronze horns as well as a fiery breath, this beast will skewer you and barbeque you at the same time. It takes some very sturdy rope to tie up a khalkotauroid.

Strength: 7, Constitution: 7, Agility: 5, Cleverness: 1, Intelligence: 5, Mentation: 1.
 Level: Adult, HP: 70, AC: 15 (-2 size penalty), Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Improved Bare Hoof Strike, Stave Off Death, Stunning Critical Hits.
 Skills/Spells: Outmuscle 3, Perception 2, Wilderness Survival 3.

Traits:

- Equine Combat: The khalkotauroid have bronze horns and hooves that allow it to deal one 10-sided dice plus Strength of bludgeoning or piercing (with horns) damage.
- Breath Attack, line: Khalkotauroids can expel fire from their mouths that can hit a target at a range of 10 feet per Agility score, causing one 6-sided dice plus Agility of damage. If struck with the flames, the target must also make an Agility roll (Difficulty: 15) or else she catches on fire. See section on Fire under Hazards for details.
- Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

KRAKEN

A terror of the seas, this mighty octopus is infamous for leveling ships with a single thwack of its mighty tentacles. Unlucky sailors who come across this monster may sometimes mistake it for an island only to come ashore to find a big surprise.

Strength: 18, Constitution: 10, Agility: 10, Cleverness: 1, Intelligence: 10, Mentation: 11.
 Level: Alicorn, HP: 174, AC: 23 (-2 size penalty), Base speed: 30 ft (Gallop 80 ft), Initiative: 18. Feats: Greater Initiative [2x] (+8 Initiative), Vigor [x3] (+24 HP).
 Skills/Spells: Wilderness Survival 6, Navigation 6, Grapple 16, Hide 10.

Traits:

- Beak and Tentacle Combat: one 12-sided dice plus Strength of bludgeoning damage.
- Aquatic
- Swallow Whole
- Wild Creature Attributes

—Giant Size: 20 feet x 40 feet x 20 feet with a reach of 40 feet. AC penalty of -2.

LICH (UNICORN)

Some unicorns are so driven by the pursuit of magic that they wind up transforming themselves into an undead abomination just so they can last forever and pursue expanding their knowledge of dark magic. Liches resemble zombies with skeletal bodies and withered flesh, but they maintain their intelligence and traits they had in life. Liches can be made from any creature with the Spell Casting trait. Once the transformation is complete, the creature will gain the Undead Attributes trait upon creation. However, the secret to transforming some pony into a lich is closely guarded and very hard to discover.

Strength: 3, Constitution: 0, Agility: 6, Cleverness: 7, Intelligence: 15, Mentation: 16.
Level: Alicorn, HP: 82, AC: 15 (+4 half-plated armor), Base speed: 20 ft (Gallop 50 ft), Initiative: 6. Feats: Extend Spell Range, Extend Spell Duration, Spell Pool, Vigor [x2] (+16 HP), Magical Energy Rays. Skills/Spells: Spell Craft 10, Concentration 10, Spell Permanency 2, Necromancy 10, Disintegrate 10, Teleportation 7, Magic Armor 4.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis
- Bonus HP: All liches get a +16 bonus to HP.
- Damage Reduction: Because a lich has a Constitution score of 0, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.
- Regeneration: Heals 5 HP per round. See description under List of Traits for details.
- Undead Attributes

Items

—Spell Book

—**Half-Plated Armor:** Provides a +4 AC bonus, -2 Agility roll penalty, and a maximum Agility bonus to AC of 6.

—**Horn Helmet:** Whenever some pony tries to break the horn with a Strength roll, the helmet adds an additional +3 to the Difficulty.

Lich Template: All creatures that had a skeleton (meaning oozes, insects, and plants don't apply), has the Spell Casting trait, and had a Constitution score of 1 or higher can become a lich. To remake a creature into a lich, follow the instructions below.

- Reduce the creature's Constitution score to 0. Readjust stats accordingly.
- Give it the Damage Reduction and Bonus HP traits as described in the list of traits above.
- Give it the Undead Attributes trait.

LIVING CLOUD

Much like its land-based counterpart (the living puddle), the living cloud looks like an ordinary cloud and any who try to stand on it will only get eaten. Because they can't see or hear, a living cloud normally ambushes its prey or chases it down, tracking it by smell.

Strength: 10, Constitution: 0, Agility: 6, Cleverness: 0, Intelligence: 0, Mentation: 9.
Level: Adult, HP: 35, AC: 10 (-2 size penalty), Base speed: 20 ft (Gallop 50 ft),
Initiative: 6. Feats: None. Skills/Spells: Perception 8.

Traits:

—Acid Damage: To attack, a living cloud must first Grapple its opponent. If the Grapple roll was successful, then for as long as the target is still in the ooze's grasp, she will sustain three 6-sided dice of acid damage.

—Flight

—Hold Position: As a free action, a living cloud can remain perfectly still indefinitely, giving it the appearance of a cloud. To see the living cloud, the pony's Perception roll must overcome the living cloud's Hide roll, although while using Hold Position, it gets a +5 bonus to its Hide roll.

—Blind

—Deaf

—Ooze Attributes

—Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

LIVING PUDDLE

These monsters are especially dangerous because they look like ordinary puddles of water, but in actuality, they are a living creature that will devour any pony who gets too close. Because they can't see or hear, a living puddle normally ambushes its prey or chases it down, tracking it by smell.

Strength: 10, Constitution: 0, Agility: 6, Cleverness: 0, Intelligence: 0, Mentation: 9.
Level: Adult, HP: 35, AC: 10 (-2 size penalty), Base speed: 20 ft (Gallop 50 ft),
Initiative: 6. Feats: None. Skills/Spells: Perception 8.

Traits:

—Acid Damage: To attack, a living puddle must first Grapple its opponent. If the Grapple roll was successful, then for as long as the target is still in the ooze's grasp, she will sustain three 6-sided dice of acid damage.

—Hold Position: As a free action, a living puddle can remain perfectly still indefinitely, giving it the appearance of a small body of water. To see the living puddle, the pony's Perception roll must overcome the living puddle's Hide roll, although while using Hold Position, it gets a +5 bonus to its Hide roll.

—Blind

—Deaf

—Ooze Attributes

—Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

LYCANTHROPE

Even the nicest of ponies can fall victim to the power of the moon. Any pony that is a lycanthrope will transform into a half-pony/half-wolf monstrosity who aggressively hunts others. Beware the bite of a lycanthrope for it can transform you into a lycanthrope too.

Lycanthrope Traits: The following traits are common to all lycanthropes regardless of their species in life.

—Claw and Teeth Combat: While in her original form, she can only use the combat trait of her original form, i.e. Equine Combat for ponies. While in wolf form, she can use Claw and Teeth combat to inflict one 8-sided dice plus Strength of slashing damage unless her already existing Claw and Teeth Combat trait from her original form inflicts more damage. Any time a pony sustains a critical hit from a lycanthrope's teeth or claws, she must make a Constitution saving throw (Difficulty 10). If she fails the roll, then she is infected with the curse, and she will automatically change into a werewolf every full moon unless she drinks a Cure Lycanthropy potion.

—Night Vision

—Acute Sense of Smell

—Regeneration: Heals 5 HP per round. See description under List of Traits for details.

—Wolf Form: All lycanthropes can come in two forms. The first is their original form, which comes with all the typical traits of their species. The second is their werewolf form where not only do they obtain the traits of their original species but also the traits that come with lycanthropy (Night Vision, Acute Sense of Smell, Claw and Teeth Combat, and Wolf Form). While in wolf form, she has no memory of who she is and will instead attack any living thing like a rabid wolf. In any case, the transformation into and out of wolf form takes a full-round action.

Earth Pony Lycanthrope

Strength: 6, Constitution: 10, Agility: 5, Cleverness: 1, Intelligence: 3, Mentation: 4.

Level: Adult, HP: 93, AC: 20, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats:

Improved Bare Hoof Combat, Blind Sight, Alertness, Vigor (+8 HP). Skills/Spells:

Wilderness Survival 4, Perception 4, Grapple 4.

Traits:

—Equine Combat

—Claw and Teeth Combat

—Connection to the Earth

—Skill Specialty

—Night Vision

—Acute Sense of Smell

—Regeneration

—Wolf Form

Pegasus Lycanthrope

Strength: 6, Constitution: 5, Agility: 10, Cleverness: 1, Intelligence: 3, Mentation: 4.

Level: Adult, HP: 60, AC: 20, Base speed: 30 ft (Gallop 80 ft), Initiative: 10. Feats:

Improved Bare Hoof Combat, Blind Sight, Alertness. Skills/Spells: Wilderness Survival 4, Perception 3, Control Weather 1.

Traits:

- Equine Combat
- Claw and Teeth Combat
- Flight
- Carriage Levitation
- Night Vision
- Acute Sense of Smell
- Regeneration
- Wolf Form

Unicorn Lycanthrope

Strength: 5, Constitution: 5, Agility: 5, Cleverness: 1, Intelligence: 3, Mentation: 10.

Level: Adult, HP: 60, AC: 15, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Improved Bare Hoof Combat, Blind Sight, Alertness. Skills/Spells: Wilderness Survival 4, Perception 3, Recover 1.

Traits:

- Equine Combat
- Claw and Teeth Combat
- Spell Casting
- Telekinesis
- Night Vision
- Acute Sense of Smell
- Regeneration
- Wolf Form

Lycanthrope Template: All creatures that has a Constitution score of 1 or higher and is 5 cubic feet in size can become a lycanthrope. To remake a creature into a lycanthrope, follow the instructions below.

- Give the creature Claw and Teeth Combat (replacing Equine Combat and similar traits), Night Vision, Acute Sense of Smell, Regeneration, and Wolf Form traits as described above.

MANTICORE

Although manticores are often ferocious and deadly, if you can get on its good side, it can be surprisingly cuddly and kind like a big house cat. Episode Appearance: Friendship is Magic, part 2.

Strength: 5, Constitution: 7, Agility: 5, Cleverness: 1, Intelligence: 4, Mentation: 6, Level: Adult, HP: 70, AC: 15 (-2 size penalty), Base speed: 40 ft (Gallop 60 ft), Initiative: 5. Feats: Improved Claw Combat, Swift Hooves [x2] (+20 ft base speed), Athletic Pony (+2 Agility). Skills/Spells: Wilderness Survival 7, Stealth 5.

—Claw and Teeth Combat: Attack with claws and teeth, one 8-sided dice plus Strength of slashing damage.

—Poison Tail: If a pony were to be injured by a manticore's tail, the pony must make a Constitution roll to resist the poison (Difficulty: 15). If the pony fails, then she is

poisoned, causing one 6-sided dice of damage per round poisoned. See section on Poison under the Hazards section.

- Flight
- Wild Creature Attributes
- Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

MEDUSA

A monstrous humanoid who will turn ponies to stone with a mere stare. Beware her venomous snakes for hair and her terrible gaze.

Strength: 9, Constitution: 6, Agility: 11, Cleverness: 5, Intelligence: 5, Mentation: 12. Level: Alicorn, HP: 110, AC: 24 (+2 padded armor), Base speed: 30 ft (Gallop 85 ft), Initiative: 19. Feats: Archery, Multiple Shots, Greater Initiative [x2] (+8 Initiative), Extend Spell Range, Maximize Spell. Skills/Spells: Concentration 5, Enfeeblement 4, Sleep 5, Pyrokinesis 5, Electrokinetics 4.

Traits:

- Venomous bite: The snakes on a medusa's head can bite an opponent, causing one 6-sided dice plus Strength of piercing damage. If hit, a pony must make a Constitution save (Difficulty 19) or be poisoned, taking one 10-sided dice of damage per round poisoned. See section on Poison under Hazards.
- Gaze Attack: Works like the spell Petrify at the 10th level, but it is used as a gaze attack. See section on Gaze Attacks under List of Traits.
- Spell Casting

Items:

- Padded Armor:** +2 to AC
- Long Bow, Composite:** Causes one 8-sided dice plus Agility of damage, Provides an attack bonus of +6 and x3 damage with a crit. Range of 10 feet per Agility score,

MERMAID

These playful and shy creatures will often live in the warm and shallow waters of distant islands. They rarely encounter ponies but are usually friendly to them.

Strength: 3, Constitution: 3, Agility: 4, Cleverness: 5, Intelligence: 2, Mentation: 2. Level: Foal, HP: 23, AC: 12, Base speed: 20 ft, Initiative: 4. Feats: Ingenious Pony (+2 Cleverness). Skills/Spells: Perception 4.

Traits:

- Fisticuffs: A mermaid can deal one 4-sided dice of bludgeoning damage with her fists.
- Amphibious

MINOTAUR

These creatures are all horn and muscle with the temper of a bull. However, the humanoid side of their character often causes them to walk a razor's edge between being

a civil and rational citizen and a ferocious beast. Episode Appearance: Iron Will from Putting Your Hoof Down.

Strength: 10, Constitution: 9, Agility: 4, Cleverness: 1, Intelligence: 1, Mentation: 1.
Level: Adult, HP: 120, AC: 20 (+2 natural armor), Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Vigor [x3] (+24 HP), Stave Off Death, Improved Natural Healing, Extraordinary Resilience. Skills/Spells: Grapple 6, Trip 2.

Traits:

- Hoof and Horn Combat: Minotaur can inflict one 10-sided dice of bludgeoning or piercing (horn) damage with his hands, hooves, and horns.
- Natural Armor: +2 to Armor Class
- Bonus HP: Adult minotaurs get +16 bonus to HP while their calves get only +8 bonus to HP.
- Bonus Feats: Stave Off Death and Improved Natural Healing

MUMMY (PONY OF ANY TYPE)

Wrapped in linen cloth, these zombies were magically preserved and meant to rise from their sleep to attack all who dare enter their tombs.

Strength: 5, Constitution: 0, Agility: 5, Cleverness: 0, Intelligence: 0, Mentation: 10.
Level: Adult, HP: 35, AC: 10, Base speed: 20 ft (Gallop 55 ft), Initiative: 9. Feats: Greater Initiative (+4 Initiative). Skills/Spells: None.

Traits:

- Equine Combat
- Undead Attributes
- Damage Reduction: Because a mummy has a Constitution score of 0, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.
- Flammable
- Mummy Plague: Every time a mummy's hooves or teeth hits a pony, the target must make a Constitution saving throw or else be affected by the disease. Once the disease's incubation period passes and every day that disease goes on unabated, the pony sustains -1 of Aptitude score loss to Constitution that will not be restored until the disease is cured. If a pony dies from this disease, then the body dissolves away into dust. *Infection:* Injury (mummy attacks exclusively), *Difficulty:* 20, *Incubation:* 1 day, *Duration:* Lasts until cured or the pony dies, *Cure:* Dispel spell (Difficulty: 20). See section on Diseases under the Hazards chapter for more details on how diseases work.

Mummy Template: All creatures that had a skeleton (meaning oozes, insects, and plants don't apply) and had a Constitution score of 1 or higher can become a mummy. Because the rituals to create mummies have almost completely been lost, mummies are normally thousands of years old and thus probably shouldn't be applied to recently dead creatures. To remake a creature into a mummy, follow the instructions below.

- Reduce the creature's Constitution, Intelligence, and Cleverness score to 0. Readjust stats accordingly.
- The creature loses all feats and skill/spell levels he/she had in life, but gains the Greater Initiative feat if he/she didn't already have it in life.
- The creature loses all traits but can still retain any physical combat traits (Equine Combat, Claw and Tooth Combat, Fisticuffs, etc.) they had in life.
- Give it the Damage Reduction and Mummy Plague traits as described in the list of traits above.
- Give it the Undead Attributes and Flammable traits.

NAGA

These creatures are large humanoid sea serpents that live in underwater cities and will sometimes breach the surface to attack sailors who pass by. On the tip of their snouts is a short horn that enables them to cast spells.

Strength: 6, Constitution: 6, Agility: 5, Cleverness: 3, Intelligence: 3, Mentation: 6.
 Level: Adult, HP: 71, AC: 18 (+2 padded armor), Base speed: 20 ft (Gallop 55 ft), Initiative: 9. Feats: Improved Claw Combat, Greater Initiative (+4 Initiative), Club Proficiency, Spell Pool. Skills/Spells: Wilderness Survival 4, Navigation 2, Concentration 2, Grapple 2, Hydrokinesis 4, Enfeeblement 2, Sleep 2.

Traits:

- Fisticuffs: Can attack with hands and tail for one 6-sided dice plus Strength of bludgeoning damage.
- Amphibious
- Spell Casting

Items:

- Padded Armor:** +2 bonus to Armor Class.
- Mace:** Causes one 10-sided dice plus Strength of damage, grants a +3 bonus to attack rolls, and x3 damage with a critical hit.

ORTHRUS

These strange two-headed dogs were allegedly descended from Cerberus. Although their two heads make them doubly dangerous, they can be domesticated to become attack dogs or loving pets. Episode Appearance: Trade Ya

Strength: 6, Constitution: 6, Agility: 5, Cleverness: 1, Intelligence: 3, Mentation: 6.
 Level: Adult, HP: 65, AC: 16, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Alertness, Stave Off Death, Improved Claw Combat. Skills/Spells: Wilderness Survival 4, Grapple 2, Sense Magic 2.

Traits:

- Claw and Teeth Combat: One 6-sided dice plus Strength of slashing damage.
- Multiple Heads: An orthrus has 2 heads. On its turn during combat, an orthrus can do 2 standard actions or 4 simple actions (or a combination of both), although it cannot do the

same simple action more than once during a turn. An orthrus can only do one full-round action during its turn. Provides +4 bonus to its Perception rolls.

- Acute Sense of Smell
- Wild Creature Attributes

PHOENIX

These firebirds are rare and hard to find, making them prized pets for the wealthy and the royal. Episode Appearance: Philomena from A Bird in the Hoof and Dragon Quest.

Strength: 5, Constitution: 4, Agility: 6, Cleverness: 1, Intelligence: 3, Mentation: 6.
Level: Adult, HP: 55, AC: 17 (+2 size bonus), Base speed: 20 ft (Gallop 50 ft), Initiative: 6. Feats: Improved Claw Combat, Alertness, Adeptness (+4 skill points). Skills/Spells: Pyrokinesis 4, Photokinesis 4, Thermokinesis 4, Wilderness Survival 3, Navigation 3.

Traits:

- Beak and Talon Combat: One 8-sided dice plus Strength of slashing damage.
- Flight
- Innate Magic: A phoenix obtains 1 level for each of the spells Pyrokinesis, Photokinesis, and Thermokinesis.
- Night Vision
- Elemental Attributes: See section on Fire Elemental Attributes.
- Timelessness: Whenever a phoenix reaches the end of its life, it bursts into flames and is reborn from the ashes, allowing it to rejuvenate itself when it grows old.
- Wild Creature Attributes
- Small Size: 2.5 cubic feet and has a reach of 0 feet. AC bonus +2.

QUARRY EEL

These creatures mostly live in holes along mountainsides. They rarely leave their holes, preferring to just stay in place and pounce upon any prey that comes within reach. Episode Appearance: May the Best Pet Win!

Strength: 12, Constitution: 9, Agility: 17, Cleverness: 1, Intelligence: 1, Mentation: 1.
Level: Alicorn, HP: 140, AC: 29 (-2 size penalty), Base speed: 50 ft (Gallop 135 ft), Initiative: 17. Feats: Adeptness [x3] (+12 skill points), Blind Sight, Improved Claw Combat. Skills/Spells: Wilderness Survival 6, Stealth 10, Hide 12.

Traits:

- Teeth Combat: Attack with teeth, one 10-sided dice plus Strength of crushing damage.
- Swallow Whole
- Wild Creature Attributes
- Giant Size: 10 feet x 40 feet x 10 feet with a reach of 10 feet. AC penalty of -2.

QUESTING BEAST

The questing beast is a rare and bizarre monstrosity, said to inspire fear in some of the bravest of ponies just by looking at its mélange of body parts: it has the head of a snake,

the body of a leopard, the haunches of a lion, and the hooves of a deer. When it roars, it sounds like the collective barks of many dogs.

Strength: 12, Constitution: 12, Agility: 6, Cleverness: 4, Intelligence: 4, Mentation: 12.
Level: Alicorn, HP: 202, AC: 21 (-2 size penalty), Base speed: 20 ft (Gallop 50 ft), Initiative: 6. Feats: Alertness, Vigor [x4] (+32 HP). Skills/Spells: Wilderness Survival 10, Hide 8.

Traits:

- Claw and Hoof Combat: One 10-sided dice plus Strength of slashing damage.
- Poison Fang Combat: If the questing beast manages to bite an opponent, it inflicts one 8-sided dice plus Strength of piercing damage. If a pony were to be injured, the pony must make a Constitution roll to resist the poison (Difficulty: 17). If the pony fails, then she is poisoned, causing one 6-sided dice of damage per round poisoned. See section on Poison under the Hazards section.
- Acute Sense of Smell
- Fearsome Presence: Difficulty 13 to resist. See description under List of Traits for details.
- Wild Creature Attributes
- Giant Size: 20 cubic feet with a reach of 15 feet. AC penalty of -2.

RABID RHODODENDRON

These strange black plants have the appetite and predatory instincts of any savage beast in the Everfree Forest. With their paralyzing gas, they can slow down any prey, even nearly making a meal out of Twilight. Episode Appearance: Princess Twilight Sparkle Part 2.

Strength: 7, Constitution: 6, Agility: 5, Cleverness: 0, Intelligence: 0, Mentation: 7.
Level: Adult, HP: 65, AC: 16, Base speed: 0 ft (Gallop 0 ft), Initiative: 5. Feats: None. Skills/Spells: Perception 10, Grapple 10.

Traits:

- Bite: Inflicts one 8-sided dice plus Strength of piercing damage.
- Paralyzing Gas: To subdue its prey, a rabid rhododendron can blast a puff of paralyzing gas (5 cubic feet in size) at a range of 0 feet. Anyone hit with this attack must make a Constitution roll (Difficulty 15) or else become paralyzed. Roll one 4-sided dice to determine how long the paralysis lasts in rounds. See section on Paralysis under Hazards for details.
- Tendrils: How a rabid rhododendron attacks is they have large flower pods at the end of long tendrils that can grab onto its prey and can spray paralyzing gas. These tendrils have a reach of 50 feet.
- Rooted to the Ground: A rabid rhododendron cannot physically walk so it remains attached to the ground at all times hence why it has no base speed or gallop speed.
- Flammable
- Acute Sense of Smell

ROBOT

A steampunk creation of metal that can actually act on command and move on its own without the need for magic. It is shaped like a pony and has some of the basic traits of a pony.

Strength: 10, Constitution: 0, Agility: 9, Cleverness: 0, Intelligence: 0, Mentation: 1.
Level: Adult, HP: 43, AC: 22 (+8 natural armor), Base speed: 30 ft (Gallop 75 ft),
Initiative: 9. Feats: None. Skills/Spells: None.

Traits:

- Equine Combat
- Construct Attributes
- Damage Reduction: Because a robot has a Constitution score of 0, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.
- Natural Armor: +8 bonus to armor class
- Bonus HP: All robots get a +8 bonus to HP.
- Fireproof
- Building a Robot: Building a robot requires the Mechanic skill, plenty of parts and materials, mechanic tools, a week of time to work, and the pony must succeed at a Mechanic roll (Difficulty: 22) to succeed in building it and beat a Chemistry roll (Difficulty 18) to make a crude battery for it. If the pony fails the roll, then she must work an additional day to get a retry. All together, a robot costs 80,000 bits to make. To restore a robot's HP, a pony must use the Mechanic skill. See section on Medical Treatment for the Non-Living under Combat for details.

ROC

A giant eagle that is so massive, it can blanket the skies with its wings and carry elephants home to feed its chicks.

Strength: 19, Constitution: 7, Agility: 11, Cleverness: 7, Intelligence: 5, Mentation: 7.
Level: Alicorn, HP: 120, AC: 21 (-2 size penalty), Base speed: 30 ft (Gallop 85 ft),
Initiative: 11. Feats: Improved Claw Combat, Ingenious Pony [x2] (+4 Cleverness),
Brawny Pony [x3] (+6 Strength). Skills/Spells: Wilderness Survival 5, Navigation 5,
Perception 10.

Traits:

- Beak and Talon Combat: Two 6-sided dice plus Strength of slashing damage.
- Flight
- Night Vision
- Swallow Whole
- Giant Size: 20 feet x 30 feet x 10 feet with a reach of 10 feet. AC penalty of -2.

SADDLE ARABIAN

These regal desert dwelling horses live in a far away land outside of Equestria. They live like Earth ponies, often relying on griffins for weather control and maintaining relationships with the nomadic zebra tribes. Episode Appearance: Magic Duel.

Strength: 4, Constitution: 5, Agility: 6, Cleverness: 6, Intelligence: 4, Mentation: 1.
 Level: Adult, HP: 60, AC: 16, Base speed: 30 ft (Gallop 60 ft), Initiative: 10. Feats: Swift Hooves (+10 feet base speed), Greater Initiative (+4 Initiative), Adeptness (+4 skill points), Heat Tolerance, Acrobat, Smooth-Talker. Skills/Spells: Wilderness Survival 2, Navigation 2, Art 3, Diplomacy 5, Linguistics 4 (languages known: Equestrian and Equaggian).

Traits:

- Equine Combat
- Bonus Feats: Swift Hooves and Heat Tolerance
- Skill Specialty

SATYR

These creatures stand up on two goat legs and have a humanoid form with short horns on their heads. They are highly charismatic and lovers of music, hence why many of them become wandering bards.

Strength: 5, Constitution: 4, Agility: 4, Cleverness: 6, Intelligence: 3, Mentation: 3.
 Level: Adult, HP: 55, AC: 17 (+4 half-plated armor), Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Smooth Talker, Swordplay, Bard Songs, Bard Knowledge, Musical Instrument Proficiency (wind instrument). Skills/Spells: Music 10, Charm 2.

Traits:

- Fisticuffs: One 6-sided dice plus Strength of bludgeoning damage.
- Skill Specialty
- Bonus Feat: Smooth Talker

Items:

—**Enchanted Flute**

—**Half-Plated Armor:** +4 armor class, an Agility roll penalty of -2, and a maximum Agility bonus to AC of 6.

—**Short Sword:** +4 attack bonus, one 8-sided dice plus Strength of damage.

—**Whip:** Range is 5 feet it causes one 4-sided dice plus Agility of damage. This weapon can be used to attempt a Disarm or a Trip roll (with a bonus of +2) on an opponent. It cannot harm opponents wearing armor or opponents with +3 or higher natural armor. It does not harm opponents wearing armor or has +3 or higher natural armor.

SEA SERPENT

Normally, only sailors encounter these creatures. However, on rare occasions, ponies will encounter one in fresh water. An example of this is that one time the Mane Six met a sea serpent named Steven Magnet who was unusually fussy about his hair. Episode Appearance: Friendship is Magic, part 2.

Strength: 10, Constitution: 6, Agility: 10, Cleverness: 7, Intelligence: 3, Mentation: 5.
 Level: Alicorn, HP: 118, AC: 21 (+2 natural armor, -2 size penalty), Base speed: 30 ft (Gallop 80 ft), Initiative: 10. Feats: Improved Claw Combat, Vigor (+8 HP), Adeptness

[x3] (+12 skill points). Skills/Spells: Grapple 8, Hide 8, Perception 5, Wilderness Survival 4, Navigation 3.

Traits:

- Bite: A river serpent's bite causes one 10-sided dice of crushing damage.
- Constrict: A sea serpent attacks by attempting a Grapple roll on one or more opponents. Once it has a hold of its prey, it will then squeeze the target to death. While constricted, the target sustains two 12-sided dice of crushing damage per round and will suffer from suffocation. See Suffocation under Hazards for details.
- Swallow Whole
- Natural Armor: +2 to Armor Class
- Giant Size: 25 feet x 5 feet x 5 feet (while lying on its belly) with a reach of 10 feet. AC penalty of -2.

SKELETON (PONY OF ANY TYPE)

Animated skeletons of dead ponies brought to some semblance of life by necromancy.

Strength: 3, Constitution: 0, Agility: 10, Cleverness: 0, Intelligence: 0, Mentation: 7.
Level: Adult, HP: 35, AC: 15, Base speed: 30 ft (Gallop 80 ft), Initiative: 14. Feats: Greater Initiative (+4 Initiative). Skills/Spells: None.

Traits:

- Equine Combat
- Damage Reduction: Because a skeleton has a Constitution score of 0, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.
- Flammable
- Undead Attributes

Skeleton Template: All creatures that had a skeleton (meaning oozes, insects, and plants don't apply) and had a Constitution score of 1 or higher can become an animated skeleton. To remake a creature into a skeleton, follow the instructions below.

- Reduce the creature's Constitution, Intelligence, and Cleverness score to 0. Readjust stats accordingly.
- The creature loses all feats and skill/spell levels he/she had in life, but gains the Greater Initiative feat if he/she didn't already have it in life.
- The creature loses all traits but can still retain any physical combat traits (Equine Combat, Claw and Tooth Combat, Fisticuffs, etc.) they had in life.
- Give it the Damage Reduction trait as described in the list of traits above.
- Give it the Undead Attributes and Flammable trait.

SPECTER

While most ghosts are relatively harmless apparitions of the deceased, there are some creatures that died violently to the point that they return as creatures of revenge who

curse the living. Specters tend to look more horrific than they did in life; often having fangs, a skeletal face, and claws.

Strength: 2, Constitution: 0, Agility: 5, Cleverness: 5, Intelligence: 5, Mentation: 6.
Level: Adult, HP: 35, AC: 10, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: None.
Skills/Spells: Perception 8.

Traits:

- Drain Health: At a range of 0 feet, a specter can drain one 8-sided dice plus Mentation of HP with a touch, even upon corporeal and incorporeal targets.
- Incorporeal
- Levitation
- Invisibility
- Telekinesis: All specters can use telekinesis like unicorns can regardless of their species in life.
- Sunlight Vulnerability: When exposed to sunlight, the specter takes one 6-sided dice of damage per round exposed. When hit with a Photokinesis spell, the specter takes an additional 3 points of damage.
- Undead Attributes

SPHINX

A sphinx is a magical creature with the body of a lion, the wings of a bird, and the head of a jackal, goat, crocodile, hawk, lizard, or wolf. Regardless of what head it has, most sphinxes are generally malicious, predatory creatures who would often use their magic or their riddles to overpower helpless travelers.

Strength: 6, Constitution: 6, Agility: 4, Cleverness: 3, Intelligence: 6, Mentation: 6.
Level: Adult, HP: 65, AC: 15 (+2 padded armor, -2 size penalty), Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Improved Claw Combat, Deadly Strike, Spell Pool.
Skills/Spells: Wilderness Survival 2, Concentration 2, Outmuscle 2, Beast Lore 2, Confusion 2, Enfeeblement 2, Illusion 2, Magic Armor 2, Petrify 2, Recovery 2, Linguistics 2 (languages known: Equestrian, Griffic, and Dragonic).

Traits:

- Claw and Tooth Combat: one 10-sided dice plus Strength of slashing damage.
- Flight
- Spell Casting
- The Riddle of the Sphinx: Before a fight, the sphinx can ask a riddle and the listeners must make an Intelligence roll (Difficulty 25) to solve it. If the group fails the roll, then they all get a -4 penalty to attack rolls throughout the fight, but if they win the roll, then the sphinx is saddled with the penalty instead, although a sphinx would typically back down from the fight if that happened. This effect is only undone once the fight is over. The PC's can choose not to answer the sphinx's riddle and the fight can start like normal.
- Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

Items

—**Sphinx Crown:** All sphinxes wear a leonine-veil crown upon their heads, which is the medium of their magic. Because the crown is magically attached to the head, it requires a successful Grapple roll against the sphinx's Outmuscle roll to grab onto the crown. Afterward, the PC can attempt a Strength roll (Difficulty 20) to force the crown off while grappling. Once the crown is off, the sphinx can no longer cast any spells until the crown is put back on or the sphinx obtains a replacement crown. A sphinx crown costs 2,000 bits.

—**Padded Armor:** Provides +2 bonus to AC.

SYLPH

Imagine a hurricane made of solidified gases and turned into a humanoid form. That is a sylph. Sylphs are essentially air elementals that live among the clouds and rarely interact with creatures on ground level.

Strength: 2, Constitution: 2, Agility: 9, Cleverness: 4, Intelligence: 5, Mentation: 7.
Level: Adult, HP: 45, AC: 16, Base speed: 30 ft (Gallop 65 ft), Initiative: 9. Feats:
Adeptness (+4 skill points), Spell Pool, Magical Energy Beams. Skills/Spells:
Aerokinesis 4, Photokinesis 2, Audiokinesis 2, Control Weather 5, Shape Cloud 5.

Traits:

- Fisticuffs: Can attack with hands and feet for one 6-sided dice plus Strength of bludgeoning damage.
- Flight
- Carriage Levitation
- Spell Casting
- Elemental Attributes: See section on Air Elemental Attributes.

TATZLEWURM

Found in only the most remote places outside of Equestria, this giant worm typically lives underground burrowing just below the surface and attacking any prey within reach. Long tentacles lash out to catch small prey close by. Episode Appearance: Three's a Crowd

Strength: 10, Constitution: 10, Agility: 10, Cleverness: 1, Intelligence: 7, Mentation: 11.
Level: Alicorn, HP: 150, AC: 23 (-2 size penalty), Base speed: 30 ft (Gallop 80 ft), Initiative: 10. Feats: Adeptness (+4 skill points), Alertness, Blind Sight, Heat Tolerance, Improved Claw Combat. Skills/Spells: Wilderness Survival 5, Grapple 6, Catch 6, Hide 5.

Traits:

- Teeth and Tentacle Combat: The tatzleworm can bite down on prey, causing one 10-sided dice plus Strength of crushing damage. The beast also has long tentacles that can lash out from its mouth at prey up to 10 feet away. To grab its prey, the tatzleworm's Grapple roll must beat its prey's Outmuscle roll. If the prey wins, then it escapes, but if the tatzleworm wins, then the prey is drawn into the tatzleworm's mouth and swallowed whole.
- Swallow Whole
- Seismic Sense
- Wild Creature Attributes

—Giant Size: 10 feet x 40 feet x 10 feet with a reach of 15 feet. AC penalty of -2.

TIMBER WOLF

Although they're made of wood, they hunt prey like real wolves. If you smell their breath in the Everfree Forest, prepare to run because their wooden bodies make them difficult to fight off. Episode Appearance: Family Appreciation Day and Spike at Your Service.

Strength: 6, Constitution: 5, Agility: 5, Cleverness: 1, Intelligence: 5, Mentation: 6.
Level: Adult, HP: 60, AC: 15, Base speed: 20 ft (Gallop 55 ft), Initiative: 5. Feats: Improved Claw Combat, Knowledgeable Pony [x2] (+4 Intelligence), Adeptness (+4 skill points). Skills/Spells: Wilderness Survival 6, Navigation 2, Perception 6.

Traits:

—Claw and Teeth Combat: With its teeth and claws, a timber wolf can inflict one 6-sided dice plus Strength of slashing damage.

—Acute Sense of Smell

—Night Vision

—Flammable

—Timber Wolf Breath: All timber wolves have a foul breath that is detectible from 30 feet away (60 feet upwind and 15 feet down wind), even by creatures with a rudimentary sense of smell.

—Immune to poison and disease

—Disassemble: As a free action, timber wolves are made of various pieces of wood that can come apart and reassemble every time they're injured. As such, any time they're injured, they only sustain half of the total amount of HP loss. There are some exceptions to this rule that include fire, acid, electricity, explosives, and magic.

—Merge: When three timber wolves are together, they have the power to merge into an even larger form called an alpha timber wolf (See description of it below). The process of merging takes 3 rounds to complete and can be cancelled if one of the three wolves are killed during the merging. Once the wolves merge together, their HP is restored to maximum and all negative effects like Aptitude score loss, spells, and crippling injuries are undone. The original three timber wolves become one separate creature and will remain that way permanently.

—Wild Creature Attributes

TIMBER WOLF (GIANT)

In the rare instance when a pack of three or more timber wolves are put in a desperate circumstance, all three wolves can come together and form an even bigger timber wolf. Episode Appearance: Spike at Your Service.

Strength: 14, Constitution: 9, Agility: 9, Cleverness: 1, Intelligence: 9, Mentation: 10.
Level: Alicorn, HP: 140, AC: 21 (-2 size penalty), Base speed: 30 ft (Gallop 75 ft), Initiative: 9. Feats: Improved Claw Combat, Improved Natural Healing, Deadly Strike, Knowledgeable Pony [x2] (+4 Intelligence), Adeptness (+4 skill points). Skills/Spells: Wilderness Survival 14, Navigation 4, Perception 8.

Traits:

- Claw and Teeth Combat: With its teeth and claws, an alpha timber wolf can inflict one 8-sided dice plus Strength of slashing damage.
- Acute Sense of Smell
- Night Vision
- Flammable
- Timber Wolf Breath: All timber wolves have a foul breath that is detectible from 30 feet away (60 feet upwind and 15 feet down wind), even by creatures with a rudimentary sense of smell.
- Immune to poison and disease
- Disassemble: As a free action, timber wolves are made of various pieces of wood that can come apart and reassemble every time they're injured. As such, any time they're injured, they only sustain half of the total amount of HP loss they normally would have. There are some exceptions to this rule that include damage from fire, acid, electricity, explosives, and magic.
- Wild Creature Attributes
- Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

TITAN

From a primitive and ancient time, these creatures used to roam and dominate the Earth until they were banished to Tartarus and remain there to this day. A titan is a humanoid giant that can often come in a wide variety of animal-like characteristics like the heads of animals, claws for hands, hooves or flippers for feet, etc. A titan can cast spells by snapping its fingers.

Strength: 15, Constitution: 15, Agility: 15, Cleverness: 8, Intelligence: 8, Mentation: 15.
 Level: Alicorn, HP: 300, AC: 33 (-2 size penalty), Base speed: 40 ft (Gallop 115 ft),
 Initiative: 15. Feats: Improved Claw Combat, Deadly Strike, Spell Pool, Magical Energy
 Rays, Stave Off Death. Skills/Spells: Wilderness Survival 10, Sense Magic 8,
 Concentration 10, Recovery 8, Disintegrate 10, Magic Shockwave 10, Nullify Magic 10,
 Polymorph 10, Portal 6.

Traits:

- Fisticuffs: Can use its bare hands to inflict two 12-sided dice plus strength of bludgeoning damage.
- Spell Casting
- Beast of Tartarus
- Regeneration: Heals 40 HP per round. See description under List of Traits for details.
- Timelessness
- Giant Size: 60 cubic feet with a reach of 25 feet. AC penalty of -2.

TROLL

These creatures are large, hulking giants that typically like to use their green skin to blend in with foliage or algae and ambush prey. Trolls almost look like large green gorillas thanks to their extra long arms and the way they hunch over and drag their knuckles as they walk. Although their bodies are large and muscular, their heads are small with their noses long and pointy like the face of a crow.

Strength: 10, Constitution: 10, Agility: 1, Cleverness: 3, Intelligence: 1, Mentation: 1.
 Level: Adult, HP: 101, AC: 16 (+2 padded armor, -2 size penalty), Base speed: 10 ft
 (Gallop 15 ft), Initiative: 1. Feats: Club Proficiency, Vigor [x2] (+16 HP). Skills/Spells:
 Wilderness Survival 2, Intimidation 2, Climb 2, Hide 2.

Traits:

- Fisticuffs: Can attack with hands and feet for one 6-sided dice plus Strength of bludgeoning damage.
- Night Vision
- Regeneration: Heals 5 HP per round. See description under List of Traits for details.
- Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

Items

- Padded armor:** +2 armor class.
- Hammer:** Causes one 8-sided dice plus Strength of damage. Provides +2 attack bonus.

URSA MAJOR

Even the most powerful alicorns would shake in fright at the prospect of fighting this giant. Originating from outer space, these beasts are the brute power and ferocity of the universe made manifest on Earth. Never provoke an ursa major for they will destroy everything on sight. Episode Appearance: Boast Busters.

Strength: 20, Constitution: 20, Agility: 13, Cleverness: 5, Intelligence: 16, Mentation: 20.
 Level: Alicorn, HP: 600, AC: 41 (+5 Natural Armor, -2 size penalty), Base speed: 40 ft
 (Gallop 105 ft), Initiative: 17. Feats: Improved Claw Combat, Deadly Strike, Stave off
 Death, Blind Sight, Evasion, Greater Initiative (+4 Initiative). Skills/Spells: Wilderness
 Survival 20, Grapple 14, Outmuscle 14, Sense Magic 8, Perception 8.

Traits:

- Claw and Teeth Combat: Six 6-sided dice plus Strength of slashing damage.
- Breath Attack, cone: Ursa majors can expel searing heat and light with the intensity of the sun out of their mouths, creating enough heat to cover an area 20 square feet in size and as far away as 10 feet per Agility score. All those caught in the area take two 12-sided dice of damage. Because this is an area attack, all those caught in the heat must beat an Agility roll (Difficulty 20) to take half damage. Those who are hit by the light must make a Constitution roll (Difficulty 20) or become blind. See section on Blindness/Deafness under Hazards for details.
- Natural Armor: +5 to Armor Class
- Swallow Whole
- Fearsome Presence: Difficulty 20 to resist. See description under List of Traits for details.
- Regeneration: Heals 40 HP per round. See description under List of Traits for details.
- Receives a +10 bonus to its Mentation roll to resist spells.
- Wild Creature Attributes
- Giant Size: 60 cubic feet with a reach of 25 feet. AC penalty of -2.

URSA MINOR

Even the young of an ursa major can raze an entire village. If you encounter such a beast, be prepared to sooth it with a sweet lullaby or else run like a bat out of Tartarus. Episode Appearance: Boast Busters.

Strength: 11, Constitution: 11, Agility: 4, Cleverness: 1, Intelligence: 1, Mentation: 11.
Level: Alicorn, HP: 160, AC: 20 (+2 Natural Armor, -2 size penalty), Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Improved Claw Combat, Deadly Strike, Stave off Death. Skills/Spells: Grapple 8, Outmuscle 8.

Traits:

- Claw and Teeth Combat: One 12-sided dice plus Strength of slashing damage.
- Natural Armor: +2 to Armor Class
- Swallow Whole
- Regeneration: Heals 10 HP per round. See description under List of Traits for details.
- Wild Creature Attributes
- Giant Size: 15 cubic feet with a reach of 10 feet. AC penalty of -2.

VAMPIRE

Even a pony can be converted to the undead if their blood can be drained away by one of these blood-sucking monsters.

Vampire Traits: The following traits are common to all vampires regardless of their species in life.

- Vampire Attributes: Vampires cast no reflection or shadow. They also cannot cross any body of running water or approach garlic, although neither garlic or water can actually hurt a vampire.
- Natural Armor: +3 to armor class.
- Suck Blood: When a vampire wants to suck blood, she must first make a successful Grapple roll (except on helpless targets). For every round the vampire maintains the grapple, the vampire manages to inflict one 4-sided dice roll of Aptitude score loss to the target's Constitution score. If a pony's Constitution drops to 0, the target dies and—if the body is not burned first—she will become a vampire in 24 hours after death. Once changed into a vampire, the pony obtains the Suck Blood, Vampire Attributes, and Undead Attributes traits along with the traits the pony had in life.
- Damage Reduction: Because a vampire has a Constitution score of 0, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.
- Regeneration: Heals 2 HP per round. See description under List of Traits for details.
- Undead Attributes

(Earth Pony Vampire)

Strength: 10, Constitution: 0, Agility: 5, Cleverness: 3, Intelligence: 3, Mentation: 5.
Level: Adult, HP: 51, AC: 13 (natural armor +3), Base speed: 20 ft (Gallop 55 ft),

Initiative: 9. Feats: Vigor [x2] (+16 HP), Bleeding Critical Hits, Improved Bare Hoof Combat. Skills/Spells: Grapple 4, Disarm 4, Stealth 4.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty
- Vampire Attributes
- Natural Armor: +3 to armor class.
- Suck Blood
- Damage Reduction
- Regeneration
- Undead Attributes

(Pegasus Vampire)

Strength: 6, Constitution: 0, Agility: 10, Cleverness: 3, Intelligence: 3, Mentation: 5.
Level: Adult, HP: 43, AC: 18 (natural armor +3), Base speed: 20 ft (Gallop 60 ft), Initiative: 10. Feats: Vigor (+8 HP), Evasion, Improved Bare Hoof Combat. Skills/Spells: Grapple 4, Weather Control 4.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Vampire Attributes
- Natural Armor: +3 to armor class.
- Suck Blood
- Damage Reduction
- Regeneration
- Undead Attributes

(Unicorn Vampire)

Strength: 3, Constitution: 0, Agility: 5, Cleverness: 3, Intelligence: 5, Mentation: 10.
Level: Adult, HP: 43, AC: 13 (natural armor +3), Base speed: 20 ft (Gallop 55 ft), Initiative: 5. Feats: Vigor (+8 HP), Telekinetic Crush, Magical Energy Beams.
Skills/Spells: Grapple 4, Sleep 2, Invisibility 2.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis
- Vampire Attributes
- Natural Armor: +3 to armor class.
- Suck Blood
- Damage Reduction
- Regeneration
- Undead Attributes

Vampire Template: All creatures that had a skeleton (meaning oozes, insects, and plants don't apply) and had a Constitution score of 1 or higher can become a vampire. To remake a creature into a vampire, follow the instructions below.

- Reduce the creature's Constitution score to 0. Readjust stats accordingly.
- Give it the Vampire Attributes, Natural Armor, Suck Blood, Damage Reduction, and Regeneration traits as described in the list of traits above.
- Give it the Undead Attributes trait.

VAMPIRE FRUIT BAT

These sinister looking creatures will swoop down on entire crops of fruit and devour everything in sight, leaving behind dried carcasses of fruit and their seeds. Although, as menacing as they may be, they are only trying to survive. Episode Appearance: Bats!

Strength: 3, Constitution: 3, Agility: 5, Cleverness: 1, Intelligence: 3, Mentation: 5.
Level: Foal, HP: 24, AC: 13, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Improved Claw Combat. Skills/Spells: Wilderness Survival 3, Navigation 2, Perception 4.
Traits:

- Claw and Teeth Combat: Vampire fruit bats attack using their teeth and claws, dealing one 6-sided dice plus Strength of slashing damage.
- Flight
- Wild Creature Attributes
- Acute Sense of Smell
- Night Vision
- Deflect Magic: If a vampire fruit bat were to be hit with a spell that is resisted with a Mentation roll, then the GM must roll a Percentage roll as well. If the roll is between 01-20, then the spell will also rebound on the one nearest target (including the caster) forcing the target to also make a Mentation roll to resist the effects of the spell. A vampire fruit bat can willingly suppress this ability as a free action.

WATER ELEMENTAL

These creatures are made of water that has been jellified into a semisolid humanoid shape. Two round orbs of ice function as their eyes. These monsters are often found underwater or in areas where there are lots of water and/or ice.

Foal Level Water Elemental

Strength: 2, Constitution: 5, Agility: 4, Cleverness: 1, Intelligence: 1, Mentation: 4.
Level: Foal, HP: 30, AC: 16 (+2 size bonus), Base speed: 10 ft (Gallop 30 ft), Initiative: 4.
Feats: Improved Natural Healing, Adeptness (+4 skill points). Skills/Spells: Hydrokinesis 5, Cryokinesis 5.

Traits:

- Body Slam: An elemental attacks by striking a target with parts of its body, causing one 6-sided dice of bludgeoning damage.
- Engulf: If a water elemental makes a successful Grapple roll, then the target is sucked inside and takes one 6-sided dice of crushing damage each round until she can break free.

If the target can't breath water, then she is also at risk of suffocation. See section on Suffocation under Hazards for details. When grappling a larger opponent, a foal level water elemental will always aim for the head.

—Innate Magic: A water elemental obtains 1 level for each of the spells Hydrokinesis and Cryokinesis.

—Amphibious

—Elemental Attributes: See section on Water Elemental Attributes.

—Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.

Adult Level Water Elemental

Strength: 2, Constitution: 10, Agility: 6, Cleverness: 1, Intelligence: 1, Mentation: 5.

Level: Adult, HP: 93, AC: 21, Base speed: 20 ft (Gallop 50 ft), Initiative: 6. Feats: Improved Natural Healing, Vigor (+8 HP), Adeptness [x2] (+8 skill points). Skills/Spells: Hydrokinesis 9, Cryokinesis 9.

Traits:

—Body Slam: An elemental attacks by striking a target with parts of its body, causing one 8-sided dice of bludgeoning damage.

—Engulf: If a water elemental makes a successful Grapple roll, then the target is sucked inside and takes one 6-sided dice of crushing damage each round until she can break free. If the target can't breath water, then she is also at risk of suffocation. See section on Suffocation under Hazards for details.

—Innate Magic: A water elemental obtains 1 level for each of the spells Hydrokinesis and Cryokinesis.

—Amphibious

—Elemental Attributes: See section on Water Elemental Attributes.

Alicorn Level Water Elemental

Strength: 2, Constitution: 11, Agility: 11, Cleverness: 1, Intelligence: 1, Mentation: 15.

Level: Alicorn, HP: 168, AC: 25 (-2 size penalty), Base speed: 30 ft (Gallop 85 ft), Initiative: 11. Feats: Improved Natural Healing, Vigor (+8 HP), Adeptness [x4] (+16 skill points). Skills/Spells: Hydrokinesis 17, Cryokinesis 17.

Traits:

—Body Slam: An elemental attacks by striking a target with parts of its body, causing one 10-sided dice of bludgeoning damage.

—Engulf: If a water elemental makes a successful Grapple roll, then the target is sucked inside and takes one 6-sided dice of crushing damage each round until she can break free. If the target can't breath water, then she is also at risk of suffocation. See section on Suffocation under Hazards for details.

—Innate Magic: A water elemental obtains 1 level for each the spells Hydrokinesis and Cryokinesis.

—Amphibious

—Elemental Attributes: See section on Water Elemental Attributes.

—Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

WILL-O'-THE-WISP

These creatures are floating balls of light created from spiritual energy from the dead. Where they come from is unknown, but when you see one floating nearby, it could draw you into its light like a moth to a bug zapper.

Strength: 2, Constitution: 0, Agility: 5, Cleverness: 2, Intelligence: 1, Mentation: 5.
Level: Foal, HP: 15, AC: 12 (+2 size bonus), Base speed: 20 ft (Gallop 45 ft), Initiative: 5.
Feats: Alertness. Skills/Spells: Sense Magic 2, Perception 2.

Traits:

- Ghost Light: A will-o'-the-wisp can create a flash of unearthly light that can inflict one 4-sided dice plus Mentation of damage to both solid and incorporeal targets.
- Incorporeal
- Invisibility
- Undead Attributes
- Small Size: 2.5 cubic feet and has a reach of 0 feet. AC bonus +2.

WINDIGO

These creatures of legend nearly froze all of pony-kind into blocks of ice. Only the friendships of Equestria's first settlers staved off their freezing cold. No pony knows where they are now, but they might be deep in the arctic waiting for a chance to strike. Episode Appearance: Hearth's Warming Eve.

Strength: 10, Constitution: 8, Agility: 16, Cleverness: 3, Intelligence: 9, Mentation: 20.
Level: Alicorn, HP: 130, AC: 27 (-2 size penalty), Base speed: 50 ft (Gallop 130 ft), Initiative: 20. Feats: Greater Initiative (+4 initiative), Swift Hooves (+10 ft base speed), Improved Bare Hoof Combat, Stave Off Death, Acrobat. Skills/Spells: Cryokinesis 11, Control Weather 20, Linguistics 5 (languages known: Equestrian, Equaggian, Dragonic, and Elemental Speak).

Traits:

- Equine Combat: One 10-sided dice plus Strength of bludgeoning damage when attacking with hooves.
- Breath Attack, cone: Windigos can expel frozen air and ice from their mouths, creating enough cold to cover an area 10 square feet in size and as far away as 10 feet per Agility score. All those caught in the area take two 10-sided dice of damage. Because this is an area attack, all those caught in the heat must beat an Agility roll (Difficulty 15) to take half damage.
- Innate Magic: A windigo obtains 1 level for the spell Cryokinesis.
- Flight
- Carriage Levitation
- Elemental Attributes: This elemental is a combination of both air and water. It is immune to the affects of water- and cold-damage, both naturally and magically, and it is unaffected by strong winds and strong currents. If hit with a fire- or electric-attacks, the windigo sustain 3 additional points of damage.
- Summon Winter: Windigos can use the Control Weather skill to summon a snowstorm in any environment, even in areas where it is too hot, too dry, and where there are no clouds. See sections on Cold Hazards and Weather under the Hazards section for details.

- Regeneration: Heals 20 HP per round. See description under Traits for details.
- Timelessness
- Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

WYVERN

Small dragon-like creatures that make up for their short stature by their fierce temper.

Strength: 6, Constitution: 6, Agility: 6, Cleverness: 2, Intelligence: 2, Mentation: 3.
 Level: Adult, HP: 83, AC: 17, Base speed: 20 ft (Gallop 50 ft), Initiative: 6. Feats: Swift Improved Claw Combat, Vigor (+8 HP), Alertness. Skills/Spells: Wilderness Survival 6, Navigation 6, Perception 2.

Traits:

- Claw and Teeth Combat: One 8-sided dice plus Strength of slashing damage.
- Flight
- Carriage Levitation
- Wild Creature Attributes

YETI

Inhabiting the frozen mountains near the Crystal Empire, this creature looks like a giant white ape. It typically spends its time hunting in the mountains and occasionally terrifying hikers.

Strength: 7, Constitution: 8, Agility: 2, Cleverness: 1, Intelligence: 4, Mentation: 4.
 Level: Adult, HP: 65, AC: 15 (-2 size penalty), Base speed: 10 ft (Gallop 20 ft), Initiative: 6. Feats: Greater Initiative (+4 Initiative), Cold Tolerance, Improved Claw Combat. Skills/Spells: Wilderness Survival 4, Hide 4.

Traits:

- Fisticuffs: A yeti can inflict one 8-sided dice plus Strength of bludgeoning damage.
- Snow Camouflage: When in a snowy environment, a yeti can get a +4 bonus to its Hide rolls.
- Wild Creature Attributes
- Giant Size: 5 ft x 5 ft x 10 ft. with a reach of 10 feet. AC penalty of -2.

ZEBRA

They live in far away savannahs and deserts. They're highly skilled witchdoctors and magicians. Their skills and their strong sense of community enable them to survive in the harshest of environments. Episode Appearance: Zecora from Bridle Gossip, Luna Eclipse, Magic Duel, etc.

Strength: 3, Constitution: 3, Agility: 7, Cleverness: 5, Intelligence: 6, Mentation: 4.
 Level: Adult, HP: 50, AC: 17 (+2 padded armor), Base speed: 30 ft (Gallop 65 ft), Initiative: 7. Feats: Archery, Heat Tolerance, Swift Hooves (+10 ft base speed), Knowledgeable Pony (+2 Intelligence), Adeptness (+4 skill points). Skills/Spells: Wilderness Survival 2, Navigation 2, Botany 6, Herbalism 4, Dowsing 2.

Traits:

- Connection to the Earth
- Equine Combat
- Skill Specialty

Items

- Padded Armor:** +2 armor class.
- Long Bow:** Range of 10 feet per Agility score, Damage: one 8-sided dice plus Agility of damage, Bonus to Attack rolls: +6. One quiver with 20 arrows.
- Bolas:** Causes one 4-sided dice plus Agility of damage. It has a range of 10 feet. Although this is a short-range weapon with a reach of 10 feet, it uses Agility to modify attack rolls and damage rolls. This weapon can also be used to provide a +2 bonus to Trip rolls. It causes bludgeoning damage.
- 3 Healing Potions:** Drinking the potion can restore three 6-sided dice of HP.
- Fiery Breath Potion:** This potion can enable the drinker to spit fireballs from her mouth, causing two 8-sided dice plus Agility of damage. Range is 5 feet per Agility score.
- Dowsing Rod**
- Saddlebag**

ZOMBIE (PONY OF ANY TYPE)

A necromancer can bring a corpse to life and command it to do the sorcerer's bidding.

Strength: 10, Constitution: 0, Agility: 3, Cleverness: 0, Intelligence: 0, Mentation: 7.
Level: Adult, HP: 35, AC: 8, Base speed: 10 ft (Gallop 25 ft), Initiative: 7. Feats: Greater Initiative (+4 Initiative). Skills/Spells: None.

Traits:

- Equine Combat
- Damage Reduction: Because a zombie has a Constitution score of 0, damage inflicted upon it with a stabbing weapon (swords, axes, etc.) or a piercing weapon (bows and arrows, guns, etc.) is reduced by half. Any other weapons (bludgeoning weapons, spells, etc.) inflict damage like normal.
- Flammable
- Undead Attributes

Zombie Template: All creatures that had a skeleton (meaning oozes, insects, and plants don't apply) and had a Constitution score of 1 or higher can become a zombie. To remake a creature into a zombie, follow the instructions below.

- Reduce the creature's Constitution, Intelligence, and Cleverness score to 0. Readjust stats accordingly.
- The creature loses all feats and skill/spell levels he/she had in life, but gains the Greater Initiative feat if he/she didn't already have it in life.
- The creature loses all traits but can still retain any physical combat traits (Equine Combat, Claw and Tooth Combat, Fisticuffs, etc.) they had in life.
- Give it the Damage Reduction trait as described in the list of traits above.
- Give it the Undead Attributes and Flammable traits.

LIST OF ANIMALS

BEAR

Strength: 8, Constitution: 8, Agility: 5, Cleverness: 1, Intelligence: 6, Mentation: 1.
Level: Adult, HP: 75, AC: 18, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats:
Robust Pony [x2] (+4 Constitution). Skills/Spells: Wilderness Survival 2, Climb 2,
Perception 4.

Traits:

- Claw and Teeth Combat: One 6-sided dice plus Strength of slashing damage.
- Acute Sense of Smell
- Wild Creature Attributes

BIRD (SMALL)

Strength: 1, Constitution: 1, Agility: 5, Cleverness: 1, Intelligence: 2, Mentation: 3.
Level: Foal, HP: 18, AC: 13 (+2 size bonus), Base speed: 30 ft (Gallop 55 ft), Initiative: 5.
Feats: Swift Hooves (+10 ft base speed). Skills/Spells: Wilderness Survival 1, Navigation
1, Perception 2.

Traits:

- Flight
- Wild Creature Attributes
- Small Size: 1 cubic foot with a reach of 0 feet. AC bonus +2.

BIRD (LARGE)

Strength: 5, Constitution: 5, Agility: 5, Cleverness: 1, Intelligence: 4, Mentation: 5.
Level: Adult, HP: 60, AC: 17 (+2 size bonus), Base speed: 30 ft (Gallop 55 ft), Initiative:
5. Feats: Adeptness [x2] (+8 skill points), Swift Hooves (+10 ft base speed).
Skills/Spells: Wilderness Survival 6, Navigation 5, Perception 7.

Traits:

- Beak and Talon Combat: One 4-sided dice plus Strength of slashing damage.
- Flight
- Night Vision
- Wild Creature Attributes
- Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.

CAT (SMALL)

Strength: 2, Constitution: 2, Agility: 5, Cleverness: 1, Intelligence: 3, Mentation: 5.
Level: Foal, HP: 21, AC: 14 (+2 size bonus), Base speed: 20 ft (Gallop 45 ft), Initiative: 5.
Feats: Mystical Pony (+2 Mentation). Skills/Spells: Wilderness Survival 1, Navigation 1,
Stealth 2, Perception 1.

Traits:

- Claw and Teeth Combat: One 4-sided dice plus Strength of slashing damage.
- Night Vision
- Acute Sense of Smell

- Wild Creature Attributes
- Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.

CAT (LARGE)

Strength: 5, Constitution: 5, Agility: 5, Cleverness: 1, Intelligence: 5, Mentation: 5.
 Level: Adult, HP: 68, AC: 15, Base speed: 30 ft (Gallop 55 ft), Initiative: 5. Feats:
 Mystical Pony (+2 Mentation), Swift Hooves (+10 ft base speed), Vigor (+8 HP).
 Skills/Spells: Wilderness Survival 2, Navigation 2, Stealth 2, Hide 2, Perception 2.

Traits:

- Claw and Teeth Combat: One 4-sided dice plus Strength of slashing damage.
- Night Vision
- Acute Sense of Smell
- Wild Creature Attributes

CRUSTACEAN

Strength: 1, Constitution: 2, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 1.
 Level: Foal, HP: 21, AC: 13 (+4 shell armor, +2 size bonus), Base speed: 10 ft (Gallop 15 ft), Initiative: 1. Feats: None. Skills/Spells: Wilderness Survival 4.

Traits:

- Shell Armor: +4 to armor class.
- Water Breathing
- Wild Creature Attributes
- Small Size: 1 cubic foot with a reach of 0 feet. AC bonus +2.

DOG

Strength: 5, Constitution: 2, Agility: 3, Cleverness: 1, Intelligence: 4, Mentation: 1.
 Level: Foal, HP: 29, AC: 12 (+2 size bonus), Base speed: 10 ft (Gallop 25 ft), Initiative: 3.
 Feats: Vigor (+8 HP). Skills/Spells: Wilderness Survival 2, Navigation 2, Perception 2.

Traits:

- Claw and Teeth Combat: One 6-sided dice plus Strength of slashing damage.
- Acute Sense of Smell
- Wild Creature Attributes
- Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.

ELEPHANT

Strength: 10, Constitution: 10, Agility: 1, Cleverness: 1, Intelligence: 7, Mentation: 1.
 Level: Adult, HP: 85, AC: 14 (-2 size penalty), Base speed: 10 ft (Gallop 15 ft),
 Initiative: 1. Feats: Knowledgeable Pony [x3] (+6 Intelligence). Skills/Spells: Wilderness
 Survival 4, Perception 4.

Traits:

- Tusk Combat: One 8-sided dice plus Strength of bludgeoning or piercing (tusk) damage.
- Giant Size: 10 feet x 5 feet x 10 feet with a reach of 10 feet. AC penalty of -2.

FISH

Strength: 1, Constitution: 1, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 1.
 Level: Foal, HP: 18, AC: 9 (+2 size bonus), Base speed: 10 ft (Gallop 15 ft), Initiative: 1.
 Feats: None. Skills/Spells: Wilderness Survival 2, Navigation 2.

Traits:

- Aquatic
- Wild Creature Attributes
- Small Size: 1 cubic foot with a reach of 0 feet. AC bonus +2.

MONKEY

Strength: 5, Constitution: 2, Agility: 4, Cleverness: 2, Intelligence: 3, Mentation: 2.
 Level: Foal, HP: 21, AC: 13 (+2 size bonus), Base speed: 10 ft (Gallop 30 ft), Initiative: 4.
 Feats: Brawny Pony (+2 Strength). Skills/Spells: Wilderness Survival 1, Gymnastic 1, Perception 2.

Traits:

- Claw and Teeth Combat: One 4-sided dice plus Strength of slashing damage.
- Acute Sense of Smell
- Wild Creature Attributes
- Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.

MOUSE

Strength: 2, Constitution: 2, Agility: 5, Cleverness: 1, Intelligence: 1, Mentation: 5.
 Level: Foal, HP: 21, AC: 14 (+2 size bonus), Base speed: 30 ft (Gallop 55 ft), Initiative: 5.
 Feats: Swift Hooves (+10 ft base speed). Skills/Spells: Wilderness Survival 1, Gymnastic 1, Perception 2.

Traits:

- Claw and Teeth Combat: One 4-sided dice plus Strength of slashing damage.
- Acute Sense of Smell
- Wild Creature Attributes
- Small Size: 1 cubic foot with a reach of 0 feet. AC bonus +2.

OCTOPUS

Strength: 5, Constitution: 2, Agility: 3, Cleverness: 1, Intelligence: 5, Mentation: 2.
 Level: Foal, HP: 21, AC: 10, Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats: Athletic Pony (+2 Agility). Skills/Spells: Wilderness Survival 1, Stealth 1, Grapple 1, Hide 1.

Traits:

- Beak and Tentacle Combat: One 6-sided plus Strength dice of slashing damage.
- Aquatic
- Wild Creature Attributes

PORPOISE

Strength: 4, Constitution: 2, Agility: 5, Cleverness: 2, Intelligence: 5, Mentation: 1.
 Level: Foal, HP: 21, AC: 12, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Brawny Pony (+2 Strength). Skills/Spells: Wilderness Survival 2, Navigation 2, Perception 2.

Traits:

- Teeth Combat: One 6-sided dice plus Strength of slashing damage.
- Aquatic: Although it lives underwater, it still breaths air.
- Acute Sense of Smell
- Wild Creature Attributes

SHARK

Strength: 5, Constitution: 5, Agility: 2, Cleverness: 1, Intelligence: 2, Mentation: 3.
 Level: Foal, HP: 30, AC: 12, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Mystical Pony (+2 Mentation). Skills/Spells: Wilderness Survival 2, Navigation 2, Grapple 1, Perception 2.

Traits:

- Teeth Combat: One 8-sided dice plus Strength of slashing damage.
- Aquatic
- Acute Sense of Smell
- Wild Creature Attributes

SNAKE

Strength: 3, Constitution: 2, Agility: 3, Cleverness: 1, Intelligence: 1, Mentation: 4.
 Level: Foal, HP: 21, AC: 12 (+2 size bonus), Base speed: 10 ft (Gallop 25 ft), Initiative: 6.
 Feats: Greater Initiative (+4 Initiative). Skills/Spells: Wilderness Survival 2, Stealth 1, Hide 1.

Traits:

- Fang Combat: One 4-sided dice plus Strength of piercing damage. In addition, if a successful hit was made, the target must make a Constitution roll (difficulty: 15) or become poisoned. See section on Poison under Hazards.
- Acute Sense of Smell
- Wild Creature Attributes
- Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.

TORTOISE

Strength: 2, Constitution: 5, Agility: 1, Cleverness: 1, Intelligence: 5, Mentation: 4.
 Level: Foal, HP: 30, AC: 17 (+4 shell armor, +2 size bonus), Base speed: 10 ft (Gallop 15 ft), Initiative: 1. Feats: Robust Pony (+2 Constitution). Skills/Spells: Wilderness Survival 4.

Traits:

- Shell Armor: +4 to armor class.
- Wild Creature Attributes
- Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.

WEASEL

Strength: 2, Constitution: 2, Agility: 3, Cleverness: 3, Intelligence: 4, Mentation: 4.
 Level: Foal, HP: 21, AC: 12 (+2 size bonus), Base speed: 10 ft (Gallop 25 ft), Initiative: 3.
 Feats: Mystical Pony (+2 Mentation). Skills/Spells: Wilderness Survival 2, Escape Artist 2.

Traits:

- Claw and Teeth Combat: One 4-sided dice plus Strength of slashing damage.
- Acute Sense of Smell
- Wild Creature Attributes
- Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.

WHALE

Strength: 7, Constitution: 8, Agility: 4, Cleverness: 1, Intelligence: 9, Mentation: 1.
 Level: Adult, HP: 75, AC: 15 (-2 size penalty), Base speed: 10 ft (Gallop 30 ft), Initiative: 4.
 Feats: Knowledgeable Pony (+2 Intelligence), Brawny Pony [x2] (+4 Strength). Skills/Spells: Wilderness Survival 4, Navigation 3, Perception 4.

Traits:

- Teeth Combat: One 6-sided dice plus Strength of crushing damage.
- Aquatic: Although it lives underwater, it still breaths air.
- Wild Creature Attributes
- Giant Size: 20 feet x 40 feet x 20 feet with a reach of 10 feet. AC penalty of -2.

MANE 6**APPLEJACK**

Strength: 9, Constitution: 8, Agility: 6, Cleverness: 2, Intelligence: 5, Mentation: 2.
 Level: Adult, HP: 75, AC: 19, Base speed: 20 ft (Gallop 50 ft), Initiative: 6. Feats: Apple Family Traditions, Element of Honesty (details below), Knowledgeable Pony (+2 Intelligence), Adeptness (+4 skill points). Skills/Spells: Farming 6, Husbandry 3, Cooking 4, Animal-Handling 3.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

Feats:**Element of Honesty**

Prerequisites: Must bond with the Element of Honesty.

If someone uses the Bluff skill on Applejack, she gets a +5 bonus to her Outwit roll to see through the lie. She also gets a +5 bonus to her Diplomacy rolls because of how trustworthy she is.

FLUTTERSHY

Strength: 3, Constitution: 6, Agility: 2, Cleverness: 3, Intelligence: 7, Mentation: 5.
 Level: Adult, HP: 65, AC: 13, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats:
 Adeptness (+4 skill points), Element of Kindness (details below), The Stare Master
 (details below). Skills/Spells: Animal-Handling 4, Husbandry 4, Healing 5, Linguistics 3
 (languages known: Equestrian, Faunal, and Fay).

Traits:

- Equine Combat
- Flight
- Carriage Levitation

Feats:

Element of Kindness

Prerequisites: Must bond with the Element of Kindness.

Fluttershy gets a +5 bonus to all Healing and Husbandry rolls.

The Stare Master

Prerequisites: Must be born with this power.

Fluttershy has a variation of the Intimidation skill known simply as The Stare and it involves intimidating others with her piercing gaze and stern voice. The Stare works like a gaze attack and if one were to look into Fluttershy's eyes, Fluttershy would gain a +5 bonus to her Intimidation roll. To avoid the affects of The Stare, the pony can avoid eye contact, but suffer a -4 penalty to attack rolls and AC in doing so.

PINKIE PIE

Strength: 4, Constitution: 3, Agility: 5, Cleverness: 6, Intelligence: 4, Mentation: 6.
 Level: Adult, HP: 50, AC: 13, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats:
 Element of Laughter (details below), Ice Skating, Pinkie Sense (details below),
 Adeptness (+4 skill points). Skills/Spells: Party-Planning 4, Performance 4, Precognition
 2, Music 4, Cooking 3, Mischief 3.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

Feats:

Element of Laughter

Prerequisites: Must bond with the Element of Laughter.

+5 bonus to Performance, Party Planning, Music, and Mischief rolls.

Pinkie Sense

Prerequisites: Must be born with this power.

This feat is a variation of the Precognition skill where she senses any kind of unexpected surprise (not just danger), but otherwise follows the same rules laid out in the description of the Precognition skill. She gets a +5 bonus to her Precognition roll every time she uses her Pinkie Sense.

Items:

—**Party Cannon:** Pinkie's party cannon is a magical weapon that can grant her a +4 bonus to her Party-Planning rolls. It can also be used as a long-range weapon, inflicting one 4-sided dice plus Agility of damage at a range of 5 feet per Agility score. This weapon does not need to be reloaded.

RAINBOW DASH

Strength: 6, Constitution: 4, Agility: 9, Cleverness: 4, Intelligence: 2, Mentation: 2, Level: Adult, HP: 55, AC: 18, Base speed: 40 ft (Gallop 85 ft), Initiative: 9. Feats: Element of Loyalty (details below), Sonic Rainboom (details below), Swift Hooves (+10 feet base speed), Adeptness (+4 skill points). Skills/Spells: Aerobatics 4, Control Weather 4, Perception 4.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

Feats:**Element of Loyalty**

Prerequisites: Must bond with the Element of Loyalty.

When she's fighting to protect or serve someone else, she gains a +3 to her attack rolls. She also gets a +5 to Intimidation rolls if she standing up for the sake of someone else.

Sonic Rainboom

Prerequisites: Must be born with this power.

This feat can allow Rainbow Dash to break the sound barrier and cause a Sonic Rainboom. To do so, she must be flying in a straight line at her maximum speed for one round. Once the conditions are right, she must make an Aerobatics roll (Difficulty: 25). If she fails, then she must make an Agility saving throw (Difficulty: 15) to avoid plummeting from the sky, causing falling damage. See section on Falling/Collision under the Hazards section. If successful, Rainbow triples her speed on the next round and she successfully creates a Sonic Rainboom. Such an event is a very powerful force. Not only can it create a huge rainbow that can be seen for miles, but the explosion itself can cause a massive shock wave that can cause an earthquake up to 100 feet away from the epicenter (located directly below where the explosion happened) and lasts for three rounds. See section on Earthquakes under the Hazards section for details. Due to the massive amount of strain the Sonic Rainboom can cause on Rainbow Dash, she can only successfully do it once per day. The boost in speed only lasts for one round.

RARITY

Strength: 2, Constitution: 2, Agility: 4, Cleverness: 9, Intelligence: 6, Mentation: 6. Level: Adult, HP: 55, AC: 11, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Element of Generosity (details below), Ingenious Pony [x2] (+4 Cleverness). Skills/Spells: Gemology 5, Sewing 6, Terrakinesis 1.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

Feats:**Element of Generosity**

Prerequisites: Must bond with the Element of Generosity.

Whenever Rarity performs any skill roll solely for the benefit of someone else and not herself, she gets a +2 bonus no matter what the skill is.

TWILIGHT SPARKLE

Strength: 2, Constitution: 3, Agility: 2, Cleverness: 1, Intelligence: 10, Mentation: 10.

Level: Adult, HP: 50, AC: 10, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Canterlot Graduate (+2 magic skill points and +1 Mentation), Element of Magic (details below), Spell Pool, Magical Energy Beams. Skills/Spells: Astronomy 1, Spell Craft 2, Teleportation 6, Apportation 3, Enchant 2, Dispel 4.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

Feats:**Element of Magic**

Prerequisites: Must bond with the Element of Magic.

+10 bonus allocable skill points used toward magical spells.

TWILIGHT SPARKLE (PRINCESS)

Strength: 2, Constitution: 3, Agility: 2, Cleverness: 1, Intelligence: 10, Mentation: 10.

Level: Adult, HP: 50, AC: 10, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Canterlot Graduate (+2 magic skill points and +1 Mentation), Element of Magic (details below), Spell Pool, Magical Energy Beams, Newly Ascended Alicorn (details below). Skills/Spells: Astronomy 3, Spell Craft 4, Teleportation 7, Apportation 3, Enchant 5, Dispel 5, Control the Stars 1.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Spell Casting
- Telekinesis
- Timelessness

Feats:**Element of Magic**

Prerequisites: Must bond with the Element of Magic.

+10 bonus allocable skill points used toward magical spells.

Newly Ascended Alicorn

Prerequisites: Element of Magic feat and solve Star Swirl's unfinished spell.

By achieving control of highly advanced magic, Twilight has unlocked some of the powers of an alicorn. Although she hasn't achieved alicorn level status (yet), she gains the Flight, Carriage Levitation, and Timelessness traits as well as +10 bonus skill points.

LIST OF CANON NPC'S

AHUIZOTL

Strength: 6, Constitution: 3, Agility: 9, Cleverness: 3, Intelligence: 5, Mentation: 5.
Level: Adult, HP: 50, AC: 17, Base speed: 30 ft (Gallop 75), Initiative: 9. Feats: Mystical Pony [x2] (+4 Mentation), Sword Proficiency. Skills/Spells: Swim 6, Wilderness Survival 7, Grapple 8, Trip 8.

Traits:

—Fisticuffs: Can attack with hands and feet for one 6-sided dice plus Strength of damage. Ahuizotl has a hand at the tip of its tail, enabling him to inflict damage to enemies from behind.

Items:

—**Two Great Swords:** Ahuizotl holds one sword in his right hand and the other sword in his tail hand, enabling him to fight from behind as well as in front. Range is 0 feet and it causes one 10-sided dice plus Strength of damage. Offers a +6 bonus to attack rolls with the Sword Proficiency feat.

AHUIZOTL'S CAT HENCHMEN

Strength: 6, Constitution: 5, Agility: 5, Cleverness: 1, Intelligence: 3, Mentation: 5.
Level: Adult, HP: 68, AC: 15, Base speed: 30 ft (Gallop 55 ft), Initiative: 5. Feats: Adeptness (+4 skill points), Swift Hooves (+10 ft base speed), Vigor (+8 HP). Skills/Spells: Wilderness Survival 2, Stealth 5, Hide 5, Perception 2.

Traits:

—Claw and Teeth Combat: One 6-sided dice plus Strength of damage.
—Night Vision
—Acute Sense of Smell
—Wild Creature Attributes

AHUIZOTL'S CAT HENCHMEN (KITTEEN)

Strength: 3, Constitution: 2, Agility: 5, Cleverness: 1, Intelligence: 3, Mentation: 4.
Level: Foal, HP: 21, AC: 14 (+2 size bonus), Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Mystical Pony (+2 Mentation). Skills/Spells: Wilderness Survival 1, Gymnastic 1, Perception 2.

Traits:

—Claw and Teeth Combat: One 4-sided dice plus Strength of damage.
—Night Vision

- Acute Sense of Smell
- Wild Creature Attributes
- Small Size: 2.5 cubic feet with a reach of 0 feet.

APPLE BLOOM

Strength: 5, Constitution: 5, Agility: 3, Cleverness: 4, Intelligence: 2, Mentation: 1.
 Level: Foal, HP: 30, AC: 13, Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats: Apple Family Traditions, Robust Pony (+2 Constitution). Skills/Spells: Carpentry 2, Cooking 1, Herbalism 1, Farming 4.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

BABS SEED

Strength: 5, Constitution: 4, Agility: 3, Cleverness: 4, Intelligence: 1, Mentation: 1.
 Level: Foal, HP: 35, AC: 10, Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats: Improved Natural Healing, Vigor (+8 HP). Skills/Spells: Outwit 3, Intimidation 3, Bluff 2.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

BIG MACINTOSH

Strength: 10, Constitution: 9, Agility: 5, Cleverness: 1, Intelligence: 6, Mentation: 1.
 Level: Adult, HP: 80, AC: 19, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Apple Family Traditions, Robust Pony (+2 Constitution), Knowledgeable Pony (+2 Intelligence), Adeptness (+4 skill points). Skills/Spells: Farming 6, Husbandry 4, Animal-Handling 2.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

BON BON (SWEETIE DROPS)

Strength: 5, Constitution: 9, Agility: 3, Cleverness: 9, Intelligence: 3, Mentation: 7.
 Level: Adult, HP: 80, AC: 19, Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats: Robust Pony [x2] (+4 Constitution), Mystical Pony [x2] (+4 Mentation). Skills/Spells: Cooking 8, Outwit 8, Perception 4.

Traits:

- Equine Combat
- Connection to the Earth

—Skill Specialty

BULK BICEPS

Strength: 10, Constitution: 10, Agility: 2, Cleverness: 1, Intelligence: 1, Mentation: 1.
 Level: Adult, HP: 85, AC: 17, Base speed: 10 ft (Gallop 20 ft), Initiative: 6. Feats:
 Extraordinary Resilience, Stave off Death, Greater Initiative (+4 Initiative). Skills/Spells:
 Control Weather 2, Aerobatics 1, Outmuscle 5.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

CADANCE

Strength: 2, Constitution: 9, Agility: 6, Cleverness: 9, Intelligence: 10, Mentation: 15.
 Level: Alicorn, HP: 140, AC: 20, Base speed: 20 ft (Gallop 50 ft), Initiative: 6. Feats:
 Canterlot Graduate (+2 magic skill points and +1 Mentation), Spell Pool, Extend Spell
 Range, Magical Energy Rays, Princess of the Crystal Empire (details below), Avatar of
 the Crystal Heart. Skills/Spells: Spirit of Love 7 (details below), Recovery 6, Control the
 Stars 1, Force Field 4, Dispel 2.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Spell Casting
- Telekinesis
- Timelessness

Feat:

Princess of the Crystal Empire

Prerequisites: Must earn the title of Princess of the Crystal Empire after her coronation.
 As Princess of the Crystal Empire, Cadance automatically obtains the Avatar of the
 Crystal Heart feat and she is able to use it as if she was a crystal pony. She also obtains a
 +8 bonus to Diplomacy rolls when talking to other crystal ponies.

Spell:

Spirit of Love

Alicorn Level Casters Only

Range: 10 feet per Mentation score

Duration: One minute per spell level (when it comes to bonuses to Mentation) and
 instantaneous (when reversing Aptitude score loss)

Offensive Abilities: Mentation Roll (Harmless)

Target: 1 target per spell level within range

Rudimentary: Through the power of love, Cadance can grant a +4 Aptitude score bonus
 to Mentation that lasts for the duration of the spell.

Advanced: With this spell, Cadance can increase a pony's Mentation score to its maximum possible level. For example, a foal's Mentation would increase to level 5, an adult's Mentation would increase to 10, and an alicorn's Mentation would increase to 20. In addition, this spell can completely reverse the effects of Mentation Aptitude score loss and penalties. While the effects of the increased Mentation score only lasts for the spell's duration, the reversing of Aptitude score loss is instantaneous.

CELESTIA

Strength: 4, Constitution: 7, Agility: 5, Cleverness: 9, Intelligence: 10, Mentation: 15.
Level: Alicorn, HP: 120, AC: 17, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Spell Pool, Extend Spell Range, Extend Telekinesis, Quicken Spell, Princess of the Day (details below), Magical Energy Rays. Skills/Spells: Control the Stars 20, Astronomy 20, Concentration 5, Spell Craft 10, Teleportation 10, Dispel 14, Recovery 7.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Spell Casting
- Telekinesis
- Timelessness

Feat:

Princess of the Day

Prerequisites: Must earn the title of Princess of the Day after her coronation.

Celestia obtains a +8 bonus to Diplomacy rolls when talking to other ponies. During the daylight hours, Celestia's Mentation score increases by +5.

CERBERUS

Strength: 18, Constitution: 15, Agility: 12, Cleverness: 1, Intelligence: 7, Mentation: 15.
Level: Alicorn, HP: 216, AC: 30 (-2 size penalty), Base speed: 30 ft (Gallop 90 ft), Initiative: 16. Feats: Vigor [x2] (+16 HP), Greater Initiative (+4 Initiative), Deadly Strike, Stave Off Death, Improved Claw Combat. Skills/Spells: Wilderness Survival 15, Grapple 10, Sense Magic 10.

Traits:

- Claw and Teeth Combat: One 10-sided dice plus Strength of slashing damage.
- Multiple Heads: Cerberus has 3 heads. On his turn during combat, Cerberus can do 3 standard actions or 6 simple actions (or a combination of both), although he cannot do the same simple action more than once during a turn. Cerberus can only do one full-round action during its turn. Provides +6 bonus to its Perception rolls.
- Acute Sense of Smell
- Beast of Tartarus
- Wild Creature Attributes
- Giant Size: 10 cubic feet with a reach of 10 feet. AC penalty of -2.

CHEERILEE

Strength: 3, Constitution: 4, Agility: 3, Cleverness: 5, Intelligence: 10, Mentation: 5.

Level: Adult, HP: 55, AC: 12, Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats:

Adeptness [x2] (+8 skill points), Knowledgeable Pony [x2] (+4 Intelligence).

Skills/Spells: Writing 7, Mathematics 7, Childcare 6.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

CHEESE SANDWICH

Strength: 4, Constitution: 4, Agility: 5, Cleverness: 10, Intelligence: 5, Mentation: 6.

Level: Adult, HP: 55, AC: 14, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats:

Mystical Pony [x2] (+4 Mentation), Musical Instrument Proficiency (wind instrument), Cheesy Sense (see details below). Skills/Spells: Music 10, Party-Planning 6, Mischief 4.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

Feats:**Cheesy Sense**

Prerequisites: Must be born with this power.

Whenever there are plans for a party going on, Cheese Sandwich has the power to sense it from up to 1 mile per Mentation score away and know where it is.

Items:

- Boneless the Rubber Chicken**
- Accordion**

CHRYSALIS

Strength: 2, Constitution: 4, Agility: 8, Cleverness: 15, Intelligence: 8, Mentation: 17.

Level: Alicorn, HP: 90, AC: 17, Base speed: 30 ft (Gallop 70 ft), Initiative: 8. Feats:

Queen of the Changelings (details below), Summon a Changeling Swarm (details below),

Extend Spell Range, Spell Pool, Telekinetic Crush, Magical Energy Rays. Skills/Spells:

Bluff 10, Hide 9, Charm 12, Spell Craft 10, Concentration 2, Dispel 10, Disintegrate 5,

Nullify Magic 4, Enfeeblement 8, Spell Echo 12, Spell Leach 7, Teleportation 6,

Linguistics 1 (languages known: Equestrian, Equaggian, and Mimic).

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Spell Casting
- Telekinesis

—**Transform:** As a full-round action, Chrysalis can transform into any type of creature just like the Polymorph spell. She can remain in that form for as long as she wants. While transformed, almost all of Chrysalis's traits are replaced with that of the new form, however, she still retains the Transform and Drain Love traits regardless of what form she takes on. While transformed, she gets a +10 bonus to Disguise rolls. If she is ever killed, she reverts back to her primary form.

—**Drain Love, Advanced:** As a full-round action, Chrysalis can drain the love of others (which translates into Mentation) at a range of 10 feet per Mentation by invoking loving feelings in her target, whether it be romantic love, familial love, or sexual love. While in disguise, Chrysalis must first get the attention of her target, and she then rolls a Charm roll against the target's Outwit roll. If Chrysalis wins, then she manages to inflict one 8-sided dice of Mentation score loss upon the target. If Chrysalis is disguised as a loved one the target knows and the target is unaware she's Chrysalis, then Chrysalis gets a +8 bonus to Charm rolls. This power can be used when the target is aware of Chrysalis, even during combat, but Chrysalis gets a -8 penalty to Charm rolls. See section on Aptitude Score Loss under the Hazards chapter.

—**Timelessness**

Feats:

Queen of the Changelings

Prerequisites: Must earn the title Queen of the Changelings after her coronation.

As queen of the changelings, Chrysalis possesses powers that no other changeling has such as having the Timelessness trait and having her Transform trait based on the alicorn level spell Polymorph. This feat also increases the amount of Mentation she can drain with Drain Love to one 8-sided dice. Not only can she drain away an opponent's Mentation, but she can also store the points into her own mind and she can spend the points she steals to do any of the following:

- Restoration: Restore 20 HP per point spent.
- Boost Spell Level: When casting a spell, she can increase the spell's level by +1 per point spent.
- Use as Spell Point: Each of the Mentation points she drains can be used as a spell point for casting a spell.
- Enthrallment: Every time Chrysalis manages to drain a target's Mentation level to 0, the target becomes a mindless drone who will follow her commands without question. While the pony is being controlled, Chrysalis will automatically know where she is from up to 10 feet per Mentation score away. The only way to break her hold on a target is to restore the target's Mentation level to 1 or higher with a Healing skill roll. However, the target will actively resist any attempt to restore Mentation, thus at least one other PC has to hold her in place while another attempts the Healing roll.

She also obtains a +8 bonus to Diplomacy rolls when talking to other changelings.

Summon a Changeling Swarm

Prerequisites: Queen of the Changelings feat.

Once per hour, Chrysalis can teleport 10 + one 20-sided dice roll of changelings to serve her.

COCO POMMEL

Strength: 6, Constitution: 6, Agility: 5, Cleverness: 6, Intelligence: 3, Mentation: 4.
Level: Adult, HP: 65, AC: 16, Base speed: 30 ft (Gallop 55 ft), Initiative: 5. Feats:
Ingenious Pony [x2] (+4 Cleverness), Swift Hooves (+10 ft base speed), Earthen
Spiritualist. Skills/Spells: Sewing 10, Performance 2.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

CUP CAKE

Strength: 7, Constitution: 7, Agility: 3, Cleverness: 8, Intelligence: 8, Mentation: 1.
Level: Adult, HP: 70, AC: 15, Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats:
Ingenious Pony [x2] (+4 Cleverness), Knowledgeable Pony [x2] (+4 Intelligence).
Skills/Spells: Cooking 8, Childcare 8.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

DARING DO/A.K. YEARLING

Strength: 5, Constitution: 5, Agility: 7, Cleverness: 4, Intelligence: 7, Mentation: 1.
Level: Adult, HP: 60, AC: 17, Base speed: 20 ft (Gallop 55 ft), Initiative: 7. Feats:
Adeptness [x2] (+8 skill points), Improved Bare Hoof Combat. Skills/Spells: Archeology
8, Lock Pick 4, Wilderness Survival 4, Navigation 2, Disarm 4, Writing 8, Linguistics 4
(languages known: Equestrian, Equaggian, and Griffic).

Traits:

- Equine Combat
- Flight
- Carriage Levitation

Items:

—**Whip:** Range is 5 feet it causes one 4-sided dice plus Agility of damage. This weapon can be used to attempt a Disarm or a Trip roll (with a bonus of +2) on an opponent. It cannot harm opponents wearing armor or opponents with +3 or higher natural armor. It does not harm opponents wearing armor or has +3 or higher natural armor.

—**Bag of Caltrops:** When stepped on, caltrops cause one 4-sided dice of damage and can reduce the victim's base speed by 10 feet and she'll be unable to gallop. To reverse the loss to base speed, the damage caused by the caltrops has to be healed. Walking over the caltrops again causes additional damage, but does nothing more to the penalty to base

speed. Caltraps have no affect on a victim's ability to fly or swim. A single bag of caltraps can cover an area 5 square feet in size.

—**Compass:** Provides a +4 bonus to Navigation rolls and allows Daring to always know which direction is north.

—**Crowbar:** Grants a +4 bonus to Strength rolls when prying open doors and chests.

—**Gas Mask:** While worn, Daring gets a +4 bonus to her Constitution saving throws when resisting the effects of gases or other air born poisons and irritants.

—**Lock Pick Kit**

—**Saddlebag**

DERPY HOOVES

Strength: 2, Constitution: 2, Agility: 4, Cleverness: 5, Intelligence: 5, Mentation: 7.

Level: Adult, HP: 45, AC: 11, Base speed: 30 ft (Gallop 50 ft), Initiative: 4. Feats: Alertness, Swift Hooves [x2] (+20 ft base speed). Skills/Spells: Mischief 3, Outwit 3, Control Weather 2.

Traits:

—Equine Combat

—Flight

—Carriage Levitation

DIAMOND TIARA

Strength: 3, Constitution: 4, Agility: 2, Cleverness: 5, Intelligence: 2, Mentation: 4.

Level: Foal, HP: 27, AC: 11, Base speed: 10 ft (Gallop 20 ft), Initiative: 6. Feats: Ingenious Pony (+2 Cleverness), Greater Initiative (+4 Initiative). Skills/Spells: Mischief 4, Intimidation 4.

Traits:

—Equine Combat

—Connection to the Earth

—Skill Specialty

DINKY

Strength: 2, Constitution: 2, Agility: 2, Cleverness: 3, Intelligence: 3, Mentation: 5.

Level: Foal, HP: 21, AC: 9, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Alertness. Skills/Spells: Mischief 2, Outwit 2.

Traits:

—Equine Combat

—Spell Casting

—Telekinesis

DISCORD

Strength: 3, Constitution: 5, Agility: 2, Cleverness: 15, Intelligence: 13, Mentation: 20.

Level: Alicorn, HP: 100, AC: 12, Base speed: 10 ft (Gallop 20 ft), Initiative: 10. Feats: Greater Initiative [x2] (+8 Initiative), Quicken Spell, Spell Pool, Extend Spell Duration,

Extend Spell Range, Magical Energy Rays. Skills/Spells: Sense Magic 7, Spell Craft 7, Concentration 7, Dispel 7, Enchant 10, Polymorph 10, Apportation 10, Teleportation 10, Unbridled Chaos 20 (details below), Elements of Disharmony 15 (details below).

Traits:

- Claw Combat: Attack with claws and horns, one 8-sided dice plus Strength of damage.
- Flight
- Spell Casting
- Timelessness

Spells:

Unbridled Chaos

Alicorn Level Casters Only

Range: 10 feet per Mentation score

Duration: One hour per spell level

Offensive Abilities: Mentation Roll

Target: An invisible sphere 5 feet per spell level in diameter conjured within the spell range. There are some exceptions, see descriptions for details.

Rudimentary: This spell causes chaos by producing a random effect every time it is cast. A Percentage Roll chooses what happens within the targeted area. Most spells create an invisible sphere 5 feet per spell level in diameter anywhere within range. The effects of the spell will affect all characters and objects within the sphere as described below. If the spell is cast again within the same area, Discord can roll again to replace the effects of the previous spell. If the dice roll lands on the same outcome that is already plaguing the targeted area, then Discord can re-roll again to get a new outcome. To see what are the spell effects, consult the chart below:

- % Roll 01-16 Haphazard Colors: The colors of inanimate objects in the area will completely change, reducing the area into a Technicolor nightmare of bright colors, causing -2 penalty to Hide skill rolls.
- % Roll 17-32 Random Sounds: All those within the targeted area can hear random sounds and voices coming from nowhere, causing -2 penalty to Perception skill rolls when trying to hear.
- % Roll 33-48 Bizarre Flora: This spell does odd things to the plant life, causing strange phenomena such as fruit growing quadruple their size, corn popping into popcorn, etc.
- % Roll 49-64 Bizarre Fauna: All creatures with the Wild Animals Attribute will behave strangely (up to one animal per spell level), causing the animals to grow strange proportions and behave in a way that is not natural to them such as predators eating plants, fish walking on land, etc.
- % Roll 65-80 Cardboard Buildings: All buildings and pony-made structures are turned into cardboard, making each building very fragile. All it takes to break through a cardboard building is a Strength roll (Difficulty: 8). When the spell ends, all buildings will revert back to the way they were, including reversing damage caused to the building while it was made of cardboard.
- % Roll 81-96 Night and Day: The sky will change from day into night or vice versa. Unlike the other effects, this one has an instantaneous duration.
- % Roll 97-100: Discord chooses one of the effects above.

Advanced: Same as the rudimentary spell except Discord rolls a Percentage Roll and uses the chart below to determine the outcome:

- % Roll 01-08 Cotton Candy Clouds: This spell creates a cotton candy cloud 5 cubic feet per spell level in the sky that will rain chocolate milk upon the land. These clouds can neither be moved nor controlled by the Control Weather skill. While it rains, its effects are the same as *strong precipitation*. See section on Weather under Hazards for details.
- % Roll 09-16 Soapy Roads: The ground in a 5 feet per spell level area becomes completely covered in soap. All who stand on it must make an Agility roll (Difficulty: 10 + spell level) or else fall over. To get up, the pony must spend another full-round action and succeed at the next Agility roll or else fall over again. If she tries to walk across the road, she must make an Agility roll every round (Difficulty 10 + spell level + 1 for every 5 feet per round the pony is walking) or else fall over.
- % Roll 17-24 Inconsumable Food: This spell creates an invisible sphere 5 feet per spell level and all within the spell cannot physically eat or drink anything. That includes medicines and potions. However, every time a pony puts an empty plate, bowl, or cup to her lips, whatever she drank or ate will magically reappear in the container, although the effect is only an illusion that will disappear when taken out of the sphere.
- % Roll 25-32 Enfeebling Cloud: This spell creates a cloud 5 cubic feet per spell level that covers the area. All those trapped in the cloud will be paralyzed and unable to walk. To escape, the pony must make a Strength roll (Difficulty: 10), but the odd thing about the cloud is that it actually responds to weakness so the Strength roll actually has to be *under* the Difficulty, not equal or over it. Otherwise, the fog works like an ordinary fog except it can't be moved with Control Weather. See section on Weather under Hazards for details.
- % Roll 33-40 Chaotic Sounds: This spell creates an invisible sphere 5 feet per spell level where there can be heard random and loud noises such as voices, chimes, echoes, music, etc. This background noise causes a -8 penalty to Perception rolls when trying to hear.
- % Roll 41-48 Light Becomes Darkness: This spell creates an invisible sphere 5 feet per spell level where all artificial light sources (such as fire, lanterns, torches, Photokinesis, etc.) within the sphere would suddenly cast a field of darkness, blinding all within it in a pitch-black haze. See section on Darkness under Hazards for details.
- % Roll 49-56 Freezing Heat: This spell creates an invisible sphere 5 feet per spell level where the area will become as hot and as dry as a desert, forcing the PC's to make Constitution saving throws against hyperthermia if they stay in the area too long. All liquids will turn to ice that can't be thawed, making them undrinkable, including potions and medicines. See section on Heat Hazard and Cold Hazards under the Hazards section for details.
- % Roll 57-64 Rubber Rock: This spell creates an invisible sphere 5 feet per spell level where anything made of rock or metal will become soft and will bounce harmlessly off of others. This negates any kind of damage caused by falling or from metal weapons.

- % Roll 65-72 Air to Water: This spell creates an invisible sphere 5 feet per spell level where all air within the sphere will become water and all water will become air bubbles. Those who are trapped in the water suffer the same penalties they would experience in normal water, including the risk of freezing in cold water, requiring successful Swim rolls, and suffocation. When the spell ends, all previous air and water will revert back to their original state.
- % Roll 73-80 Antigravity: This spell creates an invisible sphere 5 feet per spell level where everything will become weightless and float a foot off the ground like a balloon. A pony floating off the ground can only move at their base speed unless they can fly.
- % Roll 81-88 Plant Ponies: This spell affects one target per spell level within range. Any pony who is hit with this spell must make a Mentation roll against Discord's Mentation roll. If the targets fail the roll, they will be forced onto solid ground and roots will spring out from their hooves, attaching them to the ground. Leaves, fruit, and branches will grow out of their manes and tails. The pony will remain completely unconscious and paralyzed, growing like a tree for the duration of the spell.
- % Roll 89-96 Wild Magic: This spell creates an invisible sphere 5 feet per spell level where all who attempt to cast a spell within the sphere must make a Mentation roll (Difficulty: 10 + the level of the spell being cast) to cast the spell successfully. If the roll fails, roll a one 6-sided dice and consult the table below to see what happens.
 - % Roll 01-20 Spell Failure: The spell doesn't work and the spell point is wasted if any are spent.
 - % Roll 21-36 Magic Flowers: Flowers will inexplicably spring from the tip of the unicorn's horn. The flowers can be pulled off with a Strength roll (Difficulty 10). The spell point is wasted if any are spent.
 - % Roll 37-52 Electrical Discharge: Lightning will shoot from the horn, causing one 10-sided dice of damage to all within range (10 feet per Mentation score). The spell point is wasted if any are spent.
 - % Roll 53-68 Costly Spell: An advanced spell will work like normal, but the unicorn must spend twice as much in spell points as she normally would. If she doesn't have enough spell points, then the spell fails and the remaining spell points are wasted. Rudimentary spells will not work.
 - % Roll 69-84 Detonated Spell: The spell blows up in the caster's face, inflicting one 10-sided dice of damage to the caster. The spell point is wasted if any are spent.
 - % Roll 85-100 It Didn't Happen: The spell doesn't work but the spell point is not spent.
- % Roll 97-100: Discord chooses one of the effects above.

Regardless of the outcome, all of the effects listed with this spell will not affect Discord. If Discord spends three spell points instead of one, he can choose the outcome of the spell.

Elements of Disharmony

Alicorn Level Casters Only

Range: 10 feet per Mentation score

Duration: One hour per spell level

Offensive Abilities: Mentation Roll

Target: Only 1 target within range

Rudimentary: If a target under the influence of this spell were to attack or use a skill on Discord, Discord can cast this spell as a free action to cause a -4 penalty to the attack or skill roll.

Advanced: Discord represents the corruption of the virtues of the Elements of Harmony. So much so that with this spell, Discord can curse any pony to behave out of character. If a target is affected with this spell, roll a 6-sided dice. Whichever number is rolled determines which curse the target is affected with. While under the effects of this spell, the target will turn gray in color and behave in accordance with the curse she is saddled with. If hit with the spell again before it wears off, then the target can potentially change to a different curse. If the player does not like to willingly go against or betray her companions, then the GM can offer to control the PC for the player.

- 1 Deceit: The target will use the Bluff skill every time she tries to talk to somebody, making up any kind of lie with every sentence.
- 2 Bitterness: The target will become rude and angry with anybody and anything as well as become uninvolved with any activity, even ones she would normally be glad to be a part of. If she tries to use any skill that uses Cleverness, that skill roll will get a -8 penalty.
- 3 Greed: The target will feel a compulsive need to steal and hoard anything of value, frequently using the Pick-Pocket skill to take whatever she can.
- 4 Untrustworthiness: The target will always run from any fight or anything that is potentially dangerous, preferring to save herself at all costs, even abandoning her friends. If the pony attempts a Diplomacy roll, it will automatically fail.
- 5 Maliciousness: This curse actually grants the target a +8 bonus to Mischief, Intimidation, and Outwit rolls, which the target will frequently use to pester, taunt, and humiliate any pony nearby. If the pony attempts a Diplomacy roll, it will automatically fail.
- 6 The Taint of Disharmony: This power is perhaps Discord's most wicked curse of all. The target's magic, willpower, and even perceptions will be weak, causing any and all skill rolls that use Mentation to automatically fail. This curse also disables a unicorn's ability to cast spells.

If Discord spends three spell points instead of one, he can choose the outcome of the spell. This spell has no effect on creatures with a 0 Intelligence score.

DOCTOR HOOVES

Strength: 4, Constitution: 4, Agility: 2, Cleverness: 6, Intelligence: 10, Mentation: 6.

Level: Adult, HP: 55, AC: 11, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Knowledgeable Pony [x3] (+6 Intelligence), Adeptness (+4 skill points). Skills/Spells: Mechanic 4, Zoology 3, Archeology 3, Chemistry 4, Linguistics 2 (languages known: Equestrian, Equaggian, Griffic, and Mimic).

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

FANCY PANTS

Strength: 4, Constitution: 4, Agility: 4, Cleverness: 7, Intelligence: 2, Mentation: 6.
 Level: Adult, HP: 55, AC: 13, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Spell Pool, Adeptness [x2] (+8 skill points). Skills/Spells: Charm 3, Diplomacy 3, Teleportation 3, Dispel 3, Apportation 2, Sleep 2.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

FEATHERWEIGHT

Strength: 2, Constitution: 2, Agility: 5, Cleverness: 4, Intelligence: 2, Mentation: 2.
 Level: Foal, HP: 21, AC: 12, Base speed: 30 ft (Gallop 55 ft), Initiative: 5. Feats: Swift Hooves (+10 ft base speed). Skills/Spells: Control Weather 4.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

FLASH SENTRY

Strength: 3, Constitution: 5, Agility: 5, Cleverness: 3, Intelligence: 5, Mentation: 6.
 Level: Adult, HP: 60, AC: 20 (+4 half-plated armor, helmet +1), Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Archery, Adeptness [x2] (+8 skill points). Skills/Spells: Perception 6, Outwit 5, Precognition 1, Control Weather 4.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

Items

- Half-Plated Armor:** +4 armor class, an Agility roll penalty of -2, and a maximum Agility bonus to AC of 6.
- Helmet:** +1 armor class.
- Great Sword:** +8 attack bonus, one 10-sided dice of damage
- Short Bow:** +4 bonus to attack, one 6-sided dice plus Agility of damage. Has a range of 10 feet per Agility score. He also has a quiver with 20 arrows.

FLIM AND FLAM

(Note: Both brothers have identical stats.)

Strength: 2, Constitution: 2, Agility: 5, Cleverness: 10, Intelligence: 3, Mentation: 7.
 Level: Adult, HP: 45, AC: 12, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Gift of Gab, Jack of All Trades, Smooth Talker. Skills/Spells: Apportation 1, Music 6, Performance 10, Bluff 6, Charm 6, Linguistics 1 (languages known: Equestrian, Equaggian, Griffic, and Elemental Speak).

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

GILDA

Strength: 4, Constitution: 6, Agility: 10, Cleverness: 6, Intelligence: 1, Mentation: 1.
 Level: Adult, HP: 65, AC: 21, Base speed: 40 ft (Gallop 90 ft), Initiative: 10. Feats: Swift Hooves (+10 base speed), Athletic Pony [x2] (+4 Agility). Skills/Spells: Aerobatics 8.

Traits:

- Clawed Combat: Fight with claws and beak, one 6-sided dice plus Strength of damage.
- Flight
- Carriage Levitation

GRANNY SMITH

Strength: 3, Constitution: 3, Agility: 1, Cleverness: 7, Intelligence: 10, Mentation: 4.
 Level: Adult, HP: 50, AC: 9, Base speed: 10 ft (Gallop 15 ft), Initiative: 1. Feats: Apple Family Traditions, Adeptness [x2] (+8 skill points), Knowledgeable Pony (+2 Intelligence). Skills/Spells: Farming 10, Husbandry 7, Herbalism 10, Swim 5.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

LITTLE STRONG HEART

Strength: 5, Constitution: 4, Agility: 6, Cleverness: 1, Intelligence: 5, Mentation: 5.
 Level: Adult, HP: 63, AC: 15, Base speed: 20 ft (Gallop 50 ft), Initiative: 10. Feats: Heat Tolerance, Archery, Throwing Weapon Proficiency, Vigor (+8 HP), Greater Initiative (+4 Initiative). Skills/Spells: Wilderness Survival 6, Navigation 6.

Traits:

- Equine Combat
- Head-Butt: The horns and skull of a buffalo are quite strong, enabling them to deal one 8-sided dice of damage. When charging, a buffalo can deal one 10-sided dice of damage.
- Bonus HP: Adult buffalo get +8 bonus to HP while their calves get only +4 bonus to HP.
- Bonus Feat: Heat Tolerance
- Skill Specialty

LUNA

Strength: 4, Constitution: 8, Agility: 7, Cleverness: 5, Intelligence: 11, Mentation: 15. Level: Alicorn, HP: 130, AC: 20, Base speed: 20 ft (Gallop 55 ft), Initiative: 7. Feats: Spell Pool, Extend Spell Range, Extend Telekinesis, Lucid Dreaming (details below), Princess of the Night (details below), Magical Energy Rays. Skills/Spells: Control the Stars 20, Astronomy 20, Spell Craft 10, Concentration 5, Teleportation 8, Dispel 12, Recovery 9.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Spell Casting
- Telekinesis
- Timelessness

Feats:**Princess of the Night**

Prerequisites: Must earn the title Princess of the Night after her coronation.

Luna obtains a +8 bonus to Diplomacy rolls when talking to other ponies. During the night hours, Luna's Mentation score increases by +5.

Lucid Dreaming

Prerequisites: Princess of the Night feat

As the Princess of the Night, Luna has the power to enter the dreams of any sleeping creature up to 1 mile per Mentation score away. When she enters some pony's dreams, she is able to communicate with the dreamer, but not physically interact with her in the real world. While in some pony's dreams, Luna's body remains asleep in the physical world. If her body sustains any kind of harm, Luna must make a Mentation roll (Difficulty 20) to sense it. She can choose to return to her body at any time. She can also be forced out of some pony's dream if the dreamer wakes up in the real world.

If Luna has the Spell Pool feat (and she does in the stats listed above), then she can spend 1 spell point from any spell to allow her to control the dreams of a single target, causing effects that can help or impair a pony for the rest of the day after awaking. To accomplish this feat, Luna must spend one minute in the dream, and if the dreamer resists, then the dreamer's Mentation roll must beat Luna's Mentation roll to drive her away. If Luna loses the roll, then she may try again the next night. Only one dream effect can be in place at a time. Once the pony goes asleep the next night, the effect wears off.

Dream Types:

- Inspiring Dream: Causes +4 bonus to all Intelligence rolls.
- Charming Dream: Causes +4 bonus to all Cleverness rolls.
- Empowering Dream: Causes +4 bonus to all Mentation rolls.
- Fatiguing Nightmare: Causes -4 penalty to all Intelligence rolls.
- Disheartening Nightmare: Causes -4 penalty to all Cleverness rolls.
- Maledictive Nightmare: Causes -4 penalty to all Mentation rolls.

Luna cannot enter the dreams of creatures who have an Intelligence score of 0 or creatures who do not sleep such as those with the Undead Attributes, Construct Attributes, or Ooze Attributes traits. Luna can also be prevented from entering the dreams of a pony sleeping within a Nullify Magic spell.

LYRA HEARTSTRINGS

Strength: 2, Constitution: 6, Agility: 4, Cleverness: 6, Intelligence: 5, Mentation: 6.
Level: Adult, HP: 65, AC: 15, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Ingenious Pony [x2] (+4 Cleverness), Musical Instrument Proficiency (string instruments). Skills/Spells: Audiokinesis 2, Photokinesis 2, Music 4, Anthropology 10 (see below).

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

Skill:

Anthropology

Intelligence (**trained only**)

This skill pertains to all knowledge concerning the zoology, ecology, and evolution of human beings...whatever they are supposed to be.

MAUD PIE

Strength: 10, Constitution: 5, Agility: 1, Cleverness: 1, Intelligence: 8, Mentation: 3.
Level: Adult, HP: 60, AC: 11, Base speed: 10 ft (Gallop 15 ft), Initiative: 1. Feats: Adeptness [x3] (+12 skill points), Earthen Spiritualist. Skills/Spells: Gemology 10, Farming 5, Writing 5, Cooking 3, Precognition 1.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

Item:

- Boulder the Pet Rock**

OCTAVIA MELODY

Strength: 3, Constitution: 3, Agility: 4, Cleverness: 8, Intelligence: 7, Mentation: 1.
Level: Adult, HP: 50, AC: 12, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Adeptness [x3] (+12 skill points), Musical Instrument Proficiency (string instrument). Skills/Spells: Performance 10, Music 10, Writing 4.

Traits:

- Equine Combat
- Connection to the Earth

—Skill Specialty

PHOTO FINISH

Strength: 3, Constitution: 5, Agility: 4, Cleverness: 10, Intelligence: 3, Mentation: 4.
 Level: Adult, HP: 60, AC: 14, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats:
 Ingenious Pony [x2] (+4 Cleverness), Adeptness (+4 skill points), Smooth Talker.
 Skills/Spells: Sewing 6, Performance 10.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

PONY OF SHADOWS

Strength: 2, Constitution: 8, Agility: 12, Cleverness: 1, Intelligence: 11, Mentation: 15.
 Level: Alicorn, HP: 130, AC: 25, Base speed: 30 ft (Gallop 90 ft), Initiative: 12. Feats:
 Extend Spell Range, Evasion, Maximize Spell, Spell Pool, Stave Off Death. Skills/Spells:
 Concentration 10, Disintegrate 6, Magical Shockwave 6, Automaton 6, Spell Echo 6,
 Confusion 6, Dispel 6, Darkness 6.

Traits:

- Damage Reduction: When the Pony of Shadows is hit with an attack, normally it only sustains half the amount of damage. The Pony of Shadow's only weakness is fire and bright lights. As such, hitting it with the Photokinesis or Pyrokinesis spell or hitting it with explosives or breath attacks (involving light or fire) does normal damage. However, only the light of the fire is what causes damage. The Pony of Shadows cannot catch on fire or burn in any way.
- Nocturnal: The Pony of Shadows is a creature of the night. During the night, it wanders the ruins of the old castle of Princess Celestia and Princess Luna, but when the day comes, the Pony of Shadows completely disappears. It then reappears in the exact same place it disappeared from once the sun goes down.
- Living Shadow: As the name suggests, the Pony of Shadows is a living shadow given a solid form. However, like a shadow, it can only glide along any solid surface. It is very thin, giving it a limited reach, but it can crawl along walls and ceilings (unaffected by gravity), to reach for anything that is touching the solid surface.
- Powered by the Moon: If the Pony of Shadows were to go outside into the moonlight and remain motionless for one full round as it absorbs the moonlight, it will automatically regain all of its spell points.
- Fearsome Presence: Difficulty 15 to resist. See description under List of Traits for details.
- Night Vision
- Spell Casting
- Immune to poison and disease
- Timelessness

POUND CAKE

Strength: 2, Constitution: 2, Agility: 2, Cleverness: 1, Intelligence: 1, Mentation: 1.
 Level: Foal, HP: 21, AC: 11 (+2 size bonus), Base speed: 10 ft (Gallop 20 ft), Initiative: 2.
 Feats: None. Skills/Spells: None.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.

PRIM HEADLINE

Strength: 3, Constitution: 4, Agility: 5, Cleverness: 6, Intelligence: 4, Mentation: 3.
 Level: Adult, HP: 55, AC: 14, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats:
 Adeptness [x3] (+12 skill points), Smooth Talker. Skills/Spells: Sewing 9, Performance 7,
 Intimidate 4, Bluff 4.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

PRINCE BLUEBLOOD

Strength: 3, Constitution: 3, Agility: 3, Cleverness: 5, Intelligence: 5, Mentation: 7.
 Level: Adult, HP: 50, AC: 11, Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats: Spell
 Pool, Adeptness [x2] (+8 skill points). Skills/Spells: Teleportation 4, Dispel 4, Enchant 3,
 Charm 5.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

PUMPKIN CAKE

Strength: 2, Constitution: 2, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 2.
 Level: Foal, HP: 21, AC: 10 (+2 size bonus), Base speed: 10 ft (Gallop 15 ft), Initiative: 1.
 Feats: None. Skills/Spells: None.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis
- Small Size: 2.5 cubic feet with a reach of 0 feet. AC bonus +2.

ROYAL GUARD CRYSTAL PONY

Strength: 5, Constitution: 5, Agility: 4, Cleverness: 1, Intelligence: 4, Mentation: 6.
 Level: Adult, HP: 68, AC: 21 (+4 half-plated armor, +1 helmet, +2 crystal armor), Base

speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Vigor (+8 HP), Adeptness [x3] (+12 skill points). Skills/Spells: Perception 6, Outwit 5, Precognition 5, Sense Magic 4.

Traits:

- Equine Combat
- Crystal Magic

Items

- Half-Plated Armor:** +4 armor class, an Agility roll penalty of -2, and a maximum Agility bonus to AC of 6.
- Helmet:** +1 armor class.
- Great Sword:** +8 attack bonus, one 10-sided dice of damage

ROYAL GUARD EARTH PONY

Strength: 8, Constitution: 7, Agility: 3, Cleverness: 1, Intelligence: 3, Mentation: 4. Level: Adult, HP: 78, AC: 20 (+4 half-plated armor, +1 helmet), Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats: Vigor (+8 HP), Adeptness [x3] (+12 skill points). Skills/Spells: Perception 6, Outwit 5, Healing 4, Trip 3, Disarm 3, Grapple 3.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

Items

- Half-Plated Armor:** +4 armor class, an Agility roll penalty of -2, and a maximum Agility bonus to AC of 6.
- Helmet:** +1 armor class.
- Great Sword:** +8 attack bonus, one 10-sided dice of damage

ROYAL GUARD PEGASUS

Strength: 5, Constitution: 5, Agility: 6, Cleverness: 1, Intelligence: 3, Mentation: 5. Level: Adult, HP: 60, AC: 20 (+4 half-plated armor, +1 helmet), Base speed: 20 ft (Gallop 50 ft), Initiative: 5. Feats: Archery, Adeptness [x2] (+8 skill points). Skills/Spells: Perception 6, Outwit 5, Control Weather 5.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

Items

- Half-Plated Armor:** +4 armor class, an Agility roll penalty of -2, and a maximum Agility bonus to AC of 6.
- Helmet:** +1 armor class.
- Great Sword:** +8 attack bonus, one 10-sided dice of damage
- Short Bow:** +4 bonus to attack, one 6-sided dice plus Agility of damage. He also has a quiver with 20 arrows.

ROYAL GUARD UNICORN

Strength: 4, Constitution: 5, Agility: 4, Cleverness: 1, Intelligence: 3, Mentation: 8.
 Level: Adult, HP: 60, AC: 19 (+4 half-plate armor, +1 helmet), Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Adeptness [x2] (+8 skill points), Magical Energy Beams.
 Skills/Spells: Outwit 1, Detect 4, Dispel 4, Force Field 3, Recovery 4.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

Items

- Half-Plated Armor:** +4 armor class, an Agility roll penalty of -2, and a maximum Agility bonus to AC of 6.
- Helmet:** +1 armor class.
- Great Sword:** +8 attack bonus, one 10-sided dice of damage

SCOOTALOO

Strength: 3, Constitution: 3, Agility: 5, Cleverness: 4, Intelligence: 1, Mentation: 1.
 Level: Foal, HP: 24, AC: 15, Base speed: 30 ft (Gallop 55 ft), Initiative: 5. Feats: Swift Hooves (+10 ft base speed). Skills/Spells: Gymnastics 4.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

SHINING ARMOR

Strength: 5, Constitution: 5, Agility: 5, Cleverness: 4, Intelligence: 6, Mentation: 10.
 Level: Adult, HP: 72, AC: 15, Base speed: 20 ft (Gallop 50 ft), Initiative: 6. Feats: Extend Spell Duration, Spell Pool, Magical Energy Beams. Skills/Spells: Concentration 2, Force Field 10, Magic Armor 10, Diplomacy 8.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

SILVER SPOON

Strength: 3, Constitution: 4, Agility: 4, Cleverness: 4, Intelligence: 4, Mentation: 3.
 Level: Foal, HP: 27, AC: 13, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Mystical Pony (+2 Mentation), Ingenious Pony (+2 Cleverness). Skills/Spells: Outwit 4, Intimidate 4.

Traits:

- Equine Combat

- Connection to the Earth
- Skill Specialty

SNAILS

Strength: 4, Constitution: 4, Agility: 4, Cleverness: 1, Intelligence: 1, Mentation: 3.
 Level: Foal, HP: 27, AC: 13, Base speed: 20 ft (Gallop 40 ft), Initiative: 4. Feats: Swift Hooves (+10 ft base speed). Skills/Spells: Photokinesis 2, Detect 2.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

SNIPS

Strength: 4, Constitution: 4, Agility: 2, Cleverness: 4, Intelligence: 1, Mentation: 2.
 Level: Foal, HP: 35, AC: 11, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Vigor (+8 HP). Skills/Spells: Terrakinesis 2, Enchant 2.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

SOARIN

Strength: 9, Constitution: 4, Agility: 9, Cleverness: 2, Intelligence: 2, Mentation: 5.
 Level: Adult, HP: 55, AC: 18, Base speed: 30 ft (Gallop 75 ft), Initiative: 9. Feats: Athletic Pony [x2] (+4 Agility), Mystical Pony (+2 Mentation). Skills/Spells: Control Weather 6, Aerobatics 5, Catch 5.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

SOMBRA

Strength: 7, Constitution: 7, Agility: 10, Cleverness: 5, Intelligence: 9, Mentation: 20.
 Level: Alicorn, HP: 120, AC: 22, Base speed: 30 ft (Gallop 80 ft), Initiative: 10. Feats: Extend Spell Range, Extend Spell Duration, Spell Pool, Quicken Spell, Shadow Form (details below), Magical Energy Rays. Skills/Spells: Concentration 7, Spell Craft 10, Dispel 10, Disintegrate 10, Enfeeblement 10, Teleportation 10, Enthrall 10, Magic Shockwave 10, Force Field 10, Polymorph 10.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

Feats:**Shadow Form**Prerequisites: Must be cursed by the Elements of Harmony.

As a full-round action, Sombra can assume a shadow form. While in shadow form, he becomes a black cloud 50 cubic feet in size. While in this form, he can see in all directions and cast spells from anywhere within his shadow form and within spell range outside of his shadow form. His shadow form makes him completely incorporeal, making him immune to physical attacks and can be only hurt with magic. This form also prevents him from physically attacking, but he can still use his magic and telekinesis to manipulate objects. While in shadow form, all solid objects can pass through him like a cloud. Sombra can change back into his solid form as a full-round action.

SPIKE

Strength: 3, Constitution: 3, Agility: 2, Cleverness: 3, Intelligence: 4, Mentation: 3.

Level: Foal, HP: 24, AC: 12 (+2 scale armor), Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Fire Teleportation (details below). Skills/Spells: Writing 4.

Traits:

- Claw and Bite Attack: One 6-sided dice plus Strength of damage.
- Breath Attack, line: Spike can expel fire from his mouth, blasting a small ball of fire at 5 feet per Agility score, causing one 4-sided dice plus Agility of damage. If struck with the flames, the target must also make an Agility roll (Difficulty: 15) or else she catches on fire. See section on Fire under Hazards for details.
- Fireproof
- Scale Armor: +2 to Armor Class

Feats:**Fire Teleportation**Prerequisites: Breath Attack trait.

This feat allows Spike to magically send any kind of documentation by setting it aflame. He can receive letters by belching them up. This ability has a maximum range of 10 miles per Mentation score.

SPITFIRE

Strength: 5, Constitution: 4, Agility: 9, Cleverness: 4, Intelligence: 4, Mentation: 5.

Level: Adult, HP: 55, AC: 18, Base speed: 30 ft (Gallop 75 ft), Initiative: 9. Feats: Athletic Pony [x2] (+4 Agility), Mystical Pony (+2 Mentation). Skills/Spells: Control Weather 6, Aerobatics 6, Diplomacy 4.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

SUNSET SHIMMER

Strength: 2, Constitution: 2, Agility: 3, Cleverness: 1, Intelligence: 8, Mentation: 10.
 Level: Adult, HP: 45, AC: 10, Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats:
 Canterlot Graduate (+2 magic skill points and +1 Mentation), Maximize Spell, Spell Pool,
 Magical Energy Beams. Skills/Spells: Spell Craft 1, Electrokinetics 3, Teleportation 4,
 Pyrokinesis 2, Enchant 4, Dispel 4.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

SURI POLOMARÉ

Strength: 3, Constitution: 4, Agility: 5, Cleverness: 8, Intelligence: 4, Mentation: 1.
 Level: Adult, HP: 55, AC: 14, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats:
 Adeptness [x3] (+12 skill points), Smooth Talker. Skills/Spells: Sewing 7, Performance 5,
 Mischief 6, Bluff 6.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

SWEETIE BELLE

Strength: 2, Constitution: 2, Agility: 2, Cleverness: 5, Intelligence: 1, Mentation: 5.
 Level: Foal, HP: 21, AC: 9, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats:
 Adeptness (+4 skill points). Skills/Spells: Music 4, Writing 2, Audiokinesis 2.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

TALICON WARRIOR (EARTH PONY)

Strength: 3, Constitution: 8, Agility: 8, Cleverness: 1, Intelligence: 3, Mentation: 3.
 Level: Adult, HP: 75, AC: 23 (+2 padded armor), Base speed: 20 ft (Gallop 60 ft),
 Initiative: 8. Feats: Throwing Weapon Proficiency, Heat Tolerance, Far Shot, Deadly
 Strike. Skills/Spells: Apply Poison 4, Healing 4, Hide 4, Wilderness Survival 4,
 Navigation 4.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

Items:

—**5 Spears:** Range is 10 feet per Agility score, it causes one 8-sided dice plus Agility of
 damage, and bonus to attack rolls is +4.

—**Boomerang:** Range is 10 feet per Agility score, it causes one 6-sided dice plus Agility of damage, and bonus to attack rolls is +2 with the Throwing Weapon Proficiency feat. The boomerang flies back to the user when thrown.

—**Blowgun:** Range is 5 feet per Agility score and it causes 1 HP of damage.

—**Blowgun Needles:** One pack of 20 needles.

—**Toadstool Extract:** A poison applied to weapons and blowgun needles. Causes one 4-sided dice of damage. Difficulty of 10 for the victim to physically resist. Difficulty of 10 to cure with a Healing roll and antidotal herbs.

—**Padded Armor:** +2 armor class.

—**5 Medicinal Herbs**

—**Saddlebag**

TIREK

Strength: 5, Constitution: 15, Agility: 5, Cleverness: 5, Intelligence: 10, Mentation: 20. Level: Alicorn, HP: 200, AC: 20, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Spell Pool, Extend Spell Range, Quicken Spell, Extend Spell Duration, Magical Energy Rays. Skills/Spells: Spell Craft 7, Demonology 7, Concentration 7, Dispel 10, Nullify Magic 10, Disintegrate 10, Teleportation 10, Enthrall 10, Magic Shockwave 10, Magic Armor 10, Force Field 10.

Traits:

—Equine Combat

—**Drain Magic:** Upon any creature within 10 feet per Mentation level away, he can use this ability to drain the magic from one target. The target can resist the effect by winning a Mentation roll against Tirek. If failed, then Tirek consumes the target's magic and the target's Mentation score consequently drops to 0, and cannot be healed above 0 until Tirek is either killed or his Mentation score is reduced to 0.

—**Captured Magic:** For every victim Tirek steals magic from, he gets a pool of bonus spell points that he can use on any one of the spells he knows. Foal level creatures give 2 spell points, Adult level creatures give 5 spell points, and Alicorn level creatures give 10 spell points.

—Spell Casting

—Beast of Tartarus

—Timelessness

TRIXIE

Strength: 2, Constitution: 2, Agility: 4, Cleverness: 6, Intelligence: 5, Mentation: 8. Level: Adult, HP: 45, AC: 8, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Ingenious Pony (+2 Cleverness), Spell Pool, Magical Energy Beams. Skills/Spells: Apportation 4, Teleportation 1, Performance 3.

Traits:

—Equine Combat

—Spell Casting

—Telekinesis

TWIST

Strength: 3, Constitution: 4, Agility: 2, Cleverness: 5, Intelligence: 5, Mentation: 1.
 Level: Foal, HP: 27, AC: 11, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats:
 Knowledgeable Pony (+2 Intelligence), Adeptness (+4 skill points). Skills/Spells:
 Cooking 5, Mathematics 4, Writing 4.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

VINYL SCRATCH (DJ P0N3)

Strength: 2, Constitution: 2, Agility: 4, Cleverness: 8, Intelligence: 2, Mentation: 7.
 Level: Adult, HP: 45, AC: 11, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats:
 Musical Instrument Proficiency (electric instrument), Adeptness [x2] (+8 skill points).
 Skills/Spells: Performance 5, Music 6, Audiokinesis 5.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

ZECORA

Strength: 3, Constitution: 3, Agility: 4, Cleverness: 6, Intelligence: 6, Mentation: 6.
 Level: Adult, HP: 50, AC: 12, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats:
 Adeptness [x3] (+12 skill points), Mystical Pony (+2 Mentation). Skills/Spells: Botany 5,
 Healing 5, Herbalism 5, Meditation 5, Linguistics 4 (languages known: Equestrian,
 Dragonic, and Equaggian).

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

CHANGING THE POSSIBILITIES

Much of this game assumes that you are playing a game that is faithful to the established world of the show. However, some of you may want to think outside the box (or inside a chimney) and try adding in aspects and scenarios that in some way go against canon. Bear in mind that going against canon does take some work because you would need to establish what's different to the players, bend the rules in a way that's fair, and come up with new material. Otherwise, I say go nuts and you can even follow some of my suggestions.

Play a cartoony game: The game is designed to be played in a consistent and reality-based fashion, but since it's based on a cartoon, then perhaps you may want to bend the rules to allow more cartoony exaggerations of physics. For example, you can ignore rules

concerning death and injury, alter or remove restrictions to skills and magic, exaggerate physical actions, break the fourth wall, etc.

Add new monsters: According to Twilight Sparkle, ghosts and zombies don't exist, but that doesn't have to stop you from putting them in. In fact, you could throw in robots, aliens, sea ponies, and even human beings if you want. As long as you could logically work them in and determine balanced stats, then it could work.

Add new magical possibilities: You could try altering what kind of magic is possible such as psychic powers, ritual magic, time travel, etc. Of course, this doesn't have to apply only to unicorns. The following feats can grant other ponies magical abilities and make alicorn level spells more readily available if the GM allows them to be used. However, think carefully about whether or not you want to make these feats available because a player playing a unicorn may feel inadequate if other ponies can use telekinesis and magic too. Furthermore, granting adult level PC's the power to use alicorn level spells might make the game feel out of balance. If the GM allows these feats to be used, everyone must agree to allow it. The optional feats include:

Magician

Prerequisites: 4 level or higher Spell Craft.

Any creature without the Spell Casting trait can obtain this feat to gain the ability to learn and cast spells like a unicorn. However, in order to cast a spell, she would need access to a magic wand, which can be purchased at any magic store and cost 20 bits each. The pony with this feat can also use it to obtain temporary spells through the Spell Craft skill and spell crystals, and grants the character access to feats that have Spell Craft trait as a prerequisite, although the user still needs a wand to use those feats.

Psychokinetic

Prerequisites: 10 level or higher in Dowsing, Precognition, Intuit Direction, or Sense Magic. The user also has the option to put levels into more than one of these skills. So long as it all adds up to 10 or more, it counts.

A pony with this feat can use telekinesis even if she doesn't have the Telekinesis trait. See List of Traits for details on how Telekinesis works. This feat grants the user the option to obtain and use the Telekinetic Crush and Extend Telekinesis feats.

Proficiency with Alicorn Magic

Prerequisites: 10 level or higher in Spell Craft.

An adult level spell caster can learn one alicorn level spell by spending at least one skill point into the spell to achieve a spell level. This feat can be taken multiple times, allowing the caster to take one other alicorn level spell each time.

Have settings in different time periods: If the peaceful life of present day Equestria doesn't provide good enough adventures, how about you have an adventure in another time period. Before Equestria was founded, prejudice was rampant between the three pony races and they had no government outside their tribes. As such, there could have been a lot of violence between them, making crossing over into hostile territory a real and

exciting possibility. Or perhaps an adventure could take place after Equestria's founding but before the princesses, a time that may still have had conflicts as the three tribes tried to learn how to get along, but it allows for more interactions between the ponies without taking away the prospect of adventuring in a new and undeveloped land fraught with danger and new discoveries. Or you could have it take place during Discord's reign, a time of suffering at the hands of Equestria's tyrannical ruler. In a setting like this, survival would be tougher as Discord's fun and games over the laws of nature causes both the natural order of the world and magic itself to be unpredictable and nonsensical. Of course, as Discord puts it, "what fun is there in making sense?" You could even try an adventure in the distant future and have access to futuristic technology. Whenever you do an adventure in a new time, you might want to consider the technological limitations of the time (See *The Magical Land* by Catspaw for ideas) as well as the normal social standards. For example, before peace was established between the three pony races, it probably was rare for adventuring parties to have mixed species of ponies, so if you have a mixed party, have a good explanation for it.

Add adult content: Being a kids show, *My Little Pony* is devoid of adult content such as graphic violence, drug use, swearing, and sex. Of course, there's no reason not to try and make *My Little Pony* more adult. It could be something benign such as adults drinking alcohol on occasion and having sex for the sake of starting a family. Of course, you can go all out, incorporating drug dealers, gangs, prostitutes, and all manor of depravity. Swear words and violence can be easily implemented. For drugs, you can certainly put in real drugs like alcohol, marijuana, cocaine, heroin, opium, etc. You could also include more fanciful or magical drugs. However, when putting in drugs, you need to first determine the cost of these drugs, how legal they are, how obtainable they are, and the effects of these drugs, which are probably temporary reductions of Intelligence and Mentation scores (Constitution roll to resist). If you want to add in sex, then there needs to be guidelines on how to handle the possibility of pregnancy if characters don't use birth control.

Play as royalty: One thing I thought was lacking in *Pony Tales* is the option to play as an alicorn. With this option, you could handle more powerful adversaries and bigger problems. You can even be rulers of Equestria, shaping and building the kingdom in any way you see fit. See section on Alicorns below for details.

TIPS ON CONDUCTING A GAME

Handling mobs or swarms: Most monsters tend to travel in groups or gather into a swarm. In that case, it can slow the game down if you have stats for each and every individual NPC. My advice would be to simply give each individual NPC the same stats as others in the group. For example, you have twelve diamond dogs surrounding the PC's. Instead of making stats for each NPC, you could simplify matters by giving each diamond dog the same stats. Another instance to consider is how to handle swarms. Creatures like parasprites come in the hundreds or thousands. When that happens, treat the swarm as its own separate entity and just combine the HP of all the parasprites into one.

Reuse: Don't be afraid to occasionally reuse your own creations. If you go through the trouble of making your own map of Ponyville, then feel free to reuse it. If you have made up your own NPC's, then reuse them. Saving your notes and creations for later can be a useful timesaver.

Get creative with playing pieces: It's always a good idea to have access to a wide variety of pieces to make it easy for PC's to distinguish each other and to distinguish NPC's. However, it might be hard to find a miniature piece of a diamond dog or a parasprite. In that case, you might have to get creative. Perhaps a plastic bug could be a parasprite or a small dog figurine could be a diamond dog. If all else fails, you could try making your own figures out of Sculpey or just cut out a piece of a cereal box and draw a picture of a monster.

Get creative with maps: If characters are in a place that's familiar to them like Ponyville, feel free to use completely drawn maps. However, when adventuring in a place they've never been to before, the players should draw the maps as they explore it based on the GM's description of the dungeon. For example, the GM says there's a parallel tunnel to the left and right, so that is what the PC's draw on the map.

Be careful about integrating canon characters into a game: The idea of interacting with canon characters in an RPG may sound like fun, but a GM needs to be careful to make sure that the PC's don't hinder the game. The hazard with integrating canon characters is that PC's may feel tempted to treat them in ways that could potentially hurt a GM's intentions or hinder the fun of the other characters. For example, if a GM puts Discord in a game, players might feel tempted to try and fight him since they want to take down a major villain. If that was the GM's intention, then that's fine, but if it wasn't, the GM would have to engage in a fight he or she was not prepared for. Or another scenario is the PC's interact with Fluttershy and one of them so happens to be a fan of hers, so instead of helping out, he winds up spending the whole game trying to ask her out on a date. Again, if that was the intention, that's fine, but if it wasn't, it might get annoying for the PC's and the GM. Before integrating canon characters, the PC's must agree not to do anything silly like that or the GM must embrace the PC's interactions with canon characters. If that can't be done, then the GM should reconsider including canon characters.

Only the players' control their characters, not the GM: The GM is not allowed to dictate the thoughts, actions, and emotions of the party without a good reason. The GM can make suggestions or perhaps try to nudge the party to go in a certain direction, but he can't flat out control them. This includes minor instances. For example, a GM can't say to a player "You feel an irresistible urge to run as fear takes hold." The GM can say that if the character is under some kind of Paranoia spell or fear effect, but if the player is still in full control of her character, then only the player has the authority to say how the character is feeling. Although, the GM can still mention minor physical reactions like "You feel a sudden shiver run down your spine as a cold wind blows by." When describing what the characters' perceive, describe it from the PC's perspective. For

example, if a PC fails a Perception roll, say “You can’t see anything out of place” not “There’s nothing there.”

The GM should be prepared for the PC’s to do something unexpected: A GM should be flexible enough to embrace whenever the players do things that the GM hadn’t intended. A PC might choose not to go down a specific path, kill a character important to the story, choose to break the law, etc. When this happens, the GM should be willing to make decisions on the fly as opposed to try to force the players into going down a path he or she wanted them to go. Allowing PC’s some freedom can open up a lot of adventure and story possibilities.

Beware of Mary Sue characters: A Mary Sue is any kind of character who is favored highly by her creator and is overly idealized because of that fact. Mary Sue characters tend to be overly powerful, overly perfect, and generally never lose. The character creation rules are specifically designed to prevent Mary Sue characters and to keep it fair for other players. However, if you want to make a Mary Sue character, I certainly can’t stop you. After all, I made this game so it can be enjoyed in a wide variety of ways, and probably every pony has made a Mary Sue at some point in their lives. So if you want to make an uberbadass alicorn with over 20 spells and a Mentation score of 50, you can do that, just remember that such characters are more well suited for self-indulgence as opposed to playing a fair and stimulating game.

Offer a wide variety of treasures: If all your monsters are carrying nothing but bits or the same weapons and treasure, it can get monotonous. Be sure to get creative with the treasures. Throw in money, weapons, magic items, potions, magic stones, food, clothing, or anything else the party might need. This could also be important when it comes to weaponry. There should be a wide variety of weapons or else a player might feel gipped when other players get what they want and she doesn’t. For example, if you have a player who specializes in clubs, it might be frustrating if every dungeon she’s been in only has swords. That doesn’t mean you should spoil your PC’s or make the treasures too easily obtainable, but if the characters wind up surviving an incredibly tough dungeon, it might be disappointing if all they get is the same treasures they got in all other dungeons.

Put a continuous story into your games: When playing games with the players, the GM should keep an eye out for adventure hooks once the game is over. For example, at the end of one game, the party managed to steal a lot of money from a unicorn named Cadaver. However, Cadaver makes himself stronger by turning himself into a lich and used his newfound powers to imprison the party into a labyrinth out of revenge, setting up the scenario for the next adventure. So the party plays through the adventure and kills the lich, but not before Cadaver manages to put a curse on them, so the next adventure would be to have the party go out and find a cure for their curse. This kind of continuous story telling can help generate adventuring ideas and makes the PC’s feel like they are actually characters in an ongoing story. That’s what role-playing is all about: the game itself is essentially a movie, the GM is the director, and the PC’s are the stars. Living out your fantasies in an evolving story can be a lot of fun. In a non-adventure, you could treat each play session as an episode in the show.

Look at published adventures for ideas: Many games have premade adventures, which is a good place to start if you're a beginner. You could try looking at some published games and try to adapt it for My Little Pony Adventures by adding in pony NPC's, changing stats and treasures, placing or altering monsters, etc.

It's usually best to think in game terms rather than reality terms: Picture this scenario: A pegasus named Silver is captured by a sylph on top of a cloud and she is tied up in ropes. The sylph then pushes Silver off a cloud and she falls 100 feet to the ground because the ropes bind her wings. According to the rules, she takes ten 6-sided dice of damage once hitting the ground. However, at the time, she has 54 HP and, due to an extraordinary amount of luck, she only got 50 HP of damage. The fall leaves her with only 4 HP, but otherwise, she survives. Also, according to the rules, a pony only sustains broken bones due to an intentional attack from an opponent, so she is able to walk away once she gets out of the rope. As such, she doesn't receive any broken bones. In real life, that can't happen. No matter how tough you are, a fall from that height would kill any pony or at the very least break bones. However, like any tabletop RPG, it's not meant to be 100% realistic but it is instead a game-adapted version of real life, and one based off of a cartoon show at that. It's usually best to stretch reality a little when in a questionable circumstance like this, especially when you don't want to bog down the game with too many petty details.

Role-play when using skills: Imagine a scenario like this:

GM: You encounter a guard outside of the castle who asks you, "Do you have an invitation?"

PC: I use the Bluff skill.

GM: (GM rolls the PC's Bluff roll against the guard's Outwit roll) PC gets a 6. Guard gets an 11. Guard wins.

PC: I bribe the guard with 50 bits and use Charm to convince him to take it.

GM: (GM rolls the PC's Charm roll against the guard's Outwit roll) PC gets a 14. Guard gets 12. PC wins. The guard takes your money and lets you in.

If you thought this was boring to read, imagine how boring it is to play a game like that. Whenever using a skill, try to role-play. Don't just roll the Bluff, actually come up with dialogue for your character to say or actions to do. Be creative and even be as outlandish at times. Take this for example:

GM: You encounter a guard outside of the castle who asks you, "Do you have an invitation?"

PC: "Invitation? Don't you know who I am? I'm Sir Peanut Butter Struddle, the stallion who saved Hoofington from an army of diamond dogs with my hoof behind my back. I'm a close friend to Princess Celestia herself. How dare you suggest that I need an invitation." I use the Bluff skill.

GM: (GM rolls the PC's Bluff roll against the guard's Outwit roll) PC gets a 6. Guard gets an 11. Guard wins. "You're just a lying little foal."

PC: “Well, is there any other way I can convince you to let me in? Maybe in exchange for a little offering in return.” I slyly slide 50 bits onto the counter. I use Charm.

GM: (GM rolls the PC’s Charm roll against the guard’s Outwit roll) PC gets a 14. Guard gets 12. PC wins. “Okay, Mr. Struddle, come right in.” The guard takes your money and lets you in.

Be loose with continuity: A common problem with any RPG with an established continuity is determining how closely the game follows the show’s continuity. It might be tempting to be completely faithful to the show, but there are two hazards with this idea. First of which, it can make the players feel like slaves to the continuity, unable to fully do what they want to do because there’s something from the show or the comic books that just doesn’t fit with the game. The second problem is that it takes away the surprise. Any pony who’s seen the show knows what’s going to happen. They already know who’s good and who’s bad. They know how outcomes to certain events will end up. There’s just little surprise. The solution: Try an alternate continuity, one that’s controlled by the actions of the GM and the PC’s. That way, the players can have more surprises and take stories down different directions. There’s so many possibilities you can try such as have the PC’s replace the Mane 6 with their own characters, or have an alternate reality where Luna banishes Celestia for a thousand years, or rewrite Discord into a goodhearted prankster, or explore what would happen if Queen Chrysalis took over Canterlot. Under the Changing the Possibilities section, I’ve listed plenty of suggestions for how you can screw around with continuity so be creative and make the world of Equestria your own.

Play to the PC’s strengths: Whenever a PC learns a new skill, spell, or feat, it’s only natural that she will want to feel like she’s more versatile and more powerful by using that new skill. The GM should grant the PC’s plenty of opportunities to use those abilities. If a player has levels in the Lock Picking skill, give her plenty of locked doors and treasure chests to open. If the PC has a level in the Comprehend Language spell, give her some foreign speaking NPC’s or foreign text to use the spell on. If a player has the Cleave feat, cluster some monsters around her during a fight so she can use the feat. If the PC’s aren’t given a chance to use their new abilities, then they can feel like they wasted their skill points or feats for nothing. Allowing them to use their skills gives them a sense of satisfaction.

Beware of flying PC’s: Characters that can fly have a huge advantage over those who don’t. A pegasus, for example, could easily fly out of range of an attack or spell, manipulate the weather, reach and land on clouds, and fly over most traps and obstacles. If the party has a flying PC in it, make sure that any opponents they come up against has some means of fighting a flying creature such as having flying creatures on their side, having access to certain spells such as Flight and Grounded, have range weapons, or have the fight occur underground or indoors. Likewise, if the party doesn’t have any flying PC’s, then it is not recommended that they should go up against flying opponents. Also be aware of the dangers of falling while in midair. If any pony falls unconscious or injures her wings during a fight, then the victim could fall to her death, adding danger and excitement to a fight.

Stymie overpowered PC's and NPC's: Most games like Dungeons & Dragons and Pathfinder have class levels and Challenge Ratings to give the players a means of approximating a character's power. Heroes of Equestria forgoes levels for the sake of simplicity, so balance is determined by the number of skill levels, Aptitude levels, feats, and traits a character has. It's certainly not unheard of for a PC to accidentally obtain an ability that can make her so powerful that she winds up overshadowing the other PC's, making the rest of the party feel like second bananas. However, there are ways of restricting overpowered PC's:

- Work a compromise with the player, allowing him/her to try focusing attention on improving other areas of expansion or only allowing himself/herself to use those overpowered abilities under special circumstances or only a set number of times per day.
- Come up with ways of restricting the PC's use of the ability in game. Every kind of move has a weakness of some kind such as a high level Pyrokinesis spell has no effect on fire elementals, Stealth based attacks are useless in cramped quarters, a powerful short-range weapon is useless against flying creatures, etc.
- If the advantage is an item of some kind, try to remove it by having it lost, broken, or stolen.

It's also possible for an NPC to become overpowered as well and too much for the party to currently handle. If an NPC seems overly powerful, the GM can play the monster anyway in a fight just to see where the problem may lie and the GM can either opt to disallow the disruptive ability or remove the NPC from the game.