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MLP45E: iNtRoDUCtIoN

WELCOME!

MLP45E (My Little Pony: For 5th Edition [D&D]) is a rulebook intended to be used with the 5th edition of the Dungeons & Dragons roleplaying game to create a roleplaying campaign set in the world of My Little Pony and its nation of Equestria. It is not a standalone set of roleplaying rules. The author is not affiliated with Hasbro or its subsidiary Wizards of the Coast, and claims no ownership of any names or screen-captures owned by Hasbro, Hasbro Studios, Studio B Productions, DHX, or Top Draw Animation. All MLP fan art is used with permission of the artists.

If you wish to role-play using these rules, you can try out [the D&D Basic Rules](#) for free, although it is a limited version of the game. If you want to dive in head-first, you should purchase a copy of the D&D 5th edition Player's Handbook, which is available in your local game and hobby stores, and everywhere online. If you're the Dungeon Master running the game, I encourage you to also pick up a copy of the D&D 5th Edition Starter Set, which is very reasonably-priced and includes a short introductory adventure. If you like the game and intend to continue writing your own adventures, the Dungeon Master should also acquire a copy of the 5th Edition Dungeon Master's Guide and Monster Manual. For further premade adventures you might like the Hoard of the Dragon Queen hardcover adventure and its sequel, Rise of Tiamat, or the Princes of the Apocalypse adventure (which makes a good sequel to the adventure in the Starter Set). You can also go to [DNDClassics.com](#) and purchase one of their 5th edition adventure PDFs. The "Ghosts of Dragonspear Castle" adventure is a good starting point, which will take characters from level 1 to 10. Finally, there's many sources of free adventures available online. You may have to adapt them to 5th-edition rules, but it may be the best option if paid adventures aren't in your budget!

CURRENT STATUS: PLAYTESTING

As you can see below, a number of the sections are incomplete or missing artwork. I'm still in the process of adding more content to this document, so over time those holes will be filled in. For the time being, you'll have plenty of material to use. If you'd like to discuss any potential problems or ask questions, you can do so via my DeviantArt page.

As I went through the show episode by episode to mine for material, this document is currently drawing only from seasons 1 through 3 (and has some of the more memorable ideas from seasons 4). As I go through seasons 4 (and soon 5!) with a fine-tooth comb, undoubtedly this document will grow in size. If you find something in the early seasons you think I missed, let me know! All feedback is welcome.

LATEST VERSION UPDATES

You can find this version's complete list of updates at the end of the file, here: [Version 0.93 Updates](#)

FUTURE UPDATES:

Here's a few of the upcoming additions being worked on for later revisions:

- Gargoyle, Centaur, and Goat races
- Artificer class, Avenger class (rogue archetype)
- More alchemical items, herbs, and special components
- Magic items & discussion on prices
- Pony name generator
- More zingers
- More season 4 - 5 updates
- Comics/chapter books update

CHAPTER 1: QUESTIONS & ANSWERS

Below are several questions and answers about the basics of the game, and some basic assumptions that MLP45E makes about the world.

Q: I'm new to Dungeons and Dragons. How does this work?

A: Dungeons and Dragons is a fantasy roleplaying game. In it, one person takes on the role of the Dungeon Master, abbreviated as DM. In this rule set I use the term GM (Game Master), as it's more generic. The DM/GM creates the setting, tells the story, and uses the rules and their own decision-making to decide what results from the actions of the players.

The players typically number from 1 to 6, although most people would probably consider 4 or 5 players to be the best number. Each player creates their own unique character by choosing a race and class, customizing it to their liking, and writing a background for him or her. Ideally, each character in the party should be good at different things, so that together with teamwork, they become greater than the sum of their parts. The GM works together with the players in creating a fun, exciting, personalized narrative for the characters to participate in.

Q: So what does MLP45E bring to the table?

A: MLP45E is intended provide the races, feats, magic, backgrounds, skills, and equipment that are unique to Equestria as a setting. The intention is to use all 5e rules, classes, and abilities as-is with as few changes as possible to make it easier to learn for everyone. MLP45E does add two major, all-new optional modules: Cartoon Physics and Zingers.

The Cartoon Physics module (see Chapter 8: Cartoon Physics) adds a system of non-magical cartoon trope abilities which have absolutely no place in a super-serious game. If you've ever wanted to have your character forget to fall after running off a cliff, break through a wall, or pull a giant hammer out from behind their back, these are for you.

The Zingers module (see Chapter 9: Zingers – *not yet implemented*) presents some of the smart-alecky one-liners our sassy ponies like to use, along with other memorable quotes, scenes, and gimmicks from the show that just can't be implemented with standard class powers, spells, or feats. It adds a CCG-like element of random fun to the game, since Zingers come in card form and are drawn after resting and discarded when used.

Because both systems are complete optional add-ons which bring their own new rules, rather than modifying existing portions of the game, the GM can choose whether or not to use each of these two modules in their own campaigns.

Q: Is D&D appropriate for kids?

A: Dungeons and Dragons is usually aimed at teenagers and adults, because it includes real violence as the default assumption, and many character powers and abilities are centered on combat capabilities. If it had a MPAA rating, it would be PG or PG-13. At the very least, the GM has a lot of responsibilities, and should be mature enough to run a fair, interesting, and challenging campaign, while players can usually be younger. Many adult GMs run regular D&D games for their kids, often as young as 7 or 8 years old.

That said, it's easy for the GM to turn it into a kid-friendly game by downplaying the combat aspects, or encouraging the players to think their way through problems rather than resorting to violence, or only using it as a last resort (just like in the cartoon). You can also assume that rather than killing their opponents, players beat them up, and the villains learn their lesson or are brought to justice. Like Discord's redemption, it can be a lot of fun to have a former villain come back later to help out the players.

Q: So what are the GM's responsibilities?

A: Before the game, the GM prepares an adventure in which the player characters will participate. Adventures can range from simple problem-solving (find out who's stealing pies from Granny Smith's window) to political intrigue, to exploring a complete, detailed castle ruin filled with dangerous monsters and valuable treasures. You can find pre-written adventures all over the internet, some free and some for sale. There are entire websites dedicated to adventure ideas, even random tables that generate adventure ideas. All are easy to find on the internet if you're feeling creatively stumped or in a rush for time. rpg.drivethrustuff.com and DNDClassics.com are excellent sources of PDF adventures. Other forum sites with tons of advice are www.ENWorld.org and www.RPG.net. One of the best sources of adventures is Dungeon Magazine. If you subscribe to Wizards of the Coast's D&D Insider service (about \$10/month, less for recurring subscriptions) you can download every PDF issue of Dungeon Magazine for free, and have dozens of professional-quality adventures ready to use on your computer (although you will have to convert them from 4th edition to 5th edition, which isn't too hard).

During the game, you describe the scene, the situation, and any other information the players need to determine what to do. You also role-play the NPCs (non-player characters) who may be friends or enemies of the PCs (player characters). If the adventure breaks out into combat, you may want to lay out miniatures or tokens representing the player characters and NPCs on a map of some kind so everyone can get an idea of where things are positioned (though this is optional). Some groups use expensive, elaborate gaming terrain and miniatures (MLP blind bag figures work well), while others have just as much fun with simple 1" graph paper and coins, buttons, beads, or poker chips for tokens. Do a Google image search for "D&D game play" and you'll see plenty of examples.

Above all, it's your job to make sure everyone is having fun. Watch that each player is getting to share in the adventure and nobody is dominating the others or being left out. As you get to know the players and their characters better you can easily add portions of the adventure that shine a spotlight on their unique abilities.

Q: What about player responsibilities?

A: The players are each responsible for creating a unique character and customizing it to their liking. You should write an interesting background for your PC (player character) and try to fit them into the world. You might even choose an existing canon

character from the show as your character, but be sure to ask the GM's permission first because that may intrude on their plans for the campaign. Since D&D and FIM are both primarily about cooperation and teamwork, you should create a character that can get along with others and at least attempt to make friends. Some groups play evil characters, but unless all the players and the GM are in agreement with their expectations, such a campaign can quickly become un-fun.

With that in mind, you should cooperate with the other players when making your characters. The most effective parties usually have a good blend of character races and classes, each with abilities that complement their allies. The classic D&D group consists of a fighter, cleric, wizard, and rogue. If the group is small, the GM can also choose to create an NPC helper or two to join your group and fill out any missing roles.

Finally, make sure that everyone is having fun. Make sure you're not hogging the spotlight from the other players, but also make sure that you're contributing to the game and everyone's enjoyment. The GM has a difficult task, so try to be understanding if you think they are in the wrong, or forgetting something, and talk to them in private rather than calling them out.

Q: I'm already familiar with D&D, but not with 5th edition. What is it like?

A: "DND Next" or 5th edition is a "unification" edition which takes some of the best elements of 3rd and 4th edition while trying to avoid the pitfalls of those versions and getting back to a simpler D&D. The primary feature is "bounded accuracy" which puts tight controls on the die roll bonuses so common (and difficult to track) in past editions. There is also a hard cap of 20 on ability scores for player characters. Fortitude, Reflex, and Will are gone, and saving throws are keyed off each ability score. Feats are harder to get but much more powerful in scope, being more like expanded class features than 3e or 4e feats. 5e also features character backgrounds (similar to 4e themes), ritual magic, and hit dice (somewhat similar to 4e's healing surges). Finally, there are robust multiclassing rules which allow you to create interesting character concepts which aren't covered by the core classes.

Q: What classes are covered in the 5e Player's Handbook?

A: The core class list includes the barbarian (berserker and totem warrior), bard (college of lore and college of valor), cleric (multiple domains), druid (circle of the moon and circle of the land), fighter (champion, battle master, and eldritch knight), monk (way of the open hand, way of the four elements, and way of shadows), paladin (oath of devotion, oath of the ancients, and oath of vengeance), ranger (hunter and beast master), rogue (assassin, thief, and arcane trickster), sorcerer (draconic bloodline origin or wild magic origin), warlock (3 pacts – archfey, great old ones, and fiends – and 3 boons – chain, blade, and tome), and wizard (8 different traditions). That's a total of nearly 30 different character classes to choose from. When you combine that with the 26 different subclasses available in MLP45E, that's around 500 different possible combinations to try out.

And because 5e is built with multiclassing in mind rather than including it as an afterthought, it's easy to use multiclassing to recreate character classes from previous editions that aren't yet implemented. For example, a 4th-edition avenger could be created as a Dexterity-based paladin/rogue wearing light armor. Finally, this book adds several new class options for the Equestria setting, such as cleric domains, a bard variant, and a sorcerer variant, with more on the horizon.

Q: What rulebooks are available for 5e D&D?

A: Currently, the Player's handbook, Dungeon Master's Guide, and Monster Manual are all available in hardcover format.

In March 2015, Wizards of the Coast released the Elemental Evil Player's Companion, a free supplemental PDF to the *Princes of the Apocalypse* super adventure. It contains several new races and many new spells. Some of the spells that are referenced in MLP45E are detailed in that source. You can [download your own copy here](#).

In November 2015, Wizards of the Coast released the Sword Coast Adventurer's Guide, a hardcover guidebook for the D&D Forgotten Realms campaign setting. Most of the book is information specific to that world, but there are 30 pages of new material usable in any game. It's up to you whether these options justify the price:

- A new barbarian path (battlerager) and six new totem warrior totems
- A new cleric domain (arcana) for priests of magic.
- A new fighter archetype (purple dragon knight) with leadership abilities.
- Two new monk traditions (Way of the Long Death, Way of the Sun Soul), basically wielders of the powers of death and life.
- A new paladin oath (Oath of the Crown) with teamwork and protective abilities.
- Two new rogue archetypes: mastermind (a crime boss/spy), and swashbuckler (a charismatic, highly mobile melee specialist).
- A new sorcerous origin (storm) which is an alternate option to the one presented in this book.
- A new warlock patron (the undying) with powers relating to dying and the undead.
- A new wizard tradition (bladesinger) which is a more magical version of the arcane trickster rogue or the eldritch knight fighter.
- Four new wizard cantrips that let you attack with a weapon and create an additional magical effect. Wizards of the Coast released one of these cantrips, [Green-Flame Blade](#), as a free benefit to the Extra Life charity donations, so you can see how they work.
- Twelve new backgrounds that have some loose ties to the Forgotten Realms but can easily be used in any world, like Equestria.

Finally, Wizards of the Coast often releases playtest versions of new material for free online that you can try out for yourself. This is through their monthly *Unearthed Arcana* feature. Here is a list of what articles are available:

- [Modifying Classes](#) (April 2015). This article adds a spell-less ranger and a divine sorcerer as well as suggestions in how to safely modify classes.
- [Waterborne Adventures](#) (May 2015). This article adds new fighting styles, and the swashbuckler rogue archetype and storm sorcerous origins which later appeared in the Sword Coast Adventurer's Guide
- [Variant Rules](#) (June 2015). Adds some alternate rules for players making all rolls, a hit point variant, and custom alignments.
- [Awakened Mystic](#) (July 2015). Adds the first look at a 5th edition psionicist class. Only goes to level 5 in the playtest.

- [Ranger](#) (September 2015). Provides some revised ranger classes with alternate class features for level 1-5.
- [Prestige Classes & Rune Magic](#) (October 2015). Adds the rune scribe, a new prestige class that masters ancient symbols.
- [Light, Dark, Underdark!](#) (November 2015). Adds new fighting styles for rangers, paladins, and fighters, a new ranger archetype, the shadow sorcerer, and the undying light warlock pact. The undying light could work well for warlocks who draw power from the sun or from the Tree of Harmony.

Q: What's this DM's Guild I've heard about?

A: In January of 2016, Wizards of the Coast announced the formation of the [Dungeon Master's Guild](#), an official channel for individuals to publish their own custom races, classes, adventures, and other D&D game material. [Writers are allowed to use certain official D&D content in their creations, and in return for the licensing and distribution WotC receives a portion of the sale price of these items](#). Many items on the site are free, pay-what-you-want, or quite inexpensive, however, so the Guild is a wonderful source of new options and adventures for gamers on a tight budget. This material isn't likely to be playtested to the same rigor as 5th edition itself, so GMs who choose to use any Guild material in their games will want to carefully examine them to make sure they are a good fit. Items the Guild offers for sale have their own user ratings, so popular, highly-rated items would be a good place to start.

Q: Wait, isn't this all fanon/headcanon from this point forward?

A: Indeed! In order to flesh out Equestria as a complete setting, many assumptions have to be made. In all cases I tried to cleave as close to the show and comic canon as possible. In many cases, however, we only have brief glimpses of some of the show's species, spells, and equipment, so many gaps have to be filled in. Especially for the character races, I have provided some suggestions but left the majority of it open to the GM's interpretation. Like any roleplaying game, the GM is always free to change things as he or she sees fit.

Q: How can there be clerics or paladins when Equestria doesn't have gods! And how can non-unicorns use magic?

A: In Equestria, only unicorns are depicted as having the ability to actively use magic. If you were to limit magic to only unicorns however, then that would lock non-unicorns out of more than half of D&D's classes. In order to support the most classes while still making a nod to unicorn-unique magic, MLP45E makes these assumptions:

Bards receive their magic through the power of song. This is a mysterious process little understood by the scholars of magic in Canterlot. Bards seem to draw a little bit of magic from everywhere – the sun, moon, and stars, the land beneath them, the mighty powers of Equestria, but especially they draw their magic from the goodwill generated by the common folk who enjoy their music. The bard class is open to all races.

Clerics and paladins wield divine magic. Whether it is provided directly by gods or simply powered by the positive energy produced by all sentient creatures is up to the GM to determine for their version of Equestria. MLP45E makes the assumption that gods exist, but they are hidden, unknowable beings. Instead, they make their intentions known through their champions: powerful servants that live in Equestria (directly or indirectly) carry out their will.

Some known champions are the alicorn princesses, Discord the Prince of Chaos, Queen Chrysalis, King Sombra, and Lord Tirek. Creative Brony fan fiction authors have produced a number of other similar powerful beings that could serve as additional champions. Even though it's complete fanon, I find the idea of a sun cleric blasting away undead in the name of Celestia, or a vengeful night paladin cleansing the world of evil in Luna's name quite exciting.

Druids, Rangers, and Totem Warrior Barbarians wield druidic (nature) magic. Druidic magic draws on the energy of the world itself, and the life force of all living creatures. Therefore, it is open to all races. Some recent publications support this type of magic existing in Equestria. The Journal of the Two Sisters mentions that the zebras Luna befriended were able to cast their own spells, though it doesn't go into detail what kind, other than that they are defensive in nature. In the IDW comics, the deer ruled by King Aspen are able to control the growth of trees, vines, and other plants. To me, this makes a plausible case for druidic or shamanistic magic existing even in canon Equestria.

Sorcerers receive their magic from an unusual or unexplainable event in their past, such as the touch of Discord, dragon ancestors, or being born during an unusual magical event. They can somehow grasp magic and manipulate magic as if it were some physical thing. The sorcerer class is open to all races.

Warlocks are granted their access to arcane magic through a pact made with a powerful eldritch being. In return for their promise to serve this being, they can manipulate magic much like a unicorn wizard. The warlock class is open to all races.

Wizards, Eldritch Knights (Fighter Subclass), and Arcane Tricksters (Rogue Subclass) are the traditional arcane classes. Their magic is powered by their own life force, and is channeled through their horn(s). It's generally learned through careful practice, memorization, and intense study of old magic books. Therefore these classes are only open to races which are able to harness arcane magic. These include unicorns, some deerfolk, and some dragons.

Other magic: A few classes don't quite fit any of the above categories. Way of shadows monks (ninjas), and way of the four elements monks (air/earth/fire/water benders) are their own unique type of magic. It's up to the GM to determine whether these classes are available to non-unicorns or not, but I'd allow them. Especially since Maud Pie makes such a perfect earth monk!

Q: Where does leather come from? :P

A: This doesn't get discussed in the show because *why are you over-analyzing a kids' show!?* Just like in the real world, leather comes from non-sentient animals. After all, there's got to be a reason Sweet Apple Acres keeps livestock...

Q: I have a suggestion, a question, or want to talk about the game!

A: For the time being, comments, questions, and suggestions can be left on my DeviantArt page under the gallery entry for each MLP45E document. If it gets to be too crowded I will look into a host forum. Follow me on DA and you'll be notified of any updates.

CHAPTER 2: CHARACTER RACES

For the pony races I have attempted to stay as close to canon as possible, however there are a few abilities appearing in fanon and headcanon that have been added to round them out. Few of the other races really have much in the way of official material. For those races, usually all we have to go by are individual examples (Spike, Gilda, Zecora), so a great deal of abilities have to be made up entirely. In most cases I have taken existing D&D racial abilities and added them where I felt the flavor would be appropriate. Although I haven't read much in the way of fan fiction, but some of the abilities have been adapted from those sources.

If you're already familiar with the 5th-edition D&D races, you'll probably notice that these races are a bit more powerful than normal. The reason is that pegasus flight abilities have to be baked-in to their racial abilities. Normally at-will flight is not available to standard D&D races. Therefore, the power level of all races needed to be boosted to match that of pegasi to provide a level playing field. I would caution against using standard D&D races together in the same campaign with those of MLP45E, since the Equestrian races will certainly be more powerful. If you do want to have some sort of portal/crossover game where humans and other humanoid species are present in Equestria, you'll want to give characters who are members of standard D&D races a bonus feat to keep them somewhat balanced with Equestrian races.

A NOTE ON "RACE"

I use the term race throughout these documents because, though technically incorrect, that has always been the standard term used in D&D to denote the differing character species available.



The Shady Trough by Equestria-Prevails

EARTH PONY

Earth ponies are the most numerous of the equine races. They reside in groups ranging in size from small, nomadic herds to massive cities. Their natural magic is subtle and often manifests as superior strength, stamina, personal magnetism, or close ties with the plants and creatures of the earth. Earth ponies are responsible for nearly all food production in Equestria. Although they are incapable of flight like pegasi, or direct control of their magic like unicorns, they can still excel in any profession. Perhaps it's that perceived need which drives many earth ponies to become the nation's foremost experts in their fields of interest.

EARTH PONY TRAITS

Size: Medium

Speed: 30 feet.

Vision: Normal

Languages: Equestrian and one additional

Natural Weapons: You are proficient with your hoof and bite attacks, which are finesse, heavy weapons that deal 1d4 bludgeoning damage.

Cutie Mark: All ponies receive a cutie mark by adulthood. You determine what your cutie mark looks like and the ideal it represents. See the section on cutie marks in chapter 4 for complete rules.

Close to the Earth: You gain proficiency in one skill from this list: Animal Handling, Athletics, Insight, Medicine, Nature, or Survival.

Stand Firm: Whenever an effect would force you to move or knock you prone, you can roll a DC 15 Strength, Dexterity, or Constitution saving throw to ignore the movement or prone effect.

Vim & Vigor: Whenever you roll Hit Dice to heal, add +2 to the result of each die. Whenever you gain temporary hit points, add +2 to the amount received.

Subrace: Choose a subrace. Five are described here: Andalusian, Appaloosa, Arabian, Clydesdale, and Mustang.

Andalusian (Subrace)

While not as large as Clydesdales or swift as Mustangs, Andalusians are often more social and outgoing than their kin.

Ability Score Bonus: From Constitution, Intelligence, and Charisma, choose one ability to increase by 2; the other two increase by 1.

Everyone's Best Friend: Whenever you roll a Charisma ability or skill check or saving throw, add half your proficiency bonus to the roll, even if you are already adding your proficiency bonus.

People-Pony: Choose one skill from this list: Intimidation, Performance, or Persuasion. You gain proficiency in that skill.



Commission 1

By Atonewiththepants

Appaloosa (Subrace)

The Appaloosan ponies account for the majority of Earth ponies throughout Equestria. Most live in small farming and fishing communities. Appaloosas are distinct in that they often have spotted coats. They are the founders of both Appleloosa and Ponyville, among many other towns.

Ability Score Bonus: From Constitution, Wisdom, and Charisma, choose one ability to increase by 2; the other two increase by 1.

Country Wisdom: Choose one skill from this list: Animal Handling, Insight, Nature, or Survival. You gain proficiency in that skill.

Crafty: You gain proficiency in a Tool of your choice other than thieves' tools.

Pilgrim Trader: Choose Bovine, Canine, Cervine, French, or Griff. You speak enough of the chosen language to hold a conversation.

Arabian (Subrace)

The ponies of distant Saddle Arabia are taller and slimmer than the average earth pony. One could assume that their culture is significantly different from that of Equestrian ponies. That is left for the GM to flesh out.

Ability Score Bonus: From Constitution, Intelligence, Wisdom, and Charisma, choose one ability to increase by 2; and two others to increase by 1.

Languages: Add Arabic as a bonus language.

Fleet of Hoof: Your speed increases by 5 feet.

Social Caste: Choose one of the following benefits:

- **Artificer:** You have advantage on Intelligence checks related to alchemy, magic items, and items of artifice.
- **Desert Dweller:** When you take fire damage, reduce the damage taken by 2. In addition, you have advantage on Constitution saves to avoid exhaustion from hot weather.
- **Regal Bearing:** Re-roll any Charisma ability or skill check die that is 5 or less before your bonuses are added.

Clydesdale (Subrace)

Clydesdales are larger than other ponies, and stronger. They tend to have longer, shaggier hair, especially around their fetlocks.

Ability Score Bonus: From Strength, Constitution, and Charisma, choose one ability to increase by 2; the other two increase by 1.

Strong Back: Your speed is not reduced by wearing heavy armor in which you are proficient, and your carrying capacity, and lift, push, and pull limits are increased by 50%.

DESIGN NOTES: EARTH PONY

In order to make sure earth ponies don't fall behind pegasi and unicorns, their legendary toughness and strength needed to be represented favorably in the mechanics.

They are one of the most flexible races, with the five subraces covering a wide range of character concepts. Don't take the horse breeds too literally though—they're still all ponies and even within the same family, siblings might represent different subraces.

Toughness: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. Additionally, you have a bonus Hit Die at level 1, which is 1d10 in size. You do not add it to your maximum HP, but you can use it during short rests to heal.

Mustang (Subrace)

Mustangs roam Equestria's open plains and are known for their agility and swiftness.

Ability Score Bonus: From Dexterity, Constitution, and Charisma, choose one ability to increase by 2; the other two increase by 1.

Born to Run: You have advantage on any saving throws against effects that restrain you or slow your movement. In addition, each time you use your movement, you can treat up to 10 feet of difficult terrain as normal terrain.

Fleet of Hoof: Your speed increases by 5 feet.

PEGASUS PONY

The pegasi are the second most numerous of the equine races. Most live in floating cloud cities such as Cloudsdale, but they are still common elsewhere, making up roughly 25% of the populations of other pony cities. Pegasi are responsible for managing the weather throughout all of Equestria's populated lands, dissipating dangerous storms while still providing sufficient rainfall for abundant agricultural production. Pegasi are also natural warriors, and make up the majority of the Canterlot Royal Guard corps, including the elite Wonderbolts team.

PEGASUS PONY TRAITS

Ability Score Bonus: From Dexterity, Constitution, and Charisma, choose one ability to increase by 2 and a second to increase by 1.

Size: Medium

Speed: 30 feet.

Vision: Normal

Languages: Equestrian and one additional

Natural Weapons: You are proficient with your hoof and bite attacks, which are finesse, heavy weapons that deal 1d4 bludgeoning damage.

Cutie Mark: All ponies receive a cutie mark by adulthood. You determine what your cutie mark looks like and the ideal it represents. See the section on cutie marks in chapter 4 for complete rules.

Flight: You have a fly speed of 50 feet. If you are at half your maximum HP or less, your fly speed is halved and you must make a DC 15 Constitution check to gain altitude. If you are at one-quarter your maximum HP or less, you cannot fly. You can only glide to the ground (see below). If you have one level of exhaustion, your fly speed is halved. If you have two or more, you cannot fly.



Thunderlane, Celestial Avenger

By Cheezedoodle96

Cloud Walking: You can touch and interact with clouds as if they were solid (albeit soft) ground. This means you can sit or lie on clouds, move them around, gather them together, or buck them apart with your hooves. You can also stomp on thick clouds and force them to rain, or possibly even coax out a small lightning bolt if it's a thick enough cloud.

Glide: When you fall 30 feet or more, you can use your reaction to spread your wings and slow your fall, preventing you from taking any falling damage. For every 10 feet you fall, you can move 5 feet horizontally.

Sky Hauler: You gain Sky Hauler as a bonus Cartoon Physics ability.

Keen Senses: You gain proficiency in the Perception skill.

Subrace: Choose a subrace. Two are described here: Pennate and Nocturnus

Pennate (Subrace)

Pennate pegasi have light, lithe bodies built for speed. Their powerful, feathered wings lift them into the air with ease. Most hail from the aerial cities of Cloudsdale and Las Pegasus. They are the pegasi most people think of when they hear the name.

Athletic Poise: Choose one skill from this list: Acrobatics, Athletics, or Stealth. You gain proficiency in that skill.

Lightning Reflexes: You add your proficiency bonus to your Initiative rolls.

Nocturnus (Subrace)

Nocturnus pegasi have large, bat-like wings, eyes with slitted pupils, pointed canine teeth, and dark coats. Parents tell their children scary stories about Princess Luna's Nocturni guards who come to take away naughty foals who don't go to bed when told. Despite their fearsome looks and reputation, most are friendly, but proud of their appearance and like to take advantage of it when they can.

Darkvision: You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Skulker: Choose one skill from this list: Acrobatics, Intimidation, or Stealth. You gain proficiency in that skill.

DESIGN NOTES: PEGASI

The base pegasus flight capabilities represent the average pegasus. Super speed abilities like those Rainbow Dash demonstrates regularly are available as cartoon physics abilities.

The subrace names are simply headcanon and of course you're free to change them. "Pennate" is a Latin term which means "feathered" and Nocturnus implies the nocturnal nature of bat-ponies (which isn't a very practical official name for a subrace)!



The Shadow

By Equestria-Prevails

UNICORN PONY

Unicorns are the least numerous of the three pony races, although they are still more common than most non-equines. Like pegasi they have founded their own cities, which are typically in hilly or mountainous regions where their magic is needed to sculpt the terrain to be suitable for construction. Unicorns are still common in earth pony cities, making up roughly 20% of the population. Unicorns have the most direct control over their natural magic, which they achieve through focusing on the horn in their foreheads. In ancient times unicorns controlled the movements of the sun and moon, although that responsibility has fallen to the royal sisters since their ascendance. Of all the equine races, unicorns seem most drawn to intellectual pursuits such as art, music, and craft, although there are still plenty of unicorn soldiers, farmers, and merchants.

UNICORN PONY TRAITS

Ability Score Bonus: From Intelligence, Wisdom, and Charisma, choose one ability to increase by 2 and a second to increase by 1.

Size: Medium

Speed: 30 feet.

Vision: Normal

Languages: Equestrian and one additional

Natural Weapons: You are proficient with your hoof, bite, and horn attacks, which are finesse, heavy weapons. Your hooves and bite deal 1d4 bludgeoning damage, and your horn deals 1d4 piercing damage.

Cutie Mark: All ponies receive a cutie mark by adulthood. You determine what your cutie mark looks like and the ideal it represents. See the section on cutie marks in chapter 4 for complete rules.

Arcane Magic: Your horn grants you the capability to wield arcane magic. This means that you are eligible for the bard, mage, and sorcerer classes and the eldritch knight and arcane trickster subclasses. While you cast or concentrate on a spell, both your horn and the target of the spell glow with a magical aura. The color of your magic aura is determined at birth and never changes (unless you use dark magic).

Magic Initiate: You gain the Magic Initiate feat (see page 168 of the D&D 5th Edition Player's Handbook). Choose bard, sorcerer, or wizard as the class which you wish to learn spells from. Most unicorns pick Apprentice's Telekinesis and Light as their cantrips. If desired, you can opt to learn an additional cantrip instead of the feat's 1st-level spell.

Knowledgeable: Choose one skill from this list: Arcana, History, Nature, or Religion. You gain proficiency in that skill.

Advanced Studies: Not every unicorn becomes a master of arcane spells. In fact, the majority spend their lives in happiness without the need to learn additional magic beyond the basics. Select one ability from this list:

- **Arcane Apprentice:** You learn one extra cantrip and one extra 1st-level spell, chosen from the same class as your *Magic Initiate* trait.



**Lyra Heartstrings,
Bard of Ponyville**

By Cheezedoodle96

- **Arcane Weaponmaster (Requires Apprentice Telekinesis cantrip):** You can expertly wield a two-handed weapon, weapon and shield, or dual-wield light weapons telekinetically with your magic. When you make an attack with that weapon, you can use your spellcasting ability modifier for the attack and damage rolls instead of your Strength or Dexterity if desired.
- **Higher Education:** You gain training in one skill or tool proficiency, or two languages, and the ability score you did not choose to increase for your unicorn ability score racial adjustment (Intelligence, Wisdom, or Charisma) increases by 1.

DESIGN NOTES: UNICORNS

It's apparent in the show that unicorns (Especially Twilight) are only as powerful as the story requires them to be at the moment. That doesn't really work in a roleplaying game. Spells need to act consistently or suspension of disbelief suffers.

I've tried hard to capture the exact capabilities of spells used in the show, but in some cases they needed to be limited for game balance purposes. That said, unicorn characters get to choose to be either a magical prodigy like Twilight, or more like your typical background unicorn.

CRYSTAL PONY

Crystal ponies are an offshoot of the standard pony races that originally hail from the Crystal Empire. Their kind spent centuries enslaved by the wicked King Sombra. The vast majority of crystal ponies are earth ponies. Crystal pegasi and unicorns are rare.

To create a crystal pony, select one of the three normal pony races (and subrace if applicable). Then add the following:

Crystalline Shine: You can re-roll a Charisma check or saving throw. You regain the use of this ability after a long rest.

Crystal Heart Champion: Every time you take necrotic damage, reduce the damage by your proficiency bonus.

Repressed Memories: You are vulnerable to psychic damage. Every time you take psychic damage, you become frightened. You can use your action to roll a DC 15 Wisdom or Charisma check. A success ends the condition.



Crystal Empire Royal Guard
By TheShadowStone

BUFFALO

The buffalo tribes roam the open plains of southern Equestria, from the San Palomino Desert to Dodge Junction, and their annual migrations take them through the center of that range, Appleloosa. Buffalo culture resembles that of Native Americans. Recently the buffalo have made peace with the ponies of Appleloosa, and some young buffalo are beginning to explore pony culture. Their mammoth size sometimes gets them into awkward situations, but it has its advantages.

BUFFALO TRAITS

Ability Score Bonus: From Strength, Constitution, and Wisdom, increase one score by 2 and the other two by 1.

Size: Large

Speed: 30 feet

Vision: Normal

Languages: Bovine, Equestrian, Smoke Signs

Natural Weapons: You are proficient with your head-butt attack, which is a finesse, heavy weapon that deals 1d8 bludgeoning damage.

Big Brute: Your weapon attacks with manufactured weapons sized appropriately to you deal 2 extra damage.

Large and In Charge: As a large-sized creature, you occupy a 10-foot diameter space in combat. You can carry, lift, pull, and push twice as much weight as a medium-sized creature. If you are forced to squeeze into a 5-foot wide passage, you move at half speed, your opponents have advantage against you and you have disadvantage on all rolls. Small-sized creatures can freely move through your space, and likewise you can move through their spaces. You also need to eat and drink four times as much as a medium-sized creature.

Stampepe: If you use the Dash action you can use a bonus action to make one head-butt attack at any point during its movement. If this attack hits, it deals 1d6 extra damage, and you contest your Strength against the target's Strength or Dexterity. If you win, you knock the target prone. This extra damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level.

Toughness: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. Additionally, you have a bonus Hit Die at level 1, which is 1d10 in size. You do not add it to your maximum HP, but you can use it during short rests to heal.

War Cry: On the first round of combat (as long as you are free to yell), you and your allies have a +1 bonus to attack rolls and armor class.



Laughing Water, Buffalo Spirit-Talker Shaman
By Cheezedoodle96

DESIGN NOTES: BUFFALO

There's not much information on buffalo in the show aside from their appearance in "Over A Barrel." As they are based on Native American culture, a number of their abilities and feats are drawn from Native American tropes.

DIAMOND DOG

Diamond dogs are an apelike canine race with oversized forelegs and undersized hind legs. They normally walk and run on all fours, but have no trouble standing upright and using their forelegs (complete with opposable thumbs) as arms. Their tails are stubby and mace-like, with bony spikes or knob. Like all canines, they possess a keen sense of smell.

A colony of diamond dogs lives near Ponyville, underneath Rarity's favorite gem-hunting grounds. This particular group is cruel, but not all diamond dogs exhibit this behavior. In fact, according to the official comic series, an entire kingdom of diamond dogs exists on the border of Equestria, and their queen requested Rainbow Dash to come and perform an aerial stunt show for them.

DIAMOND DOG TRAITS

Ability Score Bonus: Your Constitution score increases by 1.

Size: Medium

Speed: 25 feet.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages: Canine and Equestrian

Natural Weapons: You are proficient with your claw and bite attacks, which are finesse weapons that deal 1d4 slashing damage and 1d4 piercing damage, respectively.

Burrow: You can dig through sand, dirt, and loose stone at the rate of 5 feet per round, up to a number of minutes per day equal to your Constitution score. You can dig longer, but you risk exhaustion (DM's option).

Keen Nose: You have advantage on Investigation and Perception checks when attempting to notice or locate objects that have a distinct smell, or other creatures. If there's a strong distracting smell in the area, you might instead have disadvantage (GM's option).

Your sense of smell is such that you can recognize the species of creatures that have been in an area recently. Roll a Wisdom (Perception) check according to the following table. You also have the *Tracking* ability of a 1st-level ranger. If you choose ranger as your class, you gain free training in the Perception skill instead.



Horse Thieves

By Cheezedoodle96

Scent Situation	DC
Recognize a familiar species	10
Recognize an individual you know well	15
Recognize an individual you have met at least once	20
Every four hours that have passed	+1 to the DC
Rain or snow in the area	+5 to the DC
Particularly overpowering smell nearby	Disadvantage

Magic Resistant: When you fail a saving throw against a magic spell, you can re-roll the save. You regain the use of this ability after a short rest.

Shifty: When an opponent misses you with an attack, you can use your reaction to make a shove attack against that opponent or move up to 10 feet.

Subrace: Choose a subrace. Three are described here: Doberman, Mastiff, and Pug.

Doberman (Subrace)

Diamond Dog Dobermans lie halfway between their larger and smaller kin. Their keen wits often lead to them becoming the brains of any diamond dog outfit.

Ability Score Bonus: Your Wisdom or Charisma score increases by 2.

Crafty: You gain proficiency in one tool of your choice, and one skill from this list: Deception, Intimidation, or Persuasion.

Mastiff (Subrace)

Diamond Dog Mastiffs are the big muscular brutes of their race. They are most comfortable in a suit of heavy armor, swinging a big weapon.

Ability Score Bonus: Your Strength score increases by 2.

Thick Hide: You gain a +1 bonus to Armor Class.

Pug (Subrace)

Diamond Dog Pugs make up in sneakiness and agility what they lack in brute strength.

Ability Score Bonus: Your Dexterity score increases by 2.

Size: Small

Devious: Choose Acrobatics, Sleight of Hand, or Stealth. You gain proficiency in that skill.

Nimble: You can move through the space of any creature that is size medium or larger.

Sneaky: You can attempt to hide even when you are obscured only by a creature that is size medium or larger.

DESIGN NOTES: DIAMOND DOG

Other than their single appearance in season 1 and coming up in the IDW Friends Forever #6 comic, there is little to go on for these guys. They are currently based on D&D dwarves, with a few additional abilities borrowed from halflings.

DONKEY

Donkeys, and their half-horse hybrids--hinnies and mules--are all unique breeds with slightly different characteristics, but for the purposes of the game, they all follow the same rules. A hinny is the offspring of a male horse and female donkey, while a mule is the offspring of a female horse and male donkey. Despite being equines, these three species all lack cutie marks. Slightly smaller than ponies, in general they are known to be strong, surefooted, patient, and tough, sharing many of the traits of earth ponies.

In Equestria, donkeys hinnies, and mules appear to live normal, modest lives among the pony majority. Cranky the donkey lives up to his namesake, but other examples of this group seem well-adjusted and easy to get along with.

DONKEY TRAITS

Ability Score Bonus: From Strength, Dexterity, Constitution, and Wisdom, choose one ability to increase by 2 and a second to increase by 1.

Size: Medium

Speed: 25 feet

Vision: Normal

Languages: Equestrian and one additional

Natural Weapons: You are proficient with your hoof and bite attacks, which are finesse, heavy weapons that deal 1d4 bludgeoning damage.

Brave: You have advantage on saving throws against being frightened or terrified.

Nimble: You can move through the space of any creature that is size large or larger.

Stand Firm: Whenever an effect would force you to move or knock you prone, you can roll a DC 15 Strength, Dexterity, or Constitution saving throw to ignore the movement or prone effect.

Strong Back: Your speed is not reduced by wearing heavy armor in which you are proficient, and your carrying capacity, and lift, push, and pull limits are increased by 50%.

Stubborn: When an effect blinds, dazes, deafens, frightens, stresses, terrifies, or stuns you, you can use your reaction to ignore that condition. You can use this ability again after a short rest.

Poison-Resistant: You have advantage on saves against poison, and resist poison damage.

Vim & Vigor: Whenever you roll Hit Dice to heal, add +2 to the result of each die. Whenever you gain temporary hit points, add +2 to the amount.



Cranky Doodle Cleric
By Cheezedoodle96

DESIGN NOTES: DONKEY

While they have some abilities in common with Earth Ponies, I see donkeys and mules as the dwarves of Equestria: stubborn, irascible, smaller in stature but big in heart.

DRAGON

In exceedingly rare situations, a young dragon finds itself orphaned, abandoned, or even voluntarily leaving the company of other dragons to associate with ponies. One of the most well-known is Spike, assistant and confidant of Princess Twilight Sparkle. Like the equine races, dragons also possess innate magic, but theirs usually empowers their physical might and the power of their dragon breath. Occasionally, a dragon learns to control its innate magic, allowing it to cast spells like a unicorn. Most Equestrian dragons normally breathe fire, but it's rumored there are other dragon types who breathe acid, cold, lightning, and poison.

DRAGON TRAITS

Ability Score Bonus: From Strength, Constitution, and Charisma, choose one ability to increase by 2 and a second to increase by 1.

Size: Medium

Speed: 25 feet

Vision: Normal

Languages: Equestrian, Draconic

Natural Weapons: You are proficient with your claw and bite attacks, which are finesse, heavy weapons that deal 1d6 slashing damage and piercing damage, respectively.

Dragon Type: Choose a dragon type from the table below, which determines your scale color and appearance, as well as your breath weapon and damage resistance.

Dragon	Damage Type	Breath Weapon
Black or Copper	Acid	5 x 30 ft. line (Dex. Save)
Blue or Bronze	Lightning	5 x 30 ft. line (Dex. Save)
Brass	Fire	5 x 30 ft. line (Dex Save)
Red or Gold	Fire	15 ft. cone (Dex Save)
Green	Poison	15 ft. cone (Con Save)
White or Silver	Cold	15 ft. cone (Con Save)
Purple	Fire	15 ft. cone (Dex Save)

Breath Weapon: You can use your action to exhale destructive energy. Your dragon type determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw as indicated. A creature takes 2d6 damage on a failed save, and half as much on a successful save. The save DC is 8 + your Constitution bonus + your proficiency bonus.

The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you cannot use it again until you complete a short rest or a long rest.

DESIGN NOTES: DRAGON

This write-up assumes a slightly older, winged dragon, like the teenagers appearing in the episode "Dragon Quest." and that Spike will eventually grow wings once he's older. There's no canon evidence of dragons using overt magic spells like unicorns, so you can always disallow that option if you like. I included it to help break the unicorn monopoly on arcane magic, and because D&D dragons often have spellcasting ability.

Focus Breath: You can choose to concentrate your breath weapon attack down to affect a single adjacent object over multiple rounds. One round of such use will destroy flimsy objects; 3 or 4 rounds will melt, burn, or weaken more durable objects such as a padlock, weapon, or chain. Exact details are left to the GM to decide. This use expends your breath weapon like any other use.

Damage Resistance: You have resistance to the damage type associated with your dragon color.

Immature Wings: Your wings have emerged recently, although it will be some time before they are strong enough to enable regular flight. In the meantime, you can use them for short bursts of flight and some controlled gliding. You can use your movement to fly the same distance as your ground speed, but if you do so more than once before you complete a short rest, each additional use after the first you must roll a DC 15 Constitution save or gain a level of exhaustion.

Slow Fall: When you fall 30 feet or more, you can use your reaction to spread your wings and slow your fall, giving you resistance against falling damage. For every 10 feet you fall, you can move 5 feet horizontally.

Scaly Hide: You gain a +1 bonus to Armor Class.

Dragon Bloodline: Choose two dragon bloodline abilities from the list below.

- Agile Feet:** Your foot claws are just as dexterous as your hand claws, allowing you to climb at full speed. If the surface is difficult and requires a successful Strength (Athletics) check, you have advantage on this check. If your hands are full, bound, or otherwise occupied, you can use your feet to make attacks, cast spells, or interact with objects. You still can't exceed the number of actions or attacks per round you'd be allowed if you were only using your hands.



Zuri and Argent By Cheezedoodle96

DRAGON GREED

In the episode "Secret of My Excess" Spike grew to enormous size, lost his ability to communicate, and seemed to revert to a basic, instinctual behavior after becoming greedy. This trait could obviously cause a lot of problems for a dragon character, so I recommend treating Spike's experience as a unique reaction to his exposure to Twilight's uncontrolled magic at his hatching, rather than an experience that all dragons could potentially share.

Of course, dragons can still have a greedy streak that they can sometimes find difficult to ignore

GRIFFON SUBRACES

As of the season 5 episode "Lost Treasure of Griffonstone" multiple different types of griffons have been shown. Here are some ideas on griffon subraces you can use. Each one uses most of the default griffon traits, but has minor modifications.

Eagle-Lion: The average griffon is an eagle-lion hybrid. Use the standard stats.

Eagle-Tiger: Larger and more muscular, eagle-tiger griffons can select from Strength, Dexterity, and Constitution for their ability score bonuses. Their fly speed is reduced by 10 feet, but they gain the pegasus trait *Athletic Poise*.

Falcon-Cheetah: Smaller but quicker, falcon-lion griffons can select from Dexterity, Wisdom, and Charisma for their ability score bonuses. Their fly speed and walk speed increase by 10 feet, but they lose the *Ferocious Roar* ability.

Horned Owl-Lion: These insightful griffons can select from Dexterity, Intelligence, and Wisdom for their ability score bonuses. Their fly speed is reduced by 10 feet, but their darkvision increases to 120 feet.

Raven-Panther: These crafty griffons can select from Dexterity, Intelligence, and Charisma for their ability score bonuses. Their fly speed is reduced by 10 feet, but they gain proficiency in one set of artisan's tools.

Snowy Owl-Lynx: These shaggy griffons lose the *Ferocious Roar* ability and their fly speed is reduced by 10 feet. In return, they have resistance to cold damage and they have advantage on saves against cold effects.

Vulture-Lion: Big and ungainly, a vulture griffon's fly speed is reduced by 10 feet and they lose the *Pounce* ability. In return, they gain the *Keen Nose* ability of diamond dogs.

- **Arcane Apprentice:** You can wield arcane magic like a unicorn. Pick bard, sorcerer, or wizard. Your spellcasting ability is Charisma (bard or sorcerer cantrips) or Intelligence (wizard cantrips). You learn two cantrips from the chosen class.
- **Breath Weapon Trick:** You gain the use of one of the following cantrips, matching your breath weapon type: *Acid Splash* (acid), *Lightning Spark* (lightning, new spell in chapter 5), *Poison Spray* (poison), *Produce Flame* (fire), or *Ray of Frost* (cold). Use your highest ability score as the spellcasting ability for this cantrip. If it has a save DC it is equal to 8 + your highest ability score modifier + your proficiency bonus.
- **Deadly Weapons:** Your claw and bite damage increase to 1d10.
- **Enhanced Senses:** You gain Darkvision 120' like a Nocturnus Pegasus
- **Frightening:** You gain proficiency in Intimidation and have advantage on Charisma (Intimidation) checks.
- **Immunity:** You have immunity to the damage type associated with your draconic ancestry, rather than resistance.
- **Intense Breath:** Your breath deals 1d6 additional damage and creatures have disadvantage on saves against it.
- **Lanky Legs:** Your ground speed increases by 10 feet.
- **Mixed Heritage:** Choose a second dragon type. Each time you use your breath weapon, you choose either shape and save, and the damage is split between the two damage types. You gain resistance to both damage types. For example, if you choose red dragon and white dragon as your parents, your breath deals half fire damage and half cold damage, and you can choose either Dex or Con save. Both effects use the 15-ft. cone so that does not change.
- **Prehensile Tail:** Your tail is long and thin, and you can use it almost like a third hand. Each round, you can make one extra object interaction for free by using your tail, such as opening a door, drawing or sheathing a weapon, or pulling a lever. It's not strong enough to wield weapons.
- **Quickened Breath:** You can use your breath weapon as a bonus action.
- **Robust Wings:** Your wings are strong enough to let you fly up to four times before needing to rest.
- **Snaky Tongue:** You can use your tongue to grab objects up to 15 feet away as a bonus action.
- **Tough scales:** When you take piercing, slashing, bludgeoning, or force damage, reduce the damage by 1.

to those of pegasi, and their sharp beak, talons, and lion-like roar make them strong physical combatants.

GRIFFON TRAITS

Ability Score Bonus: From Strength, Dexterity, and Charisma, choose one ability to increase by 2 and a second to increase by 1.

Size: Medium

Speed: 30 feet

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages: Griff, Equestrian

Natural Weapons: You are proficient with your claw and bite attacks, which are finesse, heavy weapons that deal 1d6 slashing damage and piercing damage, respectively.

Flight: You have a fly speed of 50 feet. If you are at half your maximum HP or less, your fly speed is halved and you must make a DC 15 Constitution check to gain altitude. If you are at one-quarter your maximum HP or less, you cannot fly. You can only glide to the ground (see below). If you have one level of exhaustion, your fly speed is halved. If you have two or more, you cannot fly.

Cloud Walking: You can touch and interact with clouds as if they were solid (albeit soft) ground. This means you can sit or lie on clouds, move them around, gather them together, or tear them apart with your claws. You can also stomp on thick clouds and force them to rain, or possibly even coax out a small lightning bolt if it's a thick enough cloud.

GRIFFON

Griffons are a predatory race of half-lion, half-bird creatures who hail from beyond Equestria. They have the body, hind legs, and tail of a lion, and the forelegs, talons, wings, and head of an eagle, hawk, or owl. Although fairly rare, griffons have at least one community within Equestria itself, and even sent a team to the Equestria Games. Some griffons have integrated into pony culture and can be found living in the cities and towns of Equestria, especially pegasus cities such as Cloudsdale. Griffon flight abilities are comparable

Glide: When you fall 30 feet or more, you can use your reaction to spread your wings and slow your fall, preventing you from taking any falling damage. For every 10 feet you fall, you can move 5 feet horizontally.

Sky Hauler: You gain Sky Hauler as a bonus Cartoon Physics ability.

Keen Senses: You gain proficiency in the Perception skill.

Ferocious Roar: You can use your action to belt out an impressive roar in a 15-foot cone. Each creature in the area is deafened until the end of your next turn, and the first creature to attack them while they are deafened has advantage. A successful Con save negates the effects. The save DC is 8 + your Constitution or Charisma bonus + your proficiency bonus. Creatures who fail the save by 5 or more are also frightened. At the end of their turn each round they can attempt a Wisdom save to remove the frightened condition. After you use your roar, you cannot use it again until you complete a short rest.

Pounce: If you use the Dash action you can use a bonus action to make a claw attack at the end of the movement. If this attack hits, it deals 1d4 extra damage and you contest your Strength against the target's Strength or Dexterity. If you win, knock the target prone. This extra damage increases to 2d4 at 6th level, 3d4 at 11th level, and 4d4 at 16th level.

DESIGN NOTES: GRIFFON

Like the other flying races, flight is such a powerful ability that it doesn't leave much room for other griffon racial traits. Gilda uses a roar to intimidate Fluttershy in Griffon the Brush Off, and many birdlike creatures in D&D have shriek abilities, so that felt like a good fit. Finally, the pounce reflects their half-lion aspect.

MINOTAUR

Minotaurs have the dubious honor of being Equestria's only known humanoid race. Despite their frightening appearance, they seem to get along well enough with equines, but nothing is known of their culture. Are they lone wanderers eking out a living among the ponies? Or do they have their own communities elsewhere in Equestria? Perhaps they are normally subterranean, and live in underground cities? These are things for the GM to decide for their campaigns.

MINOTAUR TRAITS

Ability Score Bonus: From Strength, Constitution, and Charisma, increase one ability by 2; the other two increase by 1.

Size: Large

Speed: 30 feet

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages: Equestrian, Undercommon

Natural Weapons: You are proficient with your fists, which are finesse, heavy weapons that deal 1d6 bludgeoning damage.

Assertive: You gain proficiency in the Persuasion or Intimidation skill.

Big Brute: Your weapon attacks with manufactured weapons sized appropriately to you deal 2 extra damage.

Large and In Charge: As a large-sized creature, you occupy a 10-foot diameter space in combat. You can carry, lift, pull, and push twice as much weight as a medium-sized creature. If you are forced to squeeze into a 5-foot wide passage, you move at half speed, your opponents have advantage against you and you have disadvantage on all rolls. Small-sized creatures can freely move through your space, and likewise you can move through their spaces. You also need to eat and drink four times as much as a medium-sized creature.

Orienteering Ace: You have a curious ability to recognize your surroundings. You have advantage on any checks you make to navigate (determine what direction is north, avoid getting lost, remember where you've been, and so on). If you are ever affected by the *maze* spell, you can use your action to end it immediately.

Show Them That You Rock: You can use your action to lower your head and thrash an opponent with your horns. This attack is reckless, so opponents have advantage on attacks against you until the start of your next turn. Make a melee attack, adding your Strength and proficiency bonuses. If the attack hits, it deals 2d6 piercing damage plus your Strength bonus and you contest your Strength against the opponent's Strength or Dexterity. If you win, the target is also knocked prone. The base damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

You can use this ability as a bonus action if you take the dash action on your turn.

DESIGN NOTES: MINOTAUR

I tried to avoid basing the entire minotaur race on Iron Will's eccentric behavior, but his catch phrases were just too fun to not make them into racial abilities.

Minotaurs are one of the species I hope the show revisits someday. It would be interesting to learn about their culture in Equestria.



Iron Will, Barbarian Hero
By Cheezedoodle96

YAK

The yak clans hail from the snowy mountain peaks of Yakyakistan, north of the Crystal Empire. Yaks are legendary for two things: their exacting attention to detail and their nearly xenophobic distrust of other races. Yak hostility has thawed in recent months with the reappearance of the Crystal Empire, and trade routes between the two realms are finally being reestablished.

It's said that the yak race's demand for perfection is a culturally inherited trait. Without proper preparation for the harsh Yakyakistani winters, survival can be difficult. Yaks naturally feel this urge to excel in all aspects of their lives. This fastidiousness can be difficult to overcome in situations where it's unnecessary or even inappropriate. Since the normalization of Yakyakistani-Equestrian relations, yaks who frequently deal with ponies and other races have learned to be more accepting of their non-yak friends and their (usually inconsequential) faults.

YAK TRAITS

Ability Score Bonus: Your Strength score increases by 2 and your Constitution and Wisdom scores increase by 1.

Size: Large

Speed: 30 feet

Vision: Normal

Languages: Bovine, Equestrian

Natural Weapons: You are proficient with your horn attack, which deals 1d8 piercing damage, and your stomp attack, which deals 1d8 bludgeoning damage. Both count as finesse and heavy weapons.

Big Brute: Your weapon attacks with manufactured weapons sized appropriately to you deal 2 extra damage.

Large and In Charge: As a large-sized creature, you occupy a 10-foot diameter circle in combat. You can carry, lift, pull, and push twice as much weight as a medium-sized creature. If you are forced to squeeze into a 5-foot wide passage, you move at half speed, your opponents have advantage against you and you have disadvantage on all rolls. Small-sized creatures can freely move through your space, and likewise you can move through their spaces. You also need to eat and drink four times as much as a medium-sized creature.

Fur Coat: Your heavy fur coat gives you resistance to cold damage, as well as the associated benefits in cold climates. You also have advantage on saving throws against effects that would blind you.

No Nonsense: Whenever you take damage, reduce the damage you take by 1. At level 11, this damage reduction increases to 2. This stacks with other abilities that reduce damage.

Yak Smash: You can use your action to jump 15 feet, landing on top of an opponent and attempting to smash it. This movement provokes opportunity attacks from opponents other than the target. The target takes 1d10 bludgeoning damage plus your Strength bonus, and is knocked prone if it is size Large or smaller. You then move out of the target's space.

DESIGN NOTES: YAK

In their sole appearance to date, the yaks come off as rude and unreasonably demanding--basically awful people. The above short backstory hopefully gives them a reason for their attitude and a hook to help roleplay them.

If the target succeeds on a Dexterity saving throw (DC 8 + your proficiency bonus + your Strength bonus) it takes no damage, it's not knocked prone, it can move 10 feet without provoking opportunity attacks, and you fall prone where it was previously, ending your turn.

The damage increases by another 1d10 when you reach level 5 (2d10), level 11 (3d10), and level 17 (4d10).



Traditional Yak Greeting

By Cheezedoodle96

ZEBRA

The zebras are another race from beyond the borders of Equestria. Zebras share a common ancestor with ponies and donkeys, though thousands of generations of evolution have given them a number of differences, most notably their striped hair. In Equestria, especially the smaller, insular communities, zebras are unfortunately often subject to a great deal of suspicion and distrust, so it can be difficult for them to fit in at first.

Zebra culture is deeply spiritual, and the majority of them possess a reverence for nature and their ancestors that borders on religious. Zebras are especially drawn to classes that form pacts with nature or other beings or powers, such as the shaman, warlock, druid, and cleric.

ZEBRA TRAITS

Ability Score Bonus: From Strength, Constitution, and Wisdom, choose one ability to increase by 2 and a second to increase by 1.

Size: Medium

Speed: 30 feet

Languages: Zebraharan, Equestrian

Natural Weapons: You are proficient with your hoof and bite attacks, which are finesse, heavy weapons that deal 1d4 bludgeoning damage.

Cutie Mark: All zebras receive a cutie mark by adulthood. You determine what your cutie mark looks like and the ideal it represents. See the section on cutie marks in chapter 4 for complete rules.

Ancestral Guidance: After taking a long rest you can roll 3d20 and write down the results. At any point in the coming day you can use one of those die results for your own d20 roll or that of a friend instead of rolling. Once a die is used in this fashion it is discarded. Any unspent die results are discarded when you begin a long rest.

Astute Observer: You gain proficiency in the Insight or Investigation skill, and you have advantage on all checks and saves against illusions.

Consult the Spirits: You can use the *Augury* spell as a ritual once per day, even if you cannot normally cast spells. You begin play with the material component for free.

Meditative Healing: Each time you spend a Hit Die to heal during a short rest, you add 2 HP to a pool of healing energy. You can divide this extra healing between yourself and any friends who are also taking the rest with you. Unspent HP in the pool disappear at the end of the rest.

DESIGN NOTES: ZEBRA

*Like the minotaur and griffon, all we really have to go on is a single individual on which to base an entire species. Luckily, in the episode *Bridle Gossip* we do have some information on Zebra culture, which appears to draw from some real-world African cultures.*

Their racial abilities reflect a spiritual, reverent people, unique among all the Equestrian races shown to date in canon.

*One recent revelation in the *Journal of the Two Sisters* is that the zebras befriended by Princess Luna were able to cast spells, which they used to defend themselves from their enemies, the manticores.*



Zecora, Everfree Druid
By Cheezedoodle96

CHAPTER 3: COMIC & FANON RACES

The races appearing in this chapter are mostly implied possibilities expanded on from canon by MLP fans. We are certainly a creative lot, and epic fanfictions and art masterpieces have been created around such characters. In all cases I have supplied my own interpretations on such creatures, and of course you're always free to change them in your own games to more closely match your fanfiction of choice.

The changeling orphan is included here as well because, while changelings themselves are canon, the idea of a changeling as a playable race requires some explanation as to why a they would leave their own kind. Thus, their justification as orphaned rebels who fled for their lives after their siblings turned against them.

BOAR

Without exception, boars are mean. At least that's the impression many non-boars have upon meeting one for the first time. The truth is, boars are often suspicious of outsiders and most have a strict "family-first" attitude when it comes to sharing or cooperating with others. Boars seldom put down roots and establish towns. Instead, they migrate in family groups, sometimes reaching 50 or more members in size. This often puts them at odds with the villagers, farmers, and foresters whose lands they cross, fostering a bad reputation as they dig up roots and tubers: their favorite foods. The largest and most successful boar clans take great pains to rehabilitate the land as they pass through, planting more seeds and trying to leave it in better condition than they left it. Some clans, however, care nothing for the land and it's these families that give the boars their unfortunate reputation.

Since they seldom establish permanent communities, boar clans roam the lands, caring little for borders. Given the choice, however, they will choose the paths least likely to anger others as long as their needs are met. Sometimes boars will set up semi-permanent camps on the outskirts of pony towns where they peddle the treasures they've come across or sell their services as wilderness guides, fortune tellers, or entertainers. Musical storytelling is an ancient boar tradition, and most boars can recite lengthy historical epics, to the delight of others.

When driven to battle, boars become savage. They can shrug off a hit that would knock most others out cold, and squeal with glee if they land a vicious blow. Thankfully, it takes a lot to rile up a boar (although mentioning the words 'ham,' 'bacon,' or 'pork' in their presence is a quick and easy way to do it.

BOAR TRAITS

Ability Score Bonus: From Strength, Constitution, and Charisma choose one score to increase by 2 and another to increase by 1.

Size: Medium

Speed: 30 feet

Vision: Normal

Languages: Porcine, Equestrian

Natural Weapons: You are proficient with your tusk gore attack, which is a finesse weapon that deals 1d4 piercing damage..

Keen Nose: You have the same keen nose ability as a diamond dog (see the previous chapter). To save space, the text is not repeated here.

Relentless: When you are reduced to 0 HP but not killed outright, you can choose to drop to 1 HP instead. You can't use this ability again until you finish a long rest.

DESIGN NOTES: BOAR

Boars as a species are a natural fit for the traditional D&D orc role, but I wanted to make them something more than that. By giving them some qualities of the Romani (gypsy) stereotypes, it helps make them more interesting and relatable, and gives them many potential character plot hooks – both as allies and enemies.

Note: No boar art yet, but that's coming in the next release.

Savage Attacks: When you score a critical hit with a melee or thrown weapon attack, you can roll one of the attack's damage dice one additional time and add it to the extra damage of the critical hit.

Stubborn: When an effect blinds, dazes, deafens, frightens, stresses, terrifies, or stuns you, you can choose to ignore that condition. After using this ability, you cannot use it again until you complete a short rest.

Survivor: Choose one skill from this list: Athletics, Performance, or Survival. You gain proficiency in that skill.

CHANGELING ORPHAN

Changeling society is ruled by a hive-mind, centered on each hive's queen. The members of each individual changeling colony are telepathically connected to all the other members of the same group. They hear each other's thoughts in their minds, so orders from the queen are passed down instantly and any non-harmonious thoughts are quickly rooted out. Rival colonies are constantly at war with each other in their subterranean realms, so there is usually little opportunity for changelings to venture to the surface.

Occasionally a changeling hatches that finds itself out-of-tune with the hive. Such "defective" hatchlings are usually discovered and eaten, but sometimes a changeling's link with the hive breaks much later in life. Such individuals find themselves confused and frightened, paralyzed with inaction because they suddenly have to decide for themselves how to behave and what to do to ensure their survival. Since their siblings no longer hear their telepathic "voice" they are treated as enemies and killed.

Those few who manage to escape usually venture to the surface, and use their shape-changing abilities to try to blend in with the locals. Fitting in is difficult, for a number of reasons. They are not used to interacting with others verbally, providing for their own nourishment or lodging, or making friends. In fact, one of the strangest experiences orphaned changelings invariably have is the need to give themselves a name. In the hive, they simply were called by their rank--worker, drone, soldier, etc. To the average changeling, the concept of personal names is something normally reserved for their queen.

CHANGELING ORPHAN

TRAITS

Ability Score Bonus: From Dexterity, Constitution, and Intelligence, choose one ability to increase by 2 and a second to increase by 1.

Size: Medium

Speed: 30 feet

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.



Why Does Love Do This To Me
By Equestria-Prevails

You can't discern color in darkness, only shades of gray.

Languages: Equestrian, Undercommon, and Changeling Pheromones

Natural Weapons: You are proficient with your bite and horn attacks, which are finesse weapons that deal 1d4 piercing damage.

Telepathy: Changelings who are still members of the hive-mind have powerful telepathy that allows them to spy on the thoughts of others and convincingly duplicate most of their speech patterns, mannerisms, and recent memories. When your link to the queen broke you lost the majority of that ability, but you can still speak telepathically with other creatures within 50 feet with whom you share a language.

Keen Nose: You have the same *keen nose* ability as a diamond dog (see the previous chapter). To save space, the text is not repeated here.

Flight: You have a fly speed of 40 feet. If you are at half your maximum HP or less, your fly speed is halved and you must make a DC 15 Constitution check to gain altitude. If you are at one-quarter your maximum HP or less, you cannot fly. You can only glide to the ground (see below). If you have one level of exhaustion, your fly speed is halved. If you have two or more, you cannot fly.

Cloud Walking: You can touch and interact with clouds as if they were solid (albeit soft) ground. This means you can sit or lie on clouds, move them around, gather them together, or buck them apart with your hooves. You can also stomp on thick clouds and force them to rain, or possibly even coax out a small lightning bolt if it's a thick enough cloud.

Glide: When you fall 30 feet or more, you can use your reaction to spread your wings and slow your fall, preventing you from taking any falling damage. For every 10 feet you fall, you can move 5 feet horizontally.

Sky Hauler: You gain Sky Hauler as a bonus Cartoon Physics ability.

Shapechange: You use your action to take on the appearance of any other medium-sized living, natural creature. The first time you assume a new shape, the creature you duplicate must be within 50 feet of you. You can remember a number of different forms equal to your Intelligence score. You can "forget" any of your memorized forms in order to learn a new one. Once you've learned a form, you can change minor details of its appearance. This means, for example, if you learn "earth pony" as a form, from that point on when you change shape into an earth pony, you can pick any subrace, gender, build, hair style and color, coat color, eye color, and cutie mark. Such variations don't count against the limit of forms you know.

The shape's details are based on what you can discern through your normal senses, so if the creature you're copying has a hidden scar, a bag with unknown contents, or some other quality you can't detect, you're forced to guess. Your equipment blends into the new form, or takes on the

appearance of some other equipment your target is wearing (your choice). Any magic items you wear continue to function.

If you change into a form without wings, you lose your flight, cloud walking, and glide abilities. If you change into an aquatic form, you gain its ability to breathe water (or hold its breath for extended periods). If you change into a form with superior senses such as an eagle's vision, you gain that sense. Any other form you take that has some sort of special characteristic should be adjudicated by the GM, but generally any abilities you gain from the form should be (together) no more powerful than a feat. Note that changing into a unicorn does *not* grant you access to arcane magic.

If the form can speak, you can speak in its voice, but unless you're familiar with the target, you don't know its mannerisms. Close friends of the target can tell you're an imposter if they beat you at a contest of your Charisma (Deception) against their Wisdom (Insight). If you win the contest by 4 or less, they are suspicious but see no reason to disbelieve you. If you win the contest by 5 or more, they are convinced that you are the genuine article. If, later on, something comes up where they have reason to be suspicious again, they can retry the contest.

Brittle: You have an exoskeleton which is less resilient to damage than creatures with skeletons. Whenever you take piercing, slashing, bludgeoning, or force damage, you take 1 extra point of damage.

DESIGN NOTES: CHANGELING ORPHAN

As we saw in A Canterlot Wedding, changelings make great villains, but could one ever become a hero? We saw very little of them other than Queen Chrysalis, so from here on out we must venture into headcanon territory: This write-up is partially inspired by Star Trek's borg race, especially from the Star Trek: The Next Generation episode "I, Borg."

DEERFOLK

The deerfolk are an aloof, secretive lot. They don't tend to trust equines on first meeting, although they are not normally openly hostile except when their homelands are invaded. White-tail and reindeer are fast, agile, stealthy, and innately magical, proud masters of magic in all its forms. Their artwork, especially musical instruments, jewelry, and wine, are also highly coveted. Elk and moose are less secretive and more likely to make contact with equines, as they like to roam wider areas. They rely more on their brute strength than magic to get them out of a pickle.

In ancient days, the gods of the deerfolk had a controversy on their hooves. Female deer, lacking antlers, were unable to wield arcane magic. The gods decreed that that in exchange for their monopoly on arcane magic, male deer must sacrifice their connection to the primal, druidic magic of the earth and the divine magic of the gods. Therefore, only male deer could wield arcane magic, and only female deer could wield divine and primal magic. The reindeer tribe was unsatisfied with this decision. The petitioned the gods to instead bless their females with antlers of their own, and the gods agreed. All the deerfolk tribes were content with their compromises in the end.

DEERFOLK TRAITS

Size: Medium

Speed: 35 feet

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages: Cervine, Equestrian, and Tail Signs

Natural Weapons: You are proficient with your hoof, bite, and (if you have antlers) gore attacks, which are finesse weapons. Hoof and bite attacks deal 1d4 bludgeoning damage, and your gore attack deals 1d4 piercing damage.

Ancient Pact: Male elk, moose, and white-tail are eligible for the arcane classes bard, sorcerer, and wizard and the subclasses eldritch knight and arcane trickster, but are barred from the cleric, paladin, druid, and ranger classes. For females, the reverse is true. Either sex can choose warlock, as their powers are granted by a magical patron.

For reindeer, both males and females have antlers and are eligible for all classes.

Arcane Magic: If antlered, you have the capability to wield arcane magic. This means that you are eligible for the bard, mage, and sorcerer classes and the eldritch knight and arcane trickster subclasses. While you cast or concentrate on a spell, both your antlers and the target of the spell glow with a magical aura. The color of your magic aura is determined at birth and never changes (unless you use dark magic).

One With Nature: You gain proficiency in the Nature or Survival skill.

Subrace: Choose a subrace. Four are described here: Elk/Moose, Reindeer, and White-Tail.

Elk and Moose (Subraces)

This entry covers both the elk and moose subraces. They are much larger than their other deer relatives, but they don't have quite the same level of magical aptitude as reindeer or white-tails.

A NOTE ABOUT THE MLP COMIC DEER

In the main Friendship is Magic comic line, deer were established as an intelligent species with their own culture and magic. As this write-up was created nearly a year before the comic was released, it doesn't take any of the comic's information into account. The deer of the Everfree Forest live in a hidden enclave named Thicket, and they see themselves as the last line of defense for the forest, protecting it from the incursions of ponies and others who would exploit it. When times were desperate their leader, King Aspen, chose to direct the plants of the forest to attack the surrounding lands in an attempt to expand it, to the detriment of the ponies living nearby. Luckily, Princess Twilight and her friends were able to defuse the situation and King Aspen gladly helped undo the damage he caused.

If you wish to use the comic's version of deer, select the white-tail deer and make the following changes:

- Replace their Magic Initiate ability with the [Essence of the Everfree](#) feat.
- Deer of both sexes are able to use nature magic, making them eligible for the ranger and druid class. Whether they are able to use arcane magic (wizard class, eldritch knight and arcane trickster archetypes) is up to the GM.
- Like other races, deer are eligible for all other magic-using classes (bard,

Ability Score Bonus: From Strength, Constitution, and Wisdom, choose one ability to increase by 2. The other two scores increase by 1.

Natural Weapons: Your natural weapons deal 1d6 damage rather than 1d4, and can count as heavy weapons.

Large and In Charge: As a large-sized creature, you occupy a 10-foot diameter space in combat. You can carry, lift, pull, and push twice as much weight as a medium-sized creature. If you are forced to squeeze into a 5-foot wide passage, you move at half speed, your opponents have advantage against you and you have disadvantage on all rolls. Small-sized creatures can freely move through your space, and likewise you can move through their spaces. You also need to eat and drink four times as much as a medium-sized creature.

Fear the Deer: Your weapon attacks with manufactured weapons sized appropriately to you deal 2 extra damage.

Reliable Strength: You have advantage on all Strength checks and Strength saves.

DEERFOLK VARIANT: PERYTON

The peryton are a rare variant of Reindeer and White-Tail deer that possess feathered wings. It's said that they are born under a special sign in the sky or during certain cosmic events.

In order to create a peryton, select the Reindeer or White-Tail Deer subrace and add the Sign of the Peryton feat from Chapter 4: Character Options.

You can only create a peryton at 1st-level if your GM uses the "Freebies" house rule to give 1st-level characters a bonus feat.

DESIGN NOTES: DEERFOLK

Although the show has depicted deer as normal forest creatures, treating deer as equivalent to Tolkien-style elves is quite popular in fan fiction. Since the horn is so strongly tied to arcane magic and most female deer species lacked horns, this sexual dimorphism provided an interesting conundrum that I thought was worth exploring. That's why the white-tails and the reindeer racial stats are essentially identical except for their antler possession.

That said, of course if you would rather have males and females of both species use the same stats, simply state that they all have antlers, and make the appropriate adjustments.

One thing that this write-up has not considered is the fact that deer shed their antlers in the winter. Do they then lose their arcane spellcasting ability for a few months? Or have they petitioned the gods to let them keep their antlers year-round? You decide!

Finally, although Sirzi's art depicts these deer with cutie marks, I didn't originally intend for deer to have them. If you wish to give deer cutie marks, I'd recommend not giving the mark a mechanical benefit like those the equines have, for simplicity's sake.

Reindeer (Subrace)

Reindeer live in the northern reaches of Equestria. Their tribe asked the gods to bless their females with antlers, like those of the males, and the gods obliged. Both sexes take an equal part in all aspects of reindeer society.

Ability Score Bonus: From Dexterity, Intelligence, and Wisdom, choose one ability to increase by 2 and a second to increase by 1.

Magic Initiate: You gain the Magic Initiate feat (see page 168 of the D&D 5th Edition Player's Handbook). If desired, you can opt to learn an additional cantrip instead of the feat's 1st-level spell.

Elusive: When you are missed by an attack, you can use your reaction to disengage and jump up to 20 feet away.

Mask of the Wild: You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.



Niceprill
By Sirzi



Thicket Royalty
By Cheezedoodle96

White-Tail Deer (Subrace)

White-Tail Deer live in the central and southern regions of Equestria. Their tribe accepted the gods' decision to strip males of their access to primal magic. Female white-tails are the cultural and spiritual leaders of their tribes, while male white-tails are the tribe's masters of craft and artifice.

Ability Score Bonus: From Dexterity, Intelligence, and Wisdom, choose one ability to increase by 2 and a second to increase by 1.

Magic Initiate: You gain the Magic Initiate feat (see page 168 of the D&D 5th Edition Player's Handbook). If male, you choose bard, sorcerer, or wizard as the class from which to learn spells. If female, choose cleric or druid. If desired, you can opt to learn an additional cantrip instead of the feat's 1st-level spell.

Elusive: When you are missed by an attack, you can use your reaction to disengage and jump up to 20 feet away.

Mask of the Wild: You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.



Hazel Nut
By Sirzi

use their voice in such a way, and grows to truly love a pony or hippocampus. Half-sirens are the foals born to such unions.

Half-sirens retain a trace of their siren parent's enchanting voice. They are naturally charismatic, and still are able to use their voice to influence others (though most try to avoid using this blessing toward nefarious ends). If their secret were to become known, they might face prejudice from ignorant ponies, but it's possible there's been famous earth ponies who were actually half-sirens with no pony the wiser:



Elegy
By Cheezedoodle96

HiPPoCAMPUS

Most terrestrial ponies are familiar with stories about the hippocampi, sometimes called mermare. Like the sea ponies, this species lives in the deep oceans bordering Equestria. A hippocampus has fine, glittering scales, gills on their necks, a large fin atop their heads instead of a mane, and a powerful, muscular fish tail instead of hind legs. They are generally content to keep to themselves and do not often converse with the ponies who live on the land.

Occasionally an exceptional hippocampus is born that has the ability to leave the water. Their bodies magically transform into that of an earth pony: iridescent hair replaces their scales, a silky mane and tail grow in place of their fins, and hind legs sprout where there were none. In this form they're nearly indistinguishable from any other earth pony. Splashing them with water briefly reveals their scales or fins, however. These land-walking hippocampi are often drawn to explore Equestria, desiring to see and experience things that their friends and families in the ocean depths never can.

Hippocampi are also the source of the siren legends. Sirens look nearly identical to common hippocampi, although they possess an incredibly powerful, magically enchanting voice. Most sirens come to abuse the power of their voice, using their hypnotizing song to enslave mortal ponies and hippocampi alike. Rarely, however, a siren might choose not to

HIPPOCAMPUS TRAITS

Ability Score Bonus: Your Charisma score increases by 2, and one other ability score increases by 1.

Size: Medium

Speed: 30 feet

Languages: Equestrian and one additional language

Natural Weapons: You are proficient with your hoof and bite attacks, which are finesse, heavy weapons that deal 1d4 bludgeoning damage.

Aquatic Form: You have gills and can breathe water as well as air. If you're submerged in water, you can use your action to transform into your aquatic form. In aquatic form you gain a swim speed the same speed as your walking speed, but you lose your walking speed.

Exotic Allure: Choose one skill from the following list: Deception, Intimidation, Performance, and Persuasion. You gain proficiency in that skill.

Subrace: Choose a subrace. Two are described here: True Hippocampus and Half-Siren. You gain the traits associated with that subrace.

True Hippocampus (Subrace)

Fishy Friend: You permanently gain the effects of the *Speak with Animals* spell, and you gain proficiency with the Animal Handling skill. In addition, you can use the *Animal Friendship* spell once per day. You can affect two beasts when you use this ability at level 5, three beasts at level 10, four beasts at level 15, and five beasts at level 20. These abilities work on all animals, not just sea creatures. You can spend an inspiration point to regain the use of *Animal Friendship*.

Tough Scales: Whenever you take acid, cold, or fire damage, subtract your proficiency bonus from the amount you take.

Half-Siren (Subrace)

Enchanting Voice: You can use your voice to perform several unique feats. You can use your enchanting voice a number of times equal to your proficiency bonus, and you regain all uses after completing a long rest. If one of your voice effects requires a saving throw, the DC is equal to 8 + your proficiency bonus + your Charisma bonus.

- **Beguile:** When you roll a Charisma check and dislike the result, use your reaction to expend one use of your enchanting voice to re-roll the die.
- **Charm:** You can use your action to expend one use of your enchanting voice to create an effect equivalent to the *Charm Person* spell. You can expend additional uses of your vocal magic to target additional creatures. Most half-sirens use this only as a last resort because the targets know they were charmed after it wears off and are likely to be upset.
- **Shriek:** You can use your action to expend one use of your enchanting voice to shout a piercing shriek. Creatures and objects in a 20-foot cone take 1d6 thunder damage and living creatures are deafened for 1 minute. Characters that succeed on a Constitution saving throw suffer no ill effects. The damage increases to 2d6 at level 5, 3d6 at level 10, 4d6 at level 15, and 5d6 at level 20.
- **War of Words:** When your friend within 50 feet fails a Wisdom save against a charm, fear, or other effect that changes their emotions, you can use your reaction to expend one use of your enchanting voice to try to rid them of these false emotions using the sound of your voice. Roll a Charisma (Persuasion) check and use that in place of their saving throw result.

HiPPoGRiFF

Like griffons, hippogriffs are a hybrid race. They are similar to griffins except that they have a pony's hindquarters and tail instead of a lion's. They also lack the griffon's lion-like roar. In your campaign, hippogriffs can be one of several things:

- *They may be their own unique race, unrelated to either equines or griffons.*
- *They may be a natural crossbreed of equines and griffons that has bred true over time and formed its own communities, culture, and traditions.*
- *They may be the product of griffon and pony parents that may require the assistance of magic for conception to occur. Such offspring would typically be raised in the culture of their parents.*

This write-up assumes that hippogriffs are crossbreeds, either natural or magical, and that they inherit a cutie mark from their equine heritage. Depending on the tone of your campaign, they may be outcasts, disliked because of their dual nature, or they might be accepted for who they are (or both, depending on who you talk to).

HIPPOGRiFF TRAITS

Ability Score Bonus: Your wildly mixed bloodline lets you increase any one ability score of your choice by 2 and different score by 1.

Size: Medium

Speed: 30 feet

Languages: Griff, Equestrian, and one additional language

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Natural Weapons: You are proficient with your claw, bite, and hoof attacks, which are finesse, heavy weapons that deal 1d4 slashing, piercing, and bludgeoning damage, respectively.

Cutie Mark: All hippogriffs receive a cutie mark by adulthood. You determine what your cutie mark looks like and the ideal it represents. See the section on cutie marks in chapter 4 for complete rules.

Flight: You have a fly speed of 50 feet. If you are at half your maximum HP or less, your fly speed is halved and you must make a DC 15 Constitution check to gain altitude. If you are at one-quarter your maximum HP or less, you cannot fly. You can only glide to the ground (see below). If you have one level of exhaustion, your fly speed is halved. If you have two or more, you cannot fly.

Cloud Walking: You can touch and interact with clouds as if they were solid (albeit soft) ground. This means you can sit or lie on clouds, move them around, gather them together, or buck them apart with your hooves. You can also stomp on thick clouds and force them to rain, or possibly even coax out a small lightning bolt if it's a thick enough cloud.

Glide: When you fall 30 feet or more, you can use your reaction to spread your wings and slow your fall, preventing you from taking any falling damage. For every 10 feet you fall, you can move 5 feet horizontally.

Sky Hauler: You gain Sky Hauler as a bonus Cartoon Physics ability.

Keen Senses: You gain proficiency in the Perception skill.



Arcane Musings

By Equestria-Prevails

DESIGN NOTES: HIPPOGRiFF

The GM should decide how they want hippogriffs to be depicted in their world, either from one of the suggestions presented above or creating their own interpretation.

KIRIN (DRAGON-PONY)

The kirin race is a mythical, magical hybrid of dragon and pony (earth, pegasus, or unicorn). Their features and appearance vary from individual to individual, such that members of the same family may not even have the same physical features. All kirin have quadruped, pony-like bodies with thick, muscular tails like a dragon's, ending in a tuft of hair. Rather than hooves, they have clawed feet, but they are less articulate than those of dragons. Their heads sport a full mane of hair. That's where the commonalities end. Some kirin are covered in fine scales, while others have hair. Some have a ridge of spines running down their backs from head to tail, others do not. Some have reptilian facial features, such as slitted eyes and reptilian frills, while others are more pony-like. Pegasus/dragon kirin have dragon-like or feathered wings, and unicorn/dragon kirin have either a single unicorn-like horn or dragon-like horns similar to those of their dragon parent.

Though exceedingly rare, in Equestria kirin are most commonly known simply as "dragon-ponies" since only historians will likely be familiar with the proper term. Most kirin will be raised by their parents, but some may find themselves orphaned or abandoned. Their dragon-like appearance may be frightening to others, so often kirin have difficulty making friends. If you create a kirin character, select either earth, pegasus, or unicorn pony for your heritage.

KIRIN TRAITS

Ability Score: Your Constitution score increases by 1.

Size: Medium

Speed: 25 feet

Vision: Normal

Languages: Equestrian and one additional

Natural Weapons: You are proficient with your claw and bite attacks, which are finesse, heavy weapons that deal 1d6 slashing damage and piercing damage, respectively.

Cutie Mark: All kirin receive a cutie mark by adulthood. You determine what your cutie mark looks like and the ideal it represents. See the section on cutie marks in chapter 4 for complete rules.

Dragon Type: Choose a dragon type from the table below, which determines your scale color and appearance, as well as your breath weapon and damage resistance.

Dragon	Damage Type	Breath Weapon
Black or Copper	Acid	5 x 30 ft. line (Dex. Save)
Blue or Bronze	Lightning	5 x 30 ft. line (Dex. Save)
Brass	Fire	5 x 30 ft. line (Dex Save)
Red or Gold	Fire	15 ft. cone (Dex Save)
Green	Poison	15 ft. cone (Con Save)
White or Silver	Cold	15 ft. cone (Con Save)
Purple	Fire	15 ft. cone (Dex Save)

Breath Weapon: You can use your action to exhale destructive energy. Your dragon type determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw as indicated. A creature takes 2d6 damage on a failed save, and half as much on a successful save. The save DC is 8 + your Constitution bonus + your proficiency bonus.

The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you cannot use it again until you complete a short rest or a long rest.

Focus Breath: You can choose to concentrate your breath weapon attack down to affect a single adjacent object over multiple rounds. One round of such use will destroy flimsy objects; 3 or 4 rounds will melt, burn, or weaken more durable objects such as a padlock, weapon, or chain. Exact details are left to the GM to decide. This use expends your breath weapon like any other use.

Damage Resistance: You have resistance to the damage type associated with your draconic parent.

Subrace: Choose a subrace: earth, pegasus, or unicorn for your hybrid pony type. You gain the traits associated with that type (see below).



Necklaces
By Kilala97

Earth Kirin (Subrace)

Ability Score Bonus: Your Strength, Wisdom, or Charisma score increases by 2.

Earth Kin: You can select earth pony feats as long as you meet any other requirements.

Close to the Earth: You gain proficiency in one skill from this list: Animal Handling, Athletics, Insight, Medicine, Nature, or Survival.

Stand Firm: Whenever an effect would force you to move or knock you prone, you can roll a DC 15 Strength, Dexterity, or Constitution saving throw to ignore the movement or prone effect.

Vim & Vigor: Whenever you roll Hit Dice to heal, add +2 to the result of each die. Whenever you gain temporary hit points, add +2 to the amount.

Pegasus Kirin (Subrace)

Ability Score Bonus: Your Strength, Dexterity, or Charisma score increases by 2.

Pegasus Kin: You can select pegasus pony feats as long as you meet any other requirements.

Flight: You have a fly speed of 40 feet. If you are at half your maximum HP or less, your fly speed is halved and you must make a DC 15 Constitution check to gain altitude. If you are at one-quarter your maximum HP or less, you cannot fly. You can only glide to the ground (see below). If you have one level of exhaustion, your fly speed is halved. If you have two or more, you cannot fly.

Cloud Walking: You can touch and interact with clouds as if they were solid (albeit soft) ground. This means you can sit or lie on clouds, move them around, gather them together, or buck them apart with your hooves. You can also stomp on thick clouds and force them to rain, or possibly even coax out a small lightning bolt if it's a thick enough cloud.

Glide: When you fall 30 feet or more, you can use your reaction to spread your wings and slow your fall, preventing you from taking any falling damage. For every 10 feet you fall, you can move 5 feet horizontally.

Sky Hauler: You gain Sky Hauler as a bonus Cartoon Physics ability.

Unicorn Kirin (Subrace)

Ability Score Bonus: Your Intelligence, Wisdom, or Charisma score increases by 2.

Unicorn Kin: You can select unicorn pony feats as long as you meet any other requirements.

Horn Attack: You are proficient with a horn or head-butt attack, depending on whether you have one horn or two. A horn attack deals 1d6 piercing damage, and a head-butt attack deals 1d6 bludgeoning damage. They count as finesse weapons.

Arcane Magic: Your horn (or horns) grants you the capability to wield arcane magic. This means that you are eligible for the bard, mage, and sorcerer classes and the eldritch knight and arcane trickster subclasses. While you cast or concentrate on a spell, both your horn and the target of the spell glow with a magical aura. The color of your magic aura is determined at birth and never changes (unless you use dark magic).

Magic Initiate: You gain the Magic Initiate feat (*see page 168 of the D&D 5th Edition Player's Handbook*). Choose bard, sorcerer, or wizard as the class which you wish to learn spells from. Most unicorn kirin pick Apprentice's Telekinesis and Light as their cantrips. If desired, you can opt to learn an additional cantrip instead of the feat's 1st-level spell.

CHAPTER 4: CHARACTER OPTIONS



CUTIE MARKS

The equine races of Equestria are unique in that each individual receives a magical gift in the form of a cutie mark as they mature through childhood. In some, it appears as early as five or six years of age; while in others, it may take until they're seven, eight, or even ten years old. It usually appears when a major inspirational event occurs in the life of the recipient. In most cases the individual takes that gift as confirmation that they have discovered what they truly enjoy, and focus their lives around such activities as they mature. Frequently, it guides the individual into specific professions, hobbies, or passions. At the very least, it gives them a new source of confidence and pride.

Earth Ponies, Pegasi, Unicorns, Zebras, Hippogriffs, and Kirin are all eligible to receive a cutie mark. If your character is a member of one of these races, you need to decide what your cutie mark depicts and what it represents to your character. It usually takes the form of a simple object or symbol, but how your character chooses to interpret it can vary. Often, two individuals with identical cutie mark will have wildly different personalities, tastes, hobbies, and professions.

CUTIE MARKS AND INSPIRATION

In D&D 5th Edition, Inspiration is a specific benefit which the GM can award to a character for performing actions that are particularly brave, clever, or amusing, or for exceptional roleplaying. Inspiration can also be awarded when a character gives in to the drawbacks of their flaws and bonds (see page 123-125 of the D&D 5th Edition Player's Handbook). GMs in Equestria should also award inspiration for actions that are uniquely appropriate to each character's cutie mark. Great examples of when to award cutie mark inspiration appear in the premiere episodes of the show:

- Applejack received inspiration when she earned the implicit trust of Twilight Sparkle at the cliff.
- Fluttershy earned inspiration for showing mercy to Manny Roar the manticore instead of attacking or fleeing him.
- Pinkie Pie earned inspiration for convincing her friends that there was nothing to be scared of in the forest.
- Rarity earned inspiration for her selfless gift to Steven Magnet the sea serpent, sacrificing her own beauty for his.
- Rainbow Dash earned inspiration for remaining loyal to her new friends in the face of temptation.
- Twilight Sparkle earned inspiration when she discovered the magic of her new-found friendship.

In your own game, roughly once per session is a good rate for each character to earn inspiration, although your rate may vary. GMs can check out page 240 of the D&D 5th Edition Dungeon Master's Guide for more suggestions on using Inspiration.

One thing to remember: Races without cutie marks should receive inspiration just as often as those without. Inspiration isn't inherently unique to cutie marks, but they make a great tie-in to the reward system.

CUTIE MARK TALENTS

Once you've decided the specifics of your cutie mark, select any one of these cutie mark talents or work with your GM to create a new one (they should be roughly half as powerful as a feat). Many of them are magical in nature, similar to the abilities some of the mane 6 have (Fluttershy's ability to speak with animals, Rainbow Dash's super speed, Twilight's magical aptitude). Abilities that are only usable once per day recharge when you take a long rest. Some of these abilities can be recharged when you spend inspiration specifically to recharge them. You do not gain any other benefit for the spent inspiration when you do so. If a talent replicates a spell, you choose to use Intelligence, Wisdom, or Charisma as your spellcasting ability for that spell unless otherwise noted.

- **Agile:** Increase your Dexterity by 1, to a maximum of 20.
- **Born Leader:** As a bonus action, you can grant a leadership token to your party. Before the start of your next turn, any one of your friends can claim the leadership token and immediately add a +1 bonus to one of their rolls, even after they have rolled it. The leadership token is then removed until you grant it again. Claimed leadership tokens are lost if they are not spent immediately.
- **Brave:** Once per day, you can use the *Heroism* spell on yourself. You can spend inspiration to recharge this ability.
- **Charming:** Increase your Charisma by 1, to a maximum of 20.
- **Cheerful:** Once per day, you can use your action to grant yourself and your friends within 30 feet temporary HP equal to your Charisma bonus plus your level. You can spend inspiration to recharge this ability.
- **Clever:** You gain proficiency in Intelligence saving throws.
- **Enchanting:** Once per day, you can use your wiles to befriend another, equivalent to the *Charm Person* spell. At 6th level, you cast it as if you had used a 2nd-level slot. At 12th level, you cast it as if you had used a 3rd-level slot. You can spend inspiration to recharge this ability.
- **Guard Training:** You gain proficiency with light armor and with two weapons of your choice.
- **Hale:** Increase your Constitution by 1, to a maximum of 20.
- **Hard Bargainer:** When you sell something, you receive 5% extra. When you buy something, you pay 5% less.
- **Healing Presence:** Each time you take a long rest, you regain one extra Hit Die, up to your normal maximum number. During a short rest, you and your friends receive 1 extra hit point for each Hit Die they spend to recover HP.
- **Healing Touch:** Once per day, your touch heals another as if you had used the *Cure Wounds* spell. At 6th level, you cast it as if you had used a 2nd-level slot. At 12th level, you cast it as if you had used a 3rd-level slot. You can spend inspiration to recharge this ability.
- **Inspiring Voice:** Once per day, your words inspire another as if you had used the *Healing Word* spell. At 6th level, you cast it as if you had used a 2nd-level slot. At 12th level, you cast it as if you had used a 3rd-level slot. You can spend inspiration to recharge this ability.

- **Intimidating:** Once per day, you can shout orders at another, equivalent to the *Command* spell. At 6th level, you cast it as if you had used a 2nd-level slot. At 12th level, you cast it as if you had used a 3rd-level slot. You can spend inspiration to recharge this ability.
- **Iron Chef:** You gain proficiency in Cook's Utensils. When you cook a meal during a short rest, you and each friend regains 1 additional HP for each Hit Die they spend. During a long rest, you and each friend regains 1 extra Hit Die.
- **Jokester:** Once per day, you can use the *Tasha's Hideous Laughter* spell. You can spend inspiration to recharge this ability.
- **Lullaby:** Once per day, you can sing a lullaby with magical effects equivalent to the *Sleep* spell. Range is limited to 40 feet. At 6th level, you cast it as if you had used a 2nd-level slot. At 12th level, you cast it as if you had used a 3rd-level slot. You can spend inspiration to recharge this ability.
- **Mighty Stomp:** Once per day, you can rear up and stomp your hooves into the ground, equivalent to the *Thunderwave* spell. Use Strength or Constitution as your spellcasting ability. You can spend inspiration to recharge this ability.
- **Mischievous:** Once per day, you can use your action to taunt an opponent, equivalent to the *Compelled Duel* spell. You can spend inspiration to recharge this ability.
- **Muscular:** You gain proficiency in Strength saving throws.
- **Mystical:** When you use a class feature that lets you recover spell slots during a short rest, you recover one additional spell level. At 11th level, you recover another additional spell level.
- **Naturalist:** Once per day, you can befriend animals equivalent to the *Animal Friendship* spell. You can spend inspiration to recharge this ability.
- **Night Owl:** You have darkvision to a range of 30 feet.
- **Pacifist:** Once per day, you can use the *Sanctuary* spell on yourself. You can spend inspiration to recharge this ability.
- **Protective:** Once per day you can use the *Absorb Elements* spell (found in the [Elemental Evil Player's Companion](#)). At 6th level, you cast it as if you had used a 2nd-level slot. At 12th level, you cast it as if you had used a 3rd-level slot. You can spend inspiration to recharge this ability.
- **Pure:** When you take radiant or necrotic damage, reduce the damage by your proficiency bonus.
- **Relentless:** When you are reduced to 0 hit points but not killed outright, you can instead drop to 1 hit point. You can't use this ability again until you finish a long rest.
- **Resolute:** You gain proficiency in Charisma saving throws.
- **Sensible:** Increase your Wisdom by 1, to a maximum of 20.
- **Skillful:** Gain proficiency in two skills, tools, or languages of your choice.
- **Smart:** Increase your Intelligence by 1, to a maximum of 20.
- **Speedy:** Increase your walk and fly (if applicable) speed by 5, and you receive a +2 bonus to Initiative.
- **Sprinter:** When you use the Dash action, you move 50% faster than normal. When you use the Disengage action, you can also move half your speed.
- **Strong:** Increase your Strength by 1, to a maximum of 20.
- **Supernaturally Sensitive:** You can use your action to manifest an ability equivalent to either *Detect Evil and Good*, or *Detect Magic*. Once used, you cannot use this ability again until you complete a long rest. You can spend inspiration to recharge this ability.
- **Tough as Nails:** When you spend your Hit Dice to heal, re-roll any dice that are below average (3 or less on 1d6, 4 or less on 1d8, 5 or less on 1d10, 6 or less on 1d12).
- **Workhorse:** Your speed is not reduced by wearing heavy armor in which you are proficient, and your carrying capacity, and lift, push, and pull limits are increased by 50%.

RELIGION IN EQUESTRIA

CHAMPIONS OF AN IDEAL

As mentioned in the Chapter 1 FAQ, the major power players of Equestria are not themselves gods or even worshipped as such. Instead, these champions are the personification of certain qualities and concepts. These include such concepts as life, death, knowledge, the sun, the moon, nature, and so on. Many individuals dedicate their lives to serving these ideals, and they see luminaries such as Celestia, Luna, Sombra, or Discord as their personal heroes—champions of their cause. Those who devote their lives fully to such a cause (such as clerics and paladins) receive divine magical powers in return.

Each of the champions serves as a conduit for the distribution of divine magic from the gods (if they exist in your campaign) or from the very fabric of life itself. Certain D&D spells such as *Commune* and *Divination* put the caster directly into contact with their champion, although the champion may not be consciously aware of it happening. In fact, the champions themselves are barely aware of this aspect of their existence and cannot tap into this power directly.

Most clerics and paladins use the cutie mark (if they have one) or symbol of their champion as their holy symbol. In some cases they even have it embroidered or painted on their clothes, tattooed upon their skin, dyed in their coats, or carved into their scales. The reaction of the champions to such hero-worship varies. Those who have been around for a long time, such as Discord, Celestia, Luna, and Galadhon are used to the attention and accept it gracefully. More recently-empowered champions such as Cadance and Twilight may find it strange or even embarrassing. Patrons of evil, such as Sombra and Chrysalis, are more than happy to abuse this link by amassing large groups of like-minded followers to do their bidding.

Below are several of the power players of Equestria, as well as some additional original characters created for MLP:45E to fill in the gaps in other races and ideals. New characters are briefly examined below. As always, feel free to add to, remove, or rename any of the additional characters. Doubtless there are other champions which are known only in distant lands or which have not yet revealed themselves.

Champion	Ideals	Domains
Discord	Chaos, Change	Chaos, Trickery
Empress Rosilda	Bravery, Soldiers, War	Life, War
Galadhon	Wilderness, Healing	Nature, Life, Tempest
King Aspen	Plants, Vengeance	Nature, War
King Aurumvolis	Life, Strength, Lore	Knowledge, Life, War
Princess Cadance	Love, Healing, Community	Life, Love
Princess Celestia	Learning, Protection, Sun	Knowledge, Life, Light, War
Princess Luna	Moon, Secrets, Guardians	Knowledge, Moon, Nature, War
Princess Twilight	Friendship, Magic	Life, Knowledge
Queen Chrysalis	Greed, Trickery	Trickery
Sombra the Undying	Tyranny, Undeath	Death, War
The Great Wind Spirit	Life, Nature, Weather	Life, Shamanism, Tempest
Tirek the Devourer	Destruction, Magic	Death, Knowledge, War

Empress Rosilda: A noble warrior-empress of the griffon empire who lived centuries ago, Rosilda embodied physical prowess, nobility, justice, and celebration in victory. She was known for her skill at arms, her fair and honest judgment, and her love for food, drink, and merriment. Though she has been dead and gone for hundreds of years, many warriors still utter prayers for her blessing before seeing combat, and call on her name in the heat of battle. It's said that sometimes she even appears to them, granting them a second wind in battle and renewing their spirit and will to fight. Rosilda's symbol is a golden eagle talon upright over a red shield.

Galadhon: This monarch of the deerfolk is extremely magical and takes on many guises. Sometimes, Galadhon appears as a buck, other times as a doe, sometimes as a white-tail, elk, moose, reindeer, or even as another cervid entirely. Galadhon's true form, which is used rarely, is that of a large, genderless deer with budding tree branches for antlers and great feathered wings. Regardless of the form chosen, Galadhon always possesses powerful magical abilities in addition to prowess in battle tempered by a sublime wisdom.

Though Galadhon's true age is unknown, Princess Celestia has said that the ruler of the deerfolk was already ancient when she first learned of them as a filly. In addition to championing the cervid races, Galadhon is the earthly representative of Nature, and is responsible for the passage of time, the changing of the seasons, and the very cycle of life itself. Galadhon's symbol is a gnarled oak tree, its right side bearing leaves and its left side leafless.

King Aspen: Known as "The Heart of the Forest," King Aspen is young, having only recently come to power. Ruling over the realm of Thicket deep in the Everfree Forest, Aspen and his people have elected to remain aloof from pony folk until only lately (after an unfortunate incident involving Equestrian ponies and minotaurs). Aspen is a stern ruler, yet slow to act, preferring to take the path of peace initially. When goaded into action, however, he tends to act rashly and recklessly. Celestia maintains regular contact with Aspen, seeing him as a valuable ally who requires some guidance and experience.

Aspen and his folk specialize in the magic of nature, and many carry flasks of magic elixir which they can use to take control of plants. Most of the deerfolk of Thicket belong to the ranger or druid class, avoiding the use of arcane magic. Aspen himself embodies Nature, Vengeance, and War.

KING ASPEN?

In 2015 the IDW MLP comics (Issues 27 and 28) introduced King Aspen "Heart of the Forest", ruler of the deer living in the realm of Thicket, deep in the Everfree Forest.

The comics don't go into detail about Aspen's background, other than mentioning that he and Celestia exchanged letters regularly, and they consider each other friends.

Aspen is rash and quick to anger when provoked, but just as quick to make amends for his actions when shown to be in the wrong.



Champions of Equestria by Cheezedoodle96

King Aurumvolis: The most ancient dragon alive, King Aurumvolis is known as the father of all dragons. He is said to sleep for centuries at a time, resting upon a glimmering treasure hoard that matches the color of his golden scales. The king is uninterested in most mortal affairs, and few non-dragons are even aware of his existence. It's said that he only awakens when dragons as a species are under threat. Lately, that situation seldom arises.

Aurumvolis and Discord were bitter enemies in the past, but *something* occurred between them that caused Discord to fear and respect the king of dragons and leave his subjects alone. His symbol is a golden, slitted eye.

Sombra the Undying: Though his physical form was destroyed by the restoration of the Crystal Heart to the Crystal Empire, Sombra's spirit lives on in disincorporate form. In life, Sombra mastered the ability to amplify his own unicorn magic to astounding levels through the use of Arcanium crystal (see chapter 8). In death, his spirit form has gained the ability to manipulate the necrotic energy of the umbrum, breathing shadowy unlife into the dead, turning them into zombies or animate skeletons.

Sombra's followers are evil would-be tyrants who seek to boost their own power and influence at the expense of others. Since his destruction and mastery of the umbrum, a number of necromancers are joining the ranks of Sombra's faithful. His symbol is a crown of blue-green crystal.

If your campaign includes the events of the *Siege of the Crystal Empire* arc from the MLP comic (issues 34-37), this entry changes completely depending on the outcome.

The Great Wind Spirit: This is the name given by the buffalo to an immortal being that they hold sacred. Tribal teachings say that the Spirit both physically breathes life into the land by driving the winds and storms which bring rain, just as it metaphorically breathes life into their people by blessing them with children. The Great Wind Spirit's symbol is the dreamcatcher.

The Great Wind Spirit never manifests in a physical form. When it needs to make its presence known or signal its approval or disapproval, it creates strong winds, thunderstorms, tornadoes, or other powerful weather phenomena, much to the consternation of pegasi weather managers everywhere.

BARD OPTION

Everyone's familiar with the singing, dancing, storytelling bard, who inspires their friends with catchy songs and tales of glory. Such a class would seem like the perfect fit for someone like Pinkie Pie. 5th Edition D&D has one of the best bard classes ever, but there's just one problem with it from an Equestrian point of view: it requires arcane magic use. Therefore, without major shenanigans, you can't justify non-magic-using Equestrians like earth ponies or griffons as belonging to the bard class.

Until now, that is.

THE EXEMPLAR: BARD VARIANT

This new bard variant class combines many of the aspects of the college of valor and college of war bard class options from the 5th Edition D&D Player's Handbook into a single, non-magical class. It still has all the fun, teamwork-enhancing support options, just without the magic spells. Pinkie would be proud.

Class Features

As a bard, you gain the following class features.

Hit Points

Hit Dice: 1d8 per bard level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bard level after 1st.

Proficiencies

Armor: Light and medium armor and shields

Weapons: Simple and martial weapons

Tools: Three musical instruments of your choice

Saving Throws: Wisdom, Charisma

Skills: Choose any three

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier, (b) a longsword and shield, or (c) a shortbow and quiver of arrows
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) a lute or (b) any other portable musical instrument
- (a) a chain shirt (b) scale mail or (c) studded leather
- Two daggers

Bardic Inspiration

You can inspire others through stirring words or music. As a bonus action, choose a creature other than yourself who can hear you and is within 60 feet of you. The creature gains one Bardic Inspiration die. The die begins at 1d6 but increases with your bard level (see the Exemplar Bard class table)

Sometime within the next ten minutes, the creature can roll its inspiration die and add the result to one ability check, attack roll, weapon damage roll, or saving throw it makes. Alternatively, when attacked the creature can choose to use its reaction to add the number rolled to its AC against that attack.

The creature can wait until after the d20 is rolled before deciding whether to spend a Bardic Inspiration die, but must decide before the GM announces the result of the roll. A creature can only hold one Bardic Inspiration die at a time, and once it's spent, it is lost.

You can use Bardic Inspiration a number of times equal to your Charisma bonus (a minimum of one). You regain the expended uses after completing a long rest. Once you reach level 5 in this class, all expended uses are regained after a short rest rather than a long rest.

Fighting Style

You can choose one of the fighting styles available to the fighter class. These include Archery, Defense, Dueling, Great Weapon Fighting, Protection, and Two Weapon Fighting. Other fighting styles may be available from other sources if the DM allows them.

Stirring Words

You can deliver an inspiring message to your friends, bolstering their will to press on. As a bonus action, spend one use of your Bardic Inspiration. You and each friend within 60 feet who can hear you rolls a die the same size as your Bardic Inspiration die and receives temporary hit points equal to the die result plus your proficiency bonus.

When you reach 7th level, each time you use Stirring Words, the subjects roll two Bardic Inspiration dice instead of one. When you reach 17th level, the benefit increases to three dice.

Jack of All Trades

When you reach 2nd level, you add half your proficiency bonus (rounded down) to any check you make that doesn't already include your proficiency bonus.

Song of Rest

THE EXEMPLAR BARD

Level	Prof. Bonus	Features
1st	+2	Bardic Inspiration, Fighting Style, Stirring Words
2nd	+2	Jack of All Trades, Song of Rest
3rd	+2	Bonus Proficiency, Expertise (2 skills)
4th	+2	Ability Score Improvement, Cutting Words
5th	+3	Bardic Inspiration (d8), Font of Inspiration
6th	+3	Ability Score Improvement, Join the Chorus, Countercharm
7th	+3	Extra Attack, Stirring Words (2 dice)
8th	+3	Ability Score Improvement
9th	+4	Bonus Proficiency (2nd), Song of Rest (d8)
10th	+4	Bardic Inspiration (d10), Expertise (2 skills)
11th	+4	Ability Score Improvement
12th	+4	Bonus Proficiency (3rd)
13th	+5	Song of Rest (d10), Peerless Skill
14th	+5	Ability Score Improvement
15th	+5	Bardic Inspiration (d12), Extra Attack (2)
16th	+5	Ability Score Improvement
17th	+6	Song of Rest (d12), Stirring Words (3 dice)
18th	+6	Bonus Proficiency (4th), Mass Inspiration
19th	+6	Ability Score Improvement
20th	+6	Expertise (2 skills), Superior Inspiration

Starting at 2nd level, your soothing voice and music help your wounded allies recover during short rests. You and each friend who can hear you that recovers hit points at the end of the short rest regains 1d6 extra hit points.

The extra hit points increase to 1d8 at 9th level, 1d10 at 13th level, and 1d12 at 17th level.

Bonus Proficiencies

At 3rd, 9th, 12th, and 18th level you learn an additional skill, tool, or language proficiency of your choice.

Expertise

When you reach 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses one of the chosen proficiencies. At level 10 and 20 you can choose another two proficiencies to gain this benefit.

Ability Score Improvement

When you reach 4th, 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature. Alternately, instead of choosing to increase your ability scores, each time you receive this benefit you can choose a feat if the GM allows them.

Cutting Words

At 4th level, you can use your razor wit to confuse, distract, and frustrate others. When a creature within 60 feet that you can see makes an attack roll, a damage roll, or an ability check, you can use your reaction to expend one of your uses of Bardic Inspiration. Roll a Bardic Inspiration die and subtract the number rolled from the creature's roll. You can use this ability after the creature has rolled, but before the GM announces the result of the roll. Creatures who can't be charmed or who can't hear you are immune to this ability.

Font of Inspiration

At 5th level, your spent Bardic Inspiration uses are regained after completing a short rest or a long rest.

Countercharm

After 6th level, you can use your influence to disrupt mind-influencing effects. As your action, you begin a performance that lasts until the end of your next turn. During that time, you and any friends within 30 feet of you have advantage on saving throws against being frightened, terrified, stressed, or charmed. Creatures must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced, or if you end it voluntarily.

Join the Chorus

BARDIC INSPIRATION VARIANT

The default Bardic Inspiration rules require that a player decide whether to use a die before the result of the roll is known (i.e. before the GM announces whether the attempt was successful).

As an optional rule, the GM can allow players to decide whether to use a die after they know whether their attempt succeeds or fails. This variant is easier (and more fun) to use, but it does increase the power level of the bard class a bit.

Regardless, I recommend using this option for both regular bards and exemplar bards.

Beginning at 6th level, your friends who have one of your d8 or larger Bardic Inspiration dice can use a bonus action to lower their die's size by one (d12 to d10, d10 to d8, d8 to d6) and grant a Bardic Inspiration die of the same (reduced) size to you or to another friend within 60 feet of them who can hear them. Each friend can still have no more than one die total, regardless of size.

Extra Attack

At 7th level, whenever you take the attack action on your turn, you can attack twice instead of once. At 15th level, you can attack three times.

Peerless Skill

Beginning at 13th level, whenever you make a check you can expend one use of Bardic Inspiration, roll your Bardic Inspiration die, and add the result to your check. You can choose to do so after you see the roll but before the GM announces the result of your roll.

Mass Inspiration

At 18th level, when you use Bardic Inspiration to grant a Bardic Inspiration die, you can grant a number of dice equal to your Charisma bonus. Each friend can still have no more than one die.

Superior Inspiration

Also at 20th level, if you roll initiative and have no uses of Bardic Inspiration remaining, you regain one use.

CLERIC OPTIONS

Below are several new cleric domains, as well as information on adapting the existing 5th edition D&D cleric domains to the Equestria setting.

CHAOS DOMAIN (NEW)

You revere the spirit of chaos, mischief, and trickery and its proxy, Discord. You disdain the status quo, and strive to make sure things stay interesting. Although you don't necessarily act with actual malice, sometimes your actions have unfortunate, unforeseen consequences. Clerics of chaos tend to be wanderers, moving from town to town, always looking for the opportunity for entertainment. This domain presents an alternate take on the Trickery domain as it appears in the D&D 5th Edition Player's Handbook.

Due to Discord's recent friendship with Fluttershy, many chaos clerics have become somewhat more mindful that they avoid causing outright strife through their actions. Others see this change as a betrayal of what Discord stands for, and have redoubled their efforts to spread raw chaos.

Domain Spells

Cleric Level / Spells

- 1 Apprentice's Teleport, Charm Person, Disguise Self
- 3 Invisibility, Phantasmal Force, Suggestion
- 5 Bestow Curse, Dispel Magic
- 7 Confusion, Polymorph
- 9 Dominate Person, Mislead, Seeming
- 11 Mass Suggestion

Bonus Spells

You gain the Apprentice's Telekinesis and Prestidigitation cantrips if you don't already have them. You also gain extra domain spells at level 1, 3, 9, and 11 and as noted on the domain spells table.

Let Chaos Reign!

You can use your reaction to snap your fingers (or stomp your hoof), forcing yourself, a friend, or an opponent to re-roll any d20 roll or damage roll they just made. They must take the second result. Opponents who can see you are aware you are the source of this meddling. You regain the use of this ability after a long rest. At level 6, 12, and 18 you gain one additional use.

At the GM's option, you can roll on the Discordant Magic table (below) when using this ability.

Channel Divinity: Wild Surge

Expend a use of your Channel Divinity when you cast a cleric spell. You take 1d4 points of damage per level of spell slot you would have spent. The spell does not expend the use of one of your spell slots, but its effect is accompanied by a wild magic surge (see page 104

DESIGN NOTES: CHAOS DOMAIN

Discord's antics in the show are fun for us to watch, but if a character with this domain is constantly making trouble for the party, it can make for a short, unhappy campaign. If you take the Chaos domain make sure your antics aren't putting undue stress on the rest of the party.

DISCORDANT MAGIC (ROLL 1D20)

1. Chocolate milk begins to rain down in a 100 yard radius.
2. Sticky soda or juice begins to rain down in a 100 yard radius.
3. Small clouds of cotton candy in various colors begin to drift through the area.
4. Plants within 100 yards begin to sprout popcorn in a variety of flavors.
5. Fruits and vegetables within 100 yards grow to 10 times their normal size. Any previously swallowed by a creature are unaffected.
6. Plants and trees within 100 yards grow to 10 times their normal size. The entire area becomes difficult terrain if grassy or wooded.
7. Insects, birds, and other small animals within 100 yards grow to 10 times their normal size. Some of them might be hungry.
8. The ground within 100 yards becomes icy or soapy. Any creature that moves on the ground more than half its speed must roll a DC 12 Dexterity (Acrobatics) check or fall prone at the end of their movement.
9. A giant pepper mill appears above you, raining down black pepper in a 50-yard radius. Creatures in the area must make a DC 10 Constitution saving throw at the start of their turn or spend their turn sneezing, which gives them disadvantage on all rolls.
10. A flock of flying pigs or school of flying fish flies through the area. Every creature must roll a DC 15 Fortitude or Reflex saving throw or be knocked prone. Unattended objects are knocked over.
11. A 20-yard radius is filled with multiple colors of balloons, which drift around from 1-10 feet off the ground. The area is lightly obscured.
12. Everyone within 100 yards can only speak by shouting.
13. Everyone within 100 yards can only speak by singing.
14. Each intelligent creature within 20 feet has its equipment and clothing randomly swapped with another creature in the area.
15. Everyone within 100 yards has their hair and coat/skin dyed different colors for 2d12 hours. Roll 1d6 and 1d12:
 - a. 1d6: 1-2: light shade. 3-4: medium shade. 5-6: dark shade).
 - b. 1d12: 1. Black. 2. White. 3. Red. 4. Yellow. 5. Blue. 6. Orange. 7. Green. 8. Purple. 9. Rainbow. 10. Gold. 11. Silver. 12. Beige/Brown.
16. Everyone within 30 yards switches biological gender for the next 2d12 hours.
17. The hair of everyone within 50 yards grows 3 feet in length, giving them -1d4 on attack rolls and Dexterity saves and checks until trimmed. Even creatures without hair are affected.
18. A musical act appears and starts playing festive music for one hour. Roll 1d12: 1. Salsa band. 2. Mariachi band. 3. Marching band. 4. Chamber group. 5. Barbershop quartet. 6. Polka band. 7. Boy band. 8. Country-Western band. 9. Jazz band. 10. Rock/Metal band. 11. Rapper. 12. Dance DJ.
19. Day becomes night (or vice versa) for 1d10 minutes (when the princesses correct the situation).
20. Have the GM make up something fun, or roll twice.

of the Player's Handbook). If you roll a 99 or 100 on the wild surge table, Discord himself manifests nearby to see what's going on. It's up to the GM to decide how he will react.

Potent Spellcasting

Starting at 8th level, you add your Wisdom bonus to the damage you deal with any cantrip.

Chaos Incarnate

Starting at 17th level, Discord always responds when you call on him via your divine intervention cleric ability, and you take half damage from your Channel Divinity: Wild Surge ability. In addition, you grow an antler-like horn and a dragonlike horn on your head. These replace any existing horns or antlers you may have.

DEATH DOMAIN

This domain is rumored to be appearing in the D&D 5th edition Dungeon Master's Guide. Until that releases in December 2014, this space will have to remain blank!

KNOWLEDGE DOMAIN

Clerics of the Knowledge domain are actively engaged in the creation, preservation, and distribution of knowledge. They often become scientists, researchers, librarians, educators, scholars, and archaeologists. Powers that grant access to the Knowledge domain include Celestia, Galadhon, Luna, and Twilight.

Powers

Rules for the Knowledge domain are found in the D&D 5th Edition Player's handbook. In addition to those rules, MLP45E grants clerics of the Nature domain a second bonus skill proficiency from the same list found under the *Acolyte of Nature* domain feature.

LIFE DOMAIN

You revere the circle of life, from beginning to end. Unlike many domains, life is a universal constant, and life clerics can call upon numerous patrons. Cadance, Celestia, Galadhon, Luna, Rosilda, and Twilight are all admired by life clerics.

Clerics of Life often become the resident doctors, midwives, or community leaders in smaller villages. They help life along from beginning to end, from the coaching of expectant mothers and delivery of foals to comforting the elderly in their last days and ultimately laying them to rest.

Powers

Rules for the Life domain are found in the D&D 5th Edition Player's handbook. In addition to those rules, MLP45E grants clerics of the Life domain gain the Medicine skill as a bonus proficiency.

LIGHT DOMAIN

You revere the sun and all its life-giving qualities, including the concepts of rebirth, renewal, and redemption. You use light as a weapon to punish evildoers, burning them with cleansing, righteous flame. You reserve a special wrath for the undead and those who would bring them into the world.

Clerics of Light often become guardians of smaller villages, soldiers in the military, or police officers.

Powers

Rules for the Light domain are found in the D&D 5th Edition Player's handbook. In addition to those rules, MLP45E grants clerics of the Light the *Produce Flame* cantrip as a bonus domain spell.

LOVE DOMAIN (NEW)

You revere the spirit of love in all its forms – love between friends, between family, between lovers, and especially selfless love for all others that asks for nothing in return. The current physical embodiment of this ideal is Princess Cadance, ruler of the Crystal Empire. The love between Cadance, her husband Shining Armor, and all the crystal ponies of the empire empower the Crystal Heart, a powerful magical artifact which helps protect their domain.

Clerics of the love domain often become doctors, counselors, medics, and social workers, using their talents to help others. They are very careful when using magic to trick others with false emotions and enchantments, for they see such magic as a potential violation of the spirit of their patron. Spells that temporarily charm another are acceptable when used with care. Spells that dominate another creature's mind are outright forbidden. Spells that calm hostile emotions so that cooler heads can prevail are ideal.

Domain Spells

Cleric Level / Spells

- 1 Cure Wounds, Sanctuary
- 3 Calm Emotions, Warding Bond
- 5 Beacon of Hope, Revivify
- 7 Aura of Life, Aura of Purity
- 9 Mass Cure Wounds, Raise Dead

Bonus Proficiencies

You gain proficiency with the Insight and Persuasion skills.

Spread the Love

Whenever you use a spell of 1st level or higher to restore hit points to a creature, a different creature of your choice within 30 feet of you heals hit points equal to 2 + the spell's level. At level 6, the bonus healing affects a third creature within range.

Channel Divinity: Loving Sacrifice

Starting at 2nd level, you can use your Channel Divinity to lend your strength to others, shouldering their burdens.

Use as your reaction when a friend within 30 feet takes damage. Your friend takes no damage, and you take half the damage your friend would have taken. If the damage

DESIGN NOTES: LOVE DOMAIN

The Love domain started out as a variation on the official Life domain, but eventually matured into domain less focused on melee power and more focused on magic, protection, and interaction.

was from a spell or other effect that includes other effects or inflicts conditions, your friend has advantage on any saving throws needed to avoid or remove the effect.

You can also use this ability to remove one level of exhaustion from a friend within 30 feet and place it on yourself instead.

Potent Spellcasting

Starting at 8th level, you add your Wisdom bonus to the damage you deal with any cleric cantrip.

Aura of Empathy

Starting at 17th level, creatures feel a kinship with you, even if they are hostile. You are always surrounded by an effect equivalent to the *sanctuary* spell, except that it only affects living creatures of animal or intelligence or greater. If you take any actions that cancel the spell, it reactivates at the end of a short rest.

In addition, any time you heal a creature using a spell of 1st level or higher, each creature healed gains temporary hit points equal to the spell level +2.

Finally, you and any friends within 10 feet of you have advantage on saving throws against enchantment spells.

MOON DOMAIN (NEW)

You revere the moon and its proxy, Princess Luna. You strive for mastery over the night, dreams, emotions, secrets, change, and illusions. Clerics of the moon are often astronomers who study the night sky, or wardens who stalk the borders of the Everfree forest and other dangerous wilderness areas.

The Moon domain represents these clerics who take an active role in the defense of Equestria. They are vigilant watchers in the night who protect simple folk from the monstrous denizens of the untamed wilds.

Domain Spells

Cleric Level / Domain Spells

- | | |
|---|--|
| 1 | Cause Fear (New), Hunter's Mark, Protection from Evil and Good |
| 3 | Cordon of Arrows, Darkvision, Moonbeam, Pass Without Trace, Phantasmal Force |
| 5 | Aura of Vitality, Crusader's Mantle, Fear |
| 7 | Air Walk (New), Confusion |
| 9 | Dream, Seeming |

Bonus Proficiencies

You gain proficiency in the longbow and in the Stealth and Perception skills.

Bonus Spells

When you choose this domain at 1st level, you gain the light cantrip if you don't already know it. You receive bonus spells at levels 1, 3, and 5 as noted on the domain spells table.

Sacred Hunter

You can use Wisdom instead of Dexterity for your attack and damage rolls with the longbow. You gain darkvision with a range of 60 feet. If you already have darkvision, its range increases by 60 feet.

Channel Divinity: Confront Fear

As your action, you present your symbol and reignite the bravery and hope of your friends. Remove the Frightened and Terrified conditions from yourself and any friends within 60 feet. In addition, each you and each friend gain 1d4+4 temporary hit points. At level 6, 12, and 18 you add an additional 1d4, for a total of 4d4+4 at level 18.

Righteous Zeal

Starting at 6th level, your successful attacks renew the fighting spirit of yourself and your allies. When you damage an opponent with an attack or a spell, you heal damage to yourself or a friend within 60 feet equal to your Wisdom bonus.

Divine Strike

Starting at 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Dream Warrior

Starting at 17th level, you can use the Maze spell once per day at no cost in spell slots. The target becomes trapped in a dream rather than an extradimensional labyrinth; the spell's other effects remain the same.

The *Hunter's Mark* spell becomes a cantrip for you, and you no longer require concentration to maintain it.

When you use the Commune spell to contact Princess Luna, you can ask up to five questions, and you are not limited to yes/no questions. Luna takes an active interest in the lives of her people, and never turns down a chance to impart her frank, candid wisdom.

NATURE DOMAIN

You revere nature itself, as embodied by Galadhorn, monarch of the deerfolk. Princess Luna champions the cause of Nature as well, seeking harmony between the natural world and the progress of civilization.

Like druids, clerics of nature often patrol the wilderness, keeping dangerous beasts in check while ensuring that civilized folk do not encroach too deeply or exploit nature too greedily. They ultimately seek to encourage civilization and nature to coexist in harmony, neither side overpowering the other.

Powers

DESIGN NOTES: MOON DOMAIN

The design of the moon domain lets clerics take on a stealthier archery role that meshes well with rangers and rogues. The Spellbound Marksman feat (see later in this chapter) is suggested.

Most of this domain is inspired by Luna as she appears in the IDW comic series. There, she likes to get her hooves dirty, leading guard expeditions into the Everfree Forest and other areas. Her fiery temper and preference for direct action are in stark contrast with Celestia's infinite patience and calm demeanor.

Rules for the Nature domain are found in the D&D 5th Edition Player's handbook. In addition to those rules, MLP45E grants clerics of the Nature domain a second bonus skill proficiency from the same list found under the *Acolyte of Nature* domain feature.

SHAMANISM DOMAIN (NEW)

Rather than worship a specific god, you revere the spirits of your ancestors or the spiritual energy of the world itself. The spirits are your close, trusted friends and you can see them wherever you go, even if others cannot. Shaman are usually prominent members of a tribe, but sometimes they take to the road and become loaners, or are adopted into another group.

Your connection to the spirit world allows you to summon a spirit companion to the physical world that aids you in your endeavors. As the need arises, you can call on other spirits for assistance, since each has its own personality and abilities.

Domain Spells

Cleric Level / Domain Spells

- 1 Cure Wounds, Speak with Animals
- 3 Animal Messenger (takes the form of an animal spirit), Locate Animals or Plants, See Invisibility
- 5 Revivify, Speak With Plants (speak with spirits which inhabit the plants), Spirit Guardians
- 7 Death Ward, Locate Creature
- 9 Commune with Nature, Mass Cure Wounds

Bonus Spells

When you choose this domain at 1st level, you gain the druidcraft cantrip if you don't already know it. In addition, you receive a bonus spell at level 3 and 5 as noted on the domain spells table.

Spirit Companion

You have an animal spirit companion chosen from this list: Bear, Boar, Cougar, Coyote, Eagle, Lion, Monkey, Owl, Panther, Snake, Tiger, Vulture, Wolf, or Wolverine (Work with your DM to create other spirit types, if desired). It has the following statistics:

Spirit Companion

Small or medium fey, neutral

Armor class: 13

Hit Points: 12 + 3 hp for each of your levels beyond 3rd

Speed: 30 ft.

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

Traits (General):

- **Incorporeal Movement:** The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
- **Damage Resistances:** Bludgeoning, Piercing, and Slashing damage from nonmagical weapons
- **Immunities:** Poison, Poisoned Condition

- **Saves:** The spirit companion adds your proficiency bonus to its Dexterity and Wisdom saves.
- **Senses:** Passive Perception 12

Traits (Animal-Specific):

- **Bear:** +1 AC, +1 HP per level, proficient in Athletics
- **Boar/Wolverine:** Resists all damage, proficient in Constitution saves
- **Cougar/Lion/Panther/Tiger:** Speed 40 ft., darkvision 30 ft., proficient in Acrobatics, Athletics, Stealth, reduce falling distance by 20 ft.
- **Coyote/Wolf:** +2 AC, proficient in Perception, Survival, can track by scent as a 1st-level ranger.
- **Eagle/Hawk:** +2 AC, Speed 5 ft., fly speed 60 ft., proficient in Perception.
- **Monkey:** +2 AC, climb speed 30 ft., proficient in Sleight of Hand.
- **Owl:** Speed of 5 ft., fly speed 50 ft., darkvision 120 ft., proficient in Perception.
- **Snake:** +5 initiative, darkvision 30 ft., proficient in Perception.
- **Vulture:** Speed 5 ft., fly speed 40 ft., proficient in Perception, Survival, can track by scent like a 1st-level ranger.

Your spirit companion cannot be healed. When it drops to 0 hit points it disappears, leaving behind no physical form. During a short rest you can perform a brief ritual that restores all the spirit's hit points or causes it to manifest again at full hit points. During a long rest, you can dismiss your current companion and choose a different one.

Your companion acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and takes its own actions on its own turn. It can use the following actions: Dash, Disengage, Dodge, Hide, and Search. While you are within 100 feet of your companion, you can communicate with it telepathically. Additionally, as an action, you can see through your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has. During this time you are deaf and blind with regard to your own senses.

Finally, when you cast a spell with a range of touch, your companion can deliver the spell as if it had cast the spell. Your companion must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Spirit Boon:

Choose one of the following spirit boons. You can select a different spirit boon any time you are allowed to choose a different spirit companion. If your companion takes the dodge action, you lose access to the spirit boon until it is no longer dodging.

DESIGN NOTES: SHAMANISM DOMAIN

The shamanism domain is intended to reproduce some of the feel of the 4th edition shaman class, which isn't yet implemented in 5th edition. Its spirit companions act as the shaman's eyes and ears, and can even deliver touch spells on the shaman's behalf.

- **Guardian Spirit:** Your spirit companion can use its reaction to take half the damage of an attack or spell that damages a creature adjacent to it.
- **Harrier Spirit:** Your spirit companion can use its reaction to cause an adjacent opponent to have disadvantage on an attack roll.
- **Protecting Spirit:** When you damage a creature with an attack or spell, your spirit companion can use its reaction to grant temporary hit points equal to your Constitution bonus to a creature adjacent to it.
- **Stalker Spirit:** Your spirit companion can use the Help action.
- **Watcher Spirit:** Your spirit companion functions as if it had the see invisibility spell active at all times.

Channel Divinity: Calm Undead

You lose the Turn Undead ability and gain Calm Undead. As an action, you present your symbol and invite the undead spirits to return to the spirit world where their ancestors await them. It is identical to Turn Undead except that undead creatures that fail the saving throw are stunned for 1 minute or until they take damage. While stunned, the creature ponders its past life and its current actions. Shaman of 5th level or higher gain the Destroy Undead feature as normal (however the spirits of undead destroyed by a Shaman depart peacefully for the afterlife).

Channel Divinity: Summon Spirit

As your action, you dismiss your current spirit companion (if present) and summon a different spirit companion anywhere within 30 feet. It can be the same type and grant the same boon, or you can change one or both.

Healing Spirit

Beginning at 6th level, your healing spells are echoed by your spirit companion. Whenever you cast a spell of 1st level or higher that restores hit points, your spirit companion or another creature of your choice adjacent to it regains hit points equal to 2 plus the spell's level.

Vicious Spirit

Beginning at 8th level, your spirit companion can use its action to make a melee attack. Its attack modifier is equal to your Wisdom bonus plus your proficiency bonus. On a hit, it deals damage equal to your Wisdom bonus. If you are good or neutral, the damage is radiant. If you are evil, the damage is necrotic.

Spirit World Ambassador

Beginning at 17th level, you and your spirit companion resist necrotic damage. You always function as if you had the sanctuary spell active, however it only affects undead. If your actions end the sanctuary effect, it is reinstated at the end of a short rest. Finally, once per day you can use the etherealness spell as a ritual, affecting only yourself and your spirit companion.

TEMPEST DOMAIN

You revere the power of Nature as an unyielding, unforgiving force. It can be both a protector and a destroyer, depending on the circumstance. For you, winds, storms, and lightning are a means to an end, rather than the end itself.

Powers

Rules for the Tempest domain are found in the D&D 5th Edition Player's Handbook. In addition to those rules, MLP45E grants clerics of the Tempest domain proficiency in the Intimidation skill.

TRICKERY DOMAIN

Similar to the Chaos domain in concept, the Trickery domain represents scoundrels, thieves, liberators, and all those who would disrupt the status quo.

Powers

Rules for the Trickery domain are found in the D&D 5th Edition Player's Handbook. In addition to those rules, MLP45E grants clerics of the Trickery domain proficiency in the Deception and Stealth skills.

WAR DOMAIN

Priests of the War domain are warriors first, clergy second. They value battle prowess, strength, and honor. Clerics of war often revere Empress Rosilda, a griffon sovereign legendary for both her prowess in battle and her fiery temper. It's uncertain how many of the deeds attributed to her are true and how many are myth. Though dead and gone for centuries, many folk claim that she appears to those who call out for help in battle in their direst hour of need.

War, like life, is a universal constant, and many other proxies grant access to this domain to their followers. Both Luna and Celestia hear the prayers of war clerics, as well as the mythical griffon warrior, Empress Rosilda, and dark king Sombra, even in his state of undeath.

Powers

Rules for the War domain are found in the D&D 5th Edition Player's handbook.

SORCERER OPTIONS

Most arcane magic using classes, like bards, wizards, eldritch knights, and arcane tricksters, are limited to unicorns and other races that have a horn or horns through which they can channel it. Members of these classes take years of study and practice to master even the basics. Sorcerers are entirely different. They receive their powers through a strange gift or cosmic coincidence. They have little use for old books or rote memorization of complex magical formulae. Instead, they perform magic through simple force of will. The sorcerer class is therefore open to all races, even those that normally can't learn arcane wizardly magic.

The sorcerous origins below help ground the various types of sorcerers in the Equestria setting. The Draconic Bloodline and Wild Mage appear in the 5th Edition D&D Player's Handbook, while the Stormborn origin is new.

CHAOS MAGIC (WILD MAGIC ORIGIN)

When Discord, spirit of chaos and disharmony, was accidentally freed from imprisonment recently, he wrought havoc on the natural order of Equestria. Although the majority of this devastation was corrected when he was re-imprisoned and eventually (mostly) repented of his past excesses, some side effects of his presence remain. One of these is the existence of chaos magic. Some individuals, even from species normally incapable of wielding arcane magic (like earth ponies or griffons) found themselves possessing strange new magical powers that could only be explained by the touch of Discord's sorcery. These individuals have an intuitive control over raw magic that is mastered purely by force of will rather than through repetitive study of unicorn spellbooks.

Such individuals who wish to advance their mastery over magic choose the sorcerer class, specifically the wild magic sorcerous origin. The magical spells they cast are often accompanied by strange surges of wild magic, producing entirely uncontrollable, often humorous (and sometimes dangerous) side effects. Because these wild surges have the potential to be dangerous to others, these individuals are often forced to hide their powers, as they are unwelcome in most communities.

Sorcerers who choose this origin simply select the Wild Mage sorcerous origin from the 5th Edition D&D Player's Handbook.

GM's Option: Discordant Magic

At the GM's option, whenever you spend a sorcery point on one of your class features or spells, roll on Discordant Magic table found in the [cleric section](#). This is in addition to the normal wild magic surge roll you make (if any). Effects last 1d10 minutes unless otherwise noted. If a 100% chance is too disruptive, consider making it a 25% chance or 10% chance to happen rather than 100% chance.

DRAGON-BLOODED (DRACONIC BLOODLINE)

Legend holds that the mightiest dragons can magically take the form of ponies, deer, or other races, and sometimes choose to live among these smaller folk, keeping their true identity hidden. Some use their power towards evil ends, but most simply had grown tired of their solitary lives and crave friendship and a sense of community. A few even choose to marry and raise a family among their adopted race.

Because the dragon parent has taken on another form entirely, the children born from these unions don't look any different from other children of their parents' species (unlike

DESIGN NOTES: STORMBORN ORIGIN AND THE ELDRITCH MONSOONS

The sorcerer class feels a little bare-bones with only two official sorcerous origins in the Player's Handbook. Adding more options helps flesh out the class and lets you play a weather-magic type character such as the eponymous Storm/Ororo Munroe from Marvel's X-Men.

The Eldritch Monsoons are simply one potential means of introducing Stormborn sorcerer characters to Equestria. The GM is always free to allow or disallow this origin, or change the source of their magic.

kirin who are the product of a pony and a dragon in dragon form). Occasionally, however, a dragon-blooded child inherits the spark of magic from their dragon parent, and finds that they can manipulate magic even if their race normally couldn't do so. If they choose to pursue this power (by taking levels in the sorcerer class), other draconic traits begin to emerge, such as scaly skin, elemental resistance, and even wings which make them capable of flight.

Sorcerers who choose this origin select the Draconic Bloodline sorcerous origin from the 5th Edition D&D Player's Handbook. There's a few changes that need to be made to account for races already capable of flight and for when an actual dragon or kirin chooses this origin.

Winged Races

If you are capable of full winged flight at level 1 (such as pegasi, griffons, hippogriffs, pegasus kirin, and the like), make the following change: At level 14 when the *Dragon Wings* ability is normally earned, instead you can choose one of the following:

- Receive an Ability Score Improvement (or feat)
- Receive the *Breath Weapon*, *Focus Breath*, and *Damage Resistance* dragon racial traits. The damage type is the same as you selected for your sorcerous origin. If you spend 1 sorcery point to gain resistance (per the *Elemental Affinity* 6th-level sorcerous origin ability) you instead gain immunity to that damage type for 1 hour.

Full Dragons

If you're a full dragon who selects this origin, take note of the following changes:

- Your Dragon Ancestry color and damage type are the same as that of your dragon racial ability.
- At 6th level, your Elemental Affinity damage bonus also applies to your breath weapon.
- Also at 6th level, spending 1 sorcery point grants you immunity to your elemental damage type for 1 hour instead of resistance.
- At 14th level when you would earn the *Dragon Wings* ability, instead your physical wings become strong enough to allow normal flight. You gain the *Flight*, *Cloud Walking*, *Glide*, and *Sky Hauler* traits equivalent to a pegasus pony. If you had selected the *Robust Wings* dragon bloodline trait, you can now select a different trait instead.

SHADOW (SORCEROUS ORIGIN)

In the [D&D Unearthed Arcana article](#) *Light, Dark, Underdark!*, a new sorcerous origin, *Shadow*, is presented. In Equestria, this is a perfect fit for characters who have ties to the Umbrum, a species of spectral shadow creatures who were imprisoned by the Crystal Empire centuries before Sombra appeared. Their story is told in the MLP comics, specifically the King Sombra Fiendship is Magic issue, as well as issues 34-37 of the main series (Siege of the Crystal Empire arc).

Such a character may be a member of their race who escaped imprisonment, or may be the result of Umbrum magic escaping the prison and coalescing within an

innocent victim. The origin's final ability at level 17 would allow them to temporarily transform themselves into a full-fledged Umbram.

STORMBORN (NEW SORCEROUS ORIGIN)

About once a generation, powerful, uncontrollable storms rock Equestria, rolling in off the ocean from the west. Pegasus weather experts and unicorn wizards alike have tried to determine their origin for centuries, but have had no luck so far. Celestia and Luna have only stated that they are necessary for Equestria. What is known is that these storms, known as the Eldritch Monsoons, last about one week, and are bursting with magic. During that time, strange magical phenomena occur, magical devices are unpredictable, and magical creatures all find themselves affected differently. Some experience a feeling of euphoria overtake them; others feel helpless, like an oppressive weight is bearing them down. During the last monsoon, princess Celestia was so weakened that she was only able to raise the sun with great difficulty—it was a tense week in Equestria.

Occasionally, when a foal (or calf, pup, whelp, hatchling, or other child) is born during the storms, it receives unusual magical powers that, later in life, it can learn to wield. Such individuals are known as the Stormborn. Unicorn scholars can't explain how the Stormborn are able to manipulate magic without a horn like theirs or the extensive study that magic usually requires, but that makes little difference to those with the gift. Some Stormborn are proud of their unusual talent, others see it as a curse and try to hide all evidence of it.

Sorcerers who choose this origin receive the benefits that appear below. The level 14 benefit provides two different options to choose from.

Weather Spells

Stormborn sorcerers add the following spells to the list of sorcerer spells they can choose to learn. Spells marked by an asterisk are found in the [Elemental Evil Player's Companion](#).

2nd Level: Skywrite*

3rd Level: Call Lightning, Wind Wall

6th Level: Wind Walk

7th Level: Whirlwind*

9th Level: Storm of Vengeance

Storm Cantrips

At 1st level, you learn the *Gust* cantrip (from the *Elemental Evil Players' Companion*) in addition to your other cantrips known. If you know the *Shocking Grasp* cantrip, you can cast it as a ranged spell with a 50-foot range instead of as a touch spell. If you know the *Ray of Frost* cantrip, you can cast it as a touch spell instead of as a ranged spell.

Weather Barrier

As your action, you can spend one sorcery point to gain resistance to Cold, Lightning, and Thunder damage for 10 minutes. If you instead spend two sorcery points, the duration is one hour, or eight hours if you spend three sorcery points. While this barrier is in effect, normal rain, snow, and other inclement weather does not hinder your movement or vision.

If you spend one additional sorcery point (in addition to the amount above), you can raise the barrier as your reaction to taking damage instead of as your action).

Arc Lightning

At 6th level your lightning spells can arc to an additional target. When you cast a 1st-level or higher spell that deals lightning damage, you can spend a sorcery point to have lightning arc to one unaffected creature within 20 feet of one of the creatures affected by the spell. The creature takes 1d6 lightning damage per level of slot used to cast the spell and can make a Dexterity saving throw against your spell DC to reduce the damage by half.

Numbing Cold

Also at 6th level, your cold spells can slow down your opponents. When you cast a 1st-level or higher spell that deals cold damage, you can spend a sorcery point to numb its targets. Creatures that take damage from the spell also have their speed reduced by half and subtract 1d4 from their Dexterity saving throws and Dexterity attack rolls and checks until the end of your next turn.

Leaf on the Wind

At 14th level, your mastery of wind is such that you can spend a sorcery point as part of your movement to gain a fly speed of 50 feet for the next hour. If you already have a fly speed, it increases by 20 feet during that time. You also gain the *Cloud Walking* and *Sky Hauler* abilities if you don't already have them. Finally, while affected by this power you never fall, even if unconscious.

Straight Line Winds

Also at 14th level, you learn the *Gust of Wind* spell (or another 2nd-level sorcerer spell if you already know it). Whenever you cast *Gust of Wind*, you do not need to maintain concentration on it. In addition you can spend up to 4 sorcery points when you cast *Gust of Wind*. For each point you spend, you can place an additional *Gust of Wind* effect (none of which require concentration). You can use a bonus action to reposition each active *Gust of Wind* effect you have created. Overlapping multiple lines of wind does not increase their strength.

Weather Superiority

At 18th level, you learn *Control Weather* as an 8th-level sorcerer spell. Once per day you can cast *Control Weather* without spending a spell slot and with no material component. Whenever you cast *Control Weather* you do not need to maintain concentration, and you can use your action to end its effect. The length of time you require to change conditions with the spell is 1d4 x 10 rounds instead of minutes.

Note that if you change the weather significantly in or near a community, pegasi weather managers may show up within 1d6 x 5 minutes.

SCAG: STORM SORCERY

In November of 2015, Wizards of the Coast published the Sword Coast Adventurer's Guide, a sourcebook for the Forgotten Realms campaign setting. That book contains an alternate take on the Storm sorcerous origin.

WARLOCK OPTIONS

The D&D Player's Handbook presents a number of otherworldly patrons for warlocks to make their pacts with. Below are some suggestions on what Equestrian powers might apply to the various warlock patrons available:

Archfey pact (D&D Player's Handbook): The archfey could very well exist in Equestria, perhaps living in the realm of the Breezies. Galadhon would be another option, if the GM chooses to use him. Discord, Queen Chrysalis, the Umbrum (MLP comics), and the Tree of Harmony are also potential options.

Fiend pact (D&D Player's Handbook): Equestria doesn't have many truly demonic beings, so the GM may have to fill in the blanks here. Lord Tirek, Grogar, or a powerful evil dragon of the GM's devising could fit this pact.

The Great old One pact (D&D Player's Handbook): If the GM doesn't have an alien being like Cthulhu in their campaign, Discord is probably the best option for this pact. The Nightmare Forces might be another option, if the events of the MLP comics are included in the GM's campaign.

The Undying (D&D Sword Coast Adventurer's Guide): Almost any of the important powers of Equestria might fit this pact, since most of them are thought to be immortal.

The Undying Light (D&D Unearthed Arcana article: [Light, Dark, Underdark!](#)): The royal alicorns sisters, the Tree of Harmony,

NEW SKILL & SKILL USES

In order to support the slightly steampunk, more modern, urban feel of Equestria vs. the typical heroic fantasy D&D setting, a new skill, Engineering, has been added. In addition, a few other skills have new uses, detailed below.

ACROBATICS

Unlike the last couple of editions, 5th Edition D&D lacks an option to reduce falling damage via an Acrobatics check. Since cartoon characters are especially resilient when it comes to falling down and popping up again, consider using this option:

Reduce Falling Damage

Anyone who falls can use their reaction to roll an Acrobatics check to reduce falling damage. A success against DC 10 reduces the damage by 1d6, a success against DC 15 reduces damage by 2d6, and so on. If you negate all falling damage, you remain standing where you land.

The Cartoon Physics ability *Pancake Landing* is an alternate method of reducing falling damage. See Chapter 8: Cartoon Physics for details.

ANIMAL HANDLING

In Equestria, many animals seem to be quite a bit more intelligent than their real-world counterparts. Therefore it makes sense to use Insight, Intimidation, and Persuasion

checks with animals and animal hybrid creatures. The option below boosts the utility of Animal Handling in Equestria.

Critter Wrangling

A character proficient in Animal Handling always adds their proficiency bonus to Insight, Intimidation, and Persuasion checks when dealing with normal animals or creatures that are part-animal hybrids, even if they are not proficient in those skills.

Note: in the standard D&D 5th Edition rules, this only applies to domesticated animals.

ENGINEERING (NEW)

With its early-20th-century technology level, Equestria needs a skill for working with mechanical devices. A character proficient in Engineering is skilled at designing, building, testing, and operating mechanical and artifice devices of all kinds, as well as basic architecture.

Study Device

Make an Intelligence (Engineering) check to find out how a mechanical device works, repair broken devices or equipment, or design a new device or building. This skill can also be used in place of Intelligence (Arcana) when dealing with items of artifice (see Chapter 6: Equipment).

INSIGHT

Normally in D&D it's up to the character's player to solve the puzzle, figure out the mystery, or answer the riddle. What happens when your character is supposed to be a super sleuth like Sherlock Holmes but you sometimes need a hint to jog your memory or point you in the right direction? Adding this new capability to Insight helps resolve those situations and boosts the usefulness of an otherwise highly situational skill.

Intuition

Make a Wisdom (Insight) check when you are stumped, at a loss for ideas, or otherwise unsure of the best course of action to follow. The GM may choose to give you a suggestion, idea, or hunch to follow based on your character's instinct or gut reaction.

INVESTIGATION

The Investigation skill normally covers a forensic type of search where you closely examine an object or location. But what skill would you use for gathering information in social situations? Previous D&D editions had the Streetwise skill, but that's been eliminated in 5th Edition. Some might use Persuasion, but that's more about manipulating someone rather than pressing someone for information.

Gossip

Use Investigation with Charisma instead of Intelligence when trying to dig up information on a person, place, or thing by talking to others.

MEDICINE

In the D&D 5th Edition Player's Handbook, there is little mechanical benefit to the Medicine skill, unlike in past editions. Currently, anyone with a healer's kit can stabilize a

dying ally without needing to roll a check. Medicine is therefore primarily used for roleplaying or DM-improvisation. The option below adds a mechanical benefit that's been present in the game since the early days of skill proficiencies.

Tend Wounds

A character trained in Medicine can tend to their own wounds and those of their friends during a short rest. Each character who spends at least one Hit Die during that rest also recovers additional HP equal to the proficiency bonus of the character tending to the injuries. If multiple characters are proficient in Medicine, only the higher proficiency bonus applies.

SLEIGHT OF HAND

Since the Thievery skill of 4th Edition D&D was split back into Sleight of Hand and the thieves' tools proficiency, this "orphan" skill is extremely situational, requiring the DM to remember to add situations where it will be useful. The option below makes Sleight of Hand more generally beneficial to anyone who takes it, without relying on GMs.

Quick Draw

A character proficient in Sleight of Hand can draw and sheath one-handed weapons or objects weighing 1 pound or less freely on their turn or when they use their reaction. Note that characters are already allowed one free object interaction (which includes drawing a weapon or object) on their turn. This option allows you to switch weapons without taking extra actions, or draw, fire, and re-sheath a wand, for example.

NEW BACKGROUNDS

Add these new backgrounds to the list of those available in the official rules. You can probably guess which character each of them are based on.

BUREAUCRAT

You either served in public office or worked as a part of a large public or private institution. You know how to get people motivated, and know the ins and outs of such organizations and can quickly cut through the red tape to get access to the people or information you need. You carry a sense of authority that is often all the grease necessary to ensure the cooperation of others you meet.

Trait: Get It Done

As a current or former member of a large organizational body, you have an impressive, authoritative presence that motivates others to help. Using your knowledge of the inner workings of such groups you can quickly determine who in the organization is your best point of contact to accomplish what you need to do. You're also good at getting dirt on them to help pressure them if necessary. If you come into conflict with an organization, you have an advantage on swaying the opinions of the common folk to help you oppose them.

Proficiencies

Skills: Deception, Persuasion

Tools: Clipboard

Languages: One common language

Equipment: Business cards (50), clipboard, fine clothes, hourglass, ink, ink pen, megaphone, notebook, sealing wax, signet ring, 14 gb, 5 sb

1d8 Suggested Personality Traits – Bureaucrat

- 1 I've been at my job so long that I'm set in my ways, and see little need to change anything.
- 2 I love making public appearances, basking in the adoration of the public. I always have a clever counter for any hecklers who are present.
- 3 I encourage a friendly rivalry between my town and neighboring villages, and sponsor agricultural, craft, and athletic competitions.
- 4 I've enjoyed fine food, drink, and high society among the town's elite. Rough living grates on me.
- 5 I use self-deprecating humor to endear myself to the public.
- 6 I have a detailed 10-year plan for my town's improvement, and am constantly updating it as I go along.
- 7 I use fiery rhetoric to enflame the emotions of the citizenry.
- 8 I work from behind the scenes, rarely making public appearances.

1d8 Suggested Ideals – Bureaucrat

- 1 **Charity:** I always try to help those in need, no matter what the personal cost. (Good)
- 2 **Order:** I make sure everyone follows the rules, so that corruption doesn't have a chance to infect my town. (Law)
- 3 **Fame:** I seek to improve my town's prosperity. If I increase my own personal power and influence by doing so, there's no harm done. (Neutral)
- 4 **Greed:** I play the political game to increase my own personal fame and power, with no concern for the fools who put their trust in me. (Evil)
- 5 **Equality:** Every person has the right to lead their lives the way they want, as long as they don't harm others. (Neutral)
- 6 **Security:** I ruthlessly stamp out crime. Even a stolen loaf of bread is inexcusable. (Lawful)
- 7 **Nepotism:** It took a lot of favors to get where I am, and I make sure my friends and family are well-cared-for. (Evil)
- 8 **Pageantry:** I live for the show of politics: public debates, town festivals, fairs, and other public events. (Any)

1d8 Suggested Bonds – Bureaucrat

- 1 I want to ensure that society doesn't fail anyone, that everyone has an opportunity to thrive.
- 2 My town is the pride of the realm, and I'll do anything to make sure it stays strong.

- 3 I grew up in or close to an orphanage, and want to make sure the town's children are well-cared-for.
- 4 My family has always been involved in the town's politics, and I wish to uphold that tradition to the best of my ability.
- 5 I follow in the footsteps of the the town's founder, and emulate his or her manner of dress and way of thinking.
- 6 The system failed me when I was growing up, so I want to make sure that doesn't happen to anyone else.
- 7 I have a prop that I always carry with me, like a ceremonial gavel, scepter, hat, or other symbol of office.
- 8 I owe my position to the influence of the wealthy, and must keep them happy to stay in power.

1d8 Suggested Flaws – Bureaucrat

- 1 I put on a smile for the public, but I'm a grouch when I actually have to deal with someone in private.
- 2 I leave the majority of the responsibility to my subordinates, and have little actual ability to sure things are done properly.
- 3 I am inflexible in my thinking. There's no reason to change anything that's worked well enough in the past.
- 4 I rarely keep my promises. Most people are too cowardly to call me on it.
- 5 I am biased against outsiders. Especially those who want to live in my town and beg for my money.
- 6 I think the poor are all just lazy and need to work harder to improve their lot.
- 7 I am susceptible to bribery and corruption.
- 8 I frequently indulge in alcohol or other vices to embarrassing excess, and get defensive when anyone calls me on it.

EDUCATOR

Whether through extensive personal experience or formal schooling, you possess broad general knowledge on many subjects, allowing you to serve as a primary school teacher. You have the insight to tell what your students are struggling with, when they need additional help, and how best to challenge students to match their abilities. You know how to foster a trusting relationship with your students, young and old, to better get to know them and their unique situation in life. You maintain contacts with other educators with whom you can share experiences and techniques.

Trait: Student-Teacher Trust

Whether you are employed in a town schoolhouse, hired privately to tutor children, or travel from town to town to teach, people have come to know and value your judgment, competency, and opinion. Parents take your advice on how to deal with their children, and improve their parenting in the process. Children will often come to you with secrets and troubles that they would not dare tell their family or friends. Many families from all walks of life would be happy to house you for days, weeks, or even months at a time in return for the opportunity to have you tutor their children. If you intend to set up in a town or village, the locals can probably be persuaded to donate their time and materials to construct a dual-purpose schoolhouse and residence for you, as long as you can spend at least half of your time teaching (usually broken up to account for planting and harvesting seasons).

Proficiencies

Skills: Persuasion, and one from the following list: Animal Handling, Arcana, Engineering, History, Medicine, Nature, Performance, or Religion

Tools: One artisan's tool set, herbalism kit, or musical instrument

Languages: One common or exotic language of your choice.

Equipment: The tool you chose proficiency in, chalk (10 pieces), ink (black and red), ink pen, notebook, scroll case, traveler's clothes, tome (choose the subject), 10 gb.

1d8 Suggested Personality Traits – Educator

- 1 I frequently go off-topic and bring up trivia about things that interest me.
- 2 I am stern and have no patience for tomfoolery.
- 3 I believe the best way to earn the respect of students is to be firm yet fair.
- 4 I try to be friends with all my students, for better or for worse.
- 5 I carry chalk with me out of habit, and sometimes use it to diagram things.
- 6 I tend to get long-winded when explaining something, often going into a level of detail that bores others.
- 7 I like to quote great historical figures in my conversations and correspondence with others.
- 8 I respond best to those who demonstrate a true passion for learning.

1d8 Suggested Ideals – Educator

- 1 **Challenge:** I take the time to make sure that every student is challenged, rather than simply making sure they meet a minimum. (Lawful)
- 2 **Love:** I care deeply for all my students, and want to see them succeed, even spending my own free time and resources to do so. (Good)
- 3 **Convenience:** I make sure that my students meet minimum testing standards, but have no interest in putting in more work than necessary. (Neutral)
- 4 **Volunteerism:** I spend my free time performing community service, and encourage my students to do so as well. (Good)
- 5 **Indoctrination:** I use my position as a respected educator to teach my controversial opinions as fact. (Evil)
- 6 **Self-Improvement:** I'm always learning new things, even while teaching others. (Any)
- 7 **Civic Duty:** The best way to advance society is to improve education. (Lawful)
- 8 **Exemplar:** I strive to live my life in a way that inspires my students. (Any)

1d8 Suggested Bonds – Educator

- 1 Many of my relatives have been teachers, and they always talk about how enriching it was. I want to continue the family tradition.
- 2 Whenever I see something that's factually incorrect, I try to ensure that it's corrected, even if unpopular.
- 3 My students are precious to me. I try to keep up on news of their successes after graduation.

- 4 After my teacher helped turn my life around and steer me on the path to success, I swore to do the same for others.
- 5 I do my best to hide the shameful past of my race, town, or country.
- 6 I'm a graduate of a prestigious academy of learning, and seek to ensure that my actions never tarnish its reputation.
- 7 In my spare time I am writing a book which requires a great deal of research. It will be my legacy. I carry the manuscript with me.
- 8 I never graduated, but I tell others that I did. My secret can never get out.

1d8 Suggested Flaws – Educator

- 1 I like to pontificate on many topics, but I'm not really as knowledgeable about them as I let on.
- 2 I let my opinions influence my teaching inappropriately.
- 3 I worked hard initially, but I've become jaded and lazy, doing the minimum required to keep my job.
- 4 When confronted with contradictory evidence or opinions, I lose my temper.
- 5 I don't really believe in what I'm doing, and my apathy affects my students.
- 6 I have a well-deserved reputation for severely punishing those who make a mockery of the classroom.
- 7 I take advantage of my position of power over my students.
- 8 I teach only because I tried other occupations and failed.

FARMHOOF

World-wise and down-to-earth, you've learned a little bit of everything in your time on the farm. Whether it's care of animals or crops, maintaining the equipment and buildings, managing finances and more, you're used to putting in 16-hour workdays to provide for yourself and your family. Unusual events led you to set out into the world, looking to right wrongs and find adventure.

Hometown Heroics

The Farmhoof is a modification of the Folk Hero background from the D&D 5th edition Player's Handbook. Use the below proficiencies and equipment instead of those granted by the Folk Hero background. The remaining Folk Hero traits (*Defining Event*, *Rustic Hospitality*, and *Suggested Characteristics*) are unchanged and are not reproduced here.

Proficiencies

Skills: Animal Handling, Nature

Tools: Any two of the following: Lasso, artisan tools, musical instrument

Equipment: A shovel or pitchfork, a pocketknife, an iron pot, a bedroll, a set of common clothes, firefly lantern, silk rope (50 feet), roll of duct tape, a belt pouch containing 10 gb, and one set of artisan's tools or musical instrument matching the proficiency chosen.

INVESTIGATOR

You are good at finding the clues that others miss. You may have been a police investigator, a private investigator, a newspaper, or maybe you're just naturally details-

oriented. You know who to talk to find the most information about a subject, and can weed out the lies.

Trait: Truth-Seeker

As you practice your trade, you earn a reputation for being a neutral party. While they don't necessarily like you, people go out of their way to be on their best behavior around you, to avoid drawing your attention. When you interview people, they will often offer you help, suggestions, and other clues to follow up on, to curry your favor. You also know your way around a crime scene, and the local police might allow you access if they know and trust you. As your fame spreads, they may even come to you for assistance.

Proficiencies

Skills: Insight, Investigation

Tools: Disguise kit, Investigation Kit

Equipment: Business cards (50), chalk (10 pieces), crowbar, disguise kit, investigation kit, magnifying glass, notepad, pencil, traveler's clothes, 7 gb, and 6 sb.

1d8 Suggested Personality Traits – Investigator

- 1 I am intensely curious. I dig a little further when others would have given up already.
- 2 I spend my evenings crawling the inns, taverns, and shops, looking for interesting rumors.
- 3 I am meticulously clean and always wear gloves, especially when I have to shake someone's hand.
- 4 I do what I can to befriend the locals, and get to know as many people as possible to aid my future work.
- 5 I compulsively take notes wherever I go, which may unnerve others.
- 6 I have an enormous collection of meticulously-catalogued notebooks and evidence.
- 7 I have a mountain of poorly-documented and disorganized notes and evidence, but I know where everything is.
- 8 I always get at least two opinions before making a decision.

1d8 Suggested Ideals – Investigator

- 1 **Justice:** I want to make sure that who or what I'm investigating is judged fairly by history. (Lawful)
- 2 **Greed:** I investigate whoever or whatever will bring me the most cash, no matter who is hurt by my findings. (Neutral)
- 3 **Vigilantism:** I have no qualms about getting my hands dirty in the pursuit of my investigation. (Chaotic)
- 4 **Fame:** I desire to improve my own wealth and influence by taking on high-profile cases. (Any)
- 5 **Truth:** I pursue the truth alone, regardless of popular opinion or whose reputation may be harmed in the process. (Lawful)
- 6 **Whitewash:** If I were ever to uncover a terrible secret that undermines a respected authority, I would bury it rather than make it known. (Neutral)

- 7 **Honor:** I only take on cases where someone has been personally wronged, and work for free if the situation warrants. (Good)
- 8 **Mercy:** I don't put in full effort when my investigation may ruin an unfortunate soul deserving of a second chance. (Good)

1d8 Suggested Bonds – Investigator

- 1 I am beholden to my employer, and may bend the facts to make sure they get what they need.
- 2 As a former victim, I have first-hand experience with crime, and do whatever I can to bring wrongdoers to justice.
- 3 A close friend or family member was wronged (or even murdered), and I have dedicated my life to finding out who is responsible.
- 4 Nothing is more important to me than my dedication to my work, not even friends and family.
- 5 I seek to make the truth known, no matter who or what ends up suffering the consequences.
- 6 I have my own shameful past, and am living under an assumed name. If anyone found out who I really am, I would be ruined.
- 7 I hope one day to uncover evidence against a corrupt official.
- 8 My past investigations ruined a close friend of mine, and now they have turned into a dangerous enemy.

1d8 Suggested Flaws – Investigator

- 1 I can make evidence appear or disappear if the price is right.
- 2 I am sloppy in my work, and cover up my failings by pinning blame on others.
- 3 I don't know when to give up on a line of investigation, and can waste inordinate amounts of time following one.
- 4 When I can't find evidence, I fabricate it.
- 5 I take a salacious interest in the subjects of my investigations.
- 6 I can lose my temper when someone questions my integrity or judgment.
- 7 I skeptical of everything and everyone. I don't take things at face value, and I assume everyone is lying to me.
- 8 I tend to discount evidence that doesn't fit my vision of reality.

PHYSICIAN

You have considerable knowledge of the equine body and its illnesses and afflictions. You're probably a generalist, although you might also specialize in a particular field. People of all walks of life put their lives in your hooves without a second thought. While it's true that magic can work miracles when it comes to healing the body, such service is usually hard to find, expensive, or simply unavailable, so your trade is always in heavy demand.

Trait: Diagnosis & Treatment

No matter where you go, people will come from miles around to see you if you make your services available, so you don't often go wanting for food or shelter. This who can pay for your services will gladly do so, while others will barter or outright beg. Speaking and working with such a wide cross-section of society is an enormous source of information and rumor about a community, so within a week or two you'll probably know or have heard of just about everyone in a smaller town.

Proficiencies

Skills: Insight, Medicine

Tools: Healer's Kit, Herbalism Kit

Equipment: Bone saw, bottle of rubbing alcohol, bottle of whiskey, healer's kit, herbalism kit, tome (Perplexing Pony Plagues), steel mirror (head reflector), soap, 6 gb.

1d8 Suggested Personality Traits – Physician

- 1 I habitually comment on the health of others while greeting them, usually by checking their teeth.
- 2 I wear a stethoscope or carry other medical supplies, even while off-duty
- 3 I'm especially good with children, and like to tease them to help them feel comfortable during examinations. I usually carry candy with me.
- 4 I have an eating, smoking, or drinking habit that contradicts my otherwise healthy ways.
- 5 Life is short, and people who fail to care for their bodies infuriate me.
- 6 I completely avoid all physical vices in order to remain healthy.
- 7 I tend to talk down to people, even if they understand what I'm discussing with them.
- 8 I'm extremely pragmatic. I don't couch the facts in discreet language. I don't differ much between treating an animal and treating a person.

1d8 Suggested Ideals – Physician

- 1 **Charity:** In my free time, I volunteer medical services to the poor. (Good)
- 2 **Aspiration:** I seek to completely eliminate a particularly dangerous disease. (Any)
- 3 **Acceptance:** It's not my place to tell people what to do with their bodies. All I can do is help keep them healthy. (Neutral)
- 4 **Community:** A healthy population leads to a strong, growing population. (Lawful)
- 5 **Legacy:** I intend to see my statue erected someday, and work hard to ensure that comes to pass. (Any)
- 6 **Faith:** My religious faith guides my hand in my medical practices. (Any)
- 7 **Recklessness:** I intend to advance medical knowledge regardless of the cost. Others are test subjects to be experimented with (Evil)
- 8 **Indulgence:** I encourage others to try all things in moderation. (Chaotic)

1d8 Suggested Bonds – Physician

- 1 I have sworn an oath to render medical aid even to sworn enemies.
- 2 My life's work involves research on a particular disease or medical condition. One day I intend to publish a book on my findings.
- 3 As a youth I contracted a disease that left me physically marked or handicapped. Now I am especially interested in helping those with the same ailment.
- 4 I carry a thick journal where I document and illustrate all my examinations, treatments, and results.

- 5 I had an inappropriate relationship with a former patient that haunts me to this day.
- 6 I gave an incorrect diagnosis which contributed to the death of a patient. I am still wracked with guilt.
- 7 I'm especially dedicated to keeping children healthy, so they have a chance to live a long and happy life.
- 8 Even though I have to deal with unpleasantness on a daily basis, I focus on the positive, happy outcomes.

1d8 Suggested Flaws – Physician

- 1 I'm tempted to abuse my authority to write medical prescriptions.
- 2 I have a habit of getting too close to my patients.
- 3 I secretly steal medical supplies for my own personal use.
- 4 I lack confidence in my skills, at times.
- 5 My rigid way of thinking leads me to refuse to attempt new or experimental treatments.
- 6 My research may lead me to engage in unethical research.
- 7 I have a history of incomplete or outright incorrect diagnoses. If it gets me in trouble, I move on to a new town.
- 8 I work so much that I'm becoming mentally and physically exhausted.

POLICE OFFICER

You spent a number of years as a beat cop or local constable in a smaller town. You've experienced a lot in a short amount of time, and experienced some things you wish you hadn't. The job has its own rewards though, and you wouldn't trade it for the world since you know that ultimately you want to be there to help others when they need it most. You're likely a former cop, unless you are in active duty on a long-term or undercover mission to track down a criminal, investigate unusual events, or even probe reports of a corrupt member of the force. Work with the GM to determine your status, and what your current mission is, if any.

Trait: Criminal Justice System

You've dealt with the criminal underworld for a long time, and you know a number of tricks of the trade to help get things done when you need it. Other police officers usually respect you as a fellow cop and are willing to give you the benefit of the doubt and may even go above and beyond to assist you. Normal folks try to be on their best behavior around you, and often volunteer information even when it's not in their best interest. You know all the laws in your home area, and can quickly check up on local codes by speaking with the town constables. You know the proper procedures for capturing criminals and bringing them in for booking.

Proficiencies

Skills: Investigation, Persuasion

Tools: Investigation Kit

Languages: One common language of your choice

Equipment: Formal clothes, flashlight, investigation kit, manacles, notebook, 5 pencils, saddlebags, 10gb.

SCIENTIST

While others often accept what they are told, you go above and beyond to observe, question, hypothesize, test, analyze, and draw conclusions. This can sometimes be difficult in a world of magic that is often confusing, but you believe even magic itself is ultimately beholden to the laws of nature.

Trait: Scientific Method

Although you focus on a specific scientific discipline, you also have broad general knowledge on a number of topics. Your inquisitive nature sometimes leads you to take risks in the name of science, but you keep reminding yourself that your work will eventually lead to the betterment of civilization. Choose one of the specialties below. The proficiencies and equipment received are unique to each specialty.

Arcana: Skills: Arcana, Insight; Tools: chemistry kit; Languages: any one; Equipment: candle (10), chemistry kit, ink, ink pen, notebook, robes, tome (any arcane subject such as a specific school of magic), 5 gb.

Astronomy: Skills: History, Investigation; Tools: navigator's tools; Languages: Old Equestrian; Equipment: common clothes, navigator's tools, notebook, pencil, star chart, 13 gb.

Botany: Skills: Nature, Survival; Tools: climber's Kit, herbalism kit; Equipment: climber's kit, herbalism kit, notebook, pencil, tent, traveler's clothes, 9 gb.

Chemistry: Skills: Arcana, Nature; Tools: chemistry kit, herbalism kit; Equipment: chemistry kit, common clothes, herbalism kit, merchant's scale, notebook, pencil, 18 gb.

Economics: Skills: History, Investigation; Tools: abacus, gaming set; Equipment: abacus, fine clothes, gaming set, notebook, pencil, 26 gb.

Engineering: Skills: Engineering, History; Tools: abacus, artisan tools; Equipment: abacus, artisan tools (any two), fine clothes, notebook, pencil, 21 gb.

Geology: Skills: Investigation, Nature; Tools: chemistry kit, climber's kit; Equipment: chemistry kit, climber's kit, miner's pick, notebook, pencil, piton (10), shovel, tent, 5 gb.

History: Skills: History, Religion; Tools: Artisan tools (bookbinding); Languages: any one; Equipment: artisan tools (bookbinding), notebook, pencil, robes, tome (Understanding Medieval Equestria); 17 gb.

Philosophy: Skills: History, Insight; Tools: gaming set (chess) or a musical instrument; Languages: any one; Equipment: chess set, fine clothes, musical instrument, notebook, pencil, 23 gb.

Psychology: Skills: Insight, Persuasion; Tools: Clipboard; Languages: Any one; Equipment: clipboard, fine clothes, notebook, pencil, tome (general psychology), 8 gb.

Sociology: Skills: History, Insight; Languages: Any two; Equipment: fine clothes, notebook, pencil, time (general sociology), 8 gb.

Zoology: Skills: Animal Handling, Nature; Tools: folding chair, healer's kit; Equipment: folding chair, healer's kit, hunting trap, notebook, pencil, tent, traveler's clothes, 19 gb.

1d8 Suggested Personality Traits – Scientist

- 1 I frequently collect material samples, so that I can study them when I get back to the lab.

- 2 People find me eccentric. I'm not sure if it's the wildly unkempt hair, the way I tend to ramble, or my ramshackle (yet fully functional) equipment.
- 3 I frequently go off-topic and bring up trivia about things that interest me.
- 4 I tend to get long-winded when explaining something, often going into a level of detail that bores others.
- 5 I idolize a particular scientist, and constantly refer to that person's theories and published works.
- 6 I use humor when explaining complex topics, to get others more interested in what I have to say.
- 7 I start to get a little (ok, very) anxious when things don't go according to plan.
- 8 When I'm not actively engaged in research, you can probably find me with my nose in a book.

1d8 Suggested Ideals – Scientist

- 1 **Progress:** I am dedicated to advancing the cause of civilization. It may not always be pretty, but it is for the betterment of society. (Lawful)
- 2 **Nature:** We are gifted with a miraculous, fascinatingly complex world. I owe it to myself to learn all I can about it. (Neutral)
- 3 **People:** Technology needs to advance to improve peoples' lives, but not at the cost of our integrity. (Good)
- 4 **Redemption:** We need to avoid the mistakes of our ignorant past and make better decisions as a society. (Good)
- 5 **Volunteerism:** I spend my free time performing community service, and encourage others to do so as well. (Good)
- 6 **Curiosity:** I like to get hands-on, and sometimes take great personal risk for potentially little gain. (Chaotic)
- 7 **Education:** The more people know, the better decisions they make.
- 8 **Truth:** I can't stand charlatans who try to fool others with pseudoscience. I actively combat their efforts with facts. (Lawful)

1d8 Suggested Bonds – Scientist

- 1 I am involved in an ongoing research project, and collect notes and samples to return to the lab.
- 2 My parent or grandparent is/was a noted scientist, and I hope one day to meet or even surpass their contribution to society.
- 3 If my peers ever find out what sort of research I'm involved in, I'll be shunned.
- 4 In the past I published a report or book that had serious flaws, and I find it difficult to live down that mistake.
- 5 I can't resist the opportunity to learn something new, especially on topics new to me.
- 6 I want to be famous, whatever it takes.
- 7 I'm in it for the potentially lucrative income if I make a breakthrough.
- 8 I'll do anything to one-up my rivals.

1d8 Suggested Flaws – Scientist

- 1 I refuse to let moral concerns cloud my mind when performing research.
- 2 I get impatient when dealing with those who I can't speak to on the same intellectual level.

- 3 I am tempted to hide or ignore conflicting evidence.
- 4 My professional skepticism often intrudes on my personal life.
- 5 I am obsessed with continuing the progress of my research, to the detriment of everything else in my life.
- 6 All my spare change goes toward research materials, so I'm always in debt.
- 7 I am sometimes jealous of the successes of my peers.
- 8 I hold to a theory that is seen as controversial by the majority of my peers, and I am often ridiculed because of it.

WEATHER MANAGER

You are (or were) one of the local weather management specialists for a town or village. Your job is to ensure that the appropriate weather is delivered on schedule, and any irregularities are dealt with. If you are in active duty, you know the local weather schedule, and if not your predictions are quite accurate. Of course this position is only available to pegasi, griffons, and other creatures capable of flight, as it requires the cloudwalking ability.

Trait: Weather Eye

You probably know the official local weather managers (or are one yourself) or can at least find them easily enough. You know or can learn the local weather schedule for the next two weeks. If you can't acquire the schedule for whatever reason (or you're in an area where there is no weather management), you can accurately predict the weather 24 hours out. With a DC 10 Wisdom (Nature) check you can predict the weather for the next 3 days. With a DC 15 Wisdom (Nature) check you can predict the weather for the next week. The GM should roll these checks for you in secret. If you come to an area where weather is being mismanaged or is unmanaged, you can always take up the responsibility and set up a delivery schedule with Cloudsdale.

Proficiencies

Skills: Nature, Perception, Survival

Tools: Navigator's tools

Languages: Two common languages of your choice

Equipment: Local map, local weather schedule, map case, navigator's tools, notebook, traveler's clothes, and 10gb.

1d8 Suggested Personality Traits – Weather Manager

- 1 I carry a pocket watch at all times, and check it continuously.
- 2 I speak very quickly and never quite know when to keep my mouth shut. In fact, it's gotten me into trouble more than once.
- 3 I like to play fast and loose with the rules.
- 4 I like to goof off while I'm working, but I always make sure all my work gets done.
- 5 People say I'm a little scatterbrained. Maybe I've taken one too many lightning bolts to the head?
- 6 WHAT? OH! I SAID MY WORK WITH THUNDERSTORMS HAS LEFT ME A LITTLE HARD OF HEARING.
- 7 I always have a positive attitude, just like the sunny weather I crave.

8 Loud noises make me jumpy.

1d8 Suggested Ideals – Weather Manager

- 1 **Accuracy:** It's important that the weather schedules are accurately followed down to the minute. (Lawful)
- 2 **Flexibility:** As long as every place gets the right amounts of sun, wind, and rain, the schedule doesn't really matter. (Chaotic)
- 3 **Flair:** I make sure to add a little of my own personal style into my work. (Any)
- 4 **Lenience:** If I'm schedule to start up a storm but it'll ruin somebody's day, I'll give them some time to get their work done first. (Chaotic)
- 5 **Pleasure:** I like nothing better than to cook up a nice cool rain for myself after a long (or short) day's work. (Any)
- 6 **Confidence:** I have absolute faith in my ability to get the job done on time, regardless of any difficulties. (Any)
- 7 **Loyalty:** Everyone puts their trust in me. I can never let them down. (Good)
- 8 **Fun:** Just because it's work, doesn't mean it has to be boring. (Chaotic)

1d6 Suggested Bonds – Weather Manager

- 1 I carry a compass or pocket watch that was given to me by my parent(s) on my graduation day. It reminds me of them.
- 2 My job is very important, and I take it seriously. A string of bad weather could have profound effects on farmers and travelers.
- 3 I need at least ten hours of sleep a day or I'm pretty grouchy.
- 4 I have an awesome piece of fused glass from the first time I made lightning. I wear it as a necklace.
- 5 I'm not really fond of my job, but it's the only thing I'm really good at.
- 6 Weather management has been in my family for generations. It's important to me to carry on the tradition.

1d6 Suggested Flaws – Weather Manager

- 1 I like to catch a nap whenever I can. There's always time to get my job done later.
- 2 I'll probably never get over my fear of thunder and lightning.
- 3 I just can't seem to get the hang of bucking clouds.
- 4 If someone crosses me, I might make sure they get a little extra stormy weather next time they're picnicking.
- 5 I don't really keep to a schedule. I just eyeball things as I go along.
- 6 I have a hard time telling north from south.

NEW FEATS

Add these new feats to the list of those available in the D&D game. If you choose a feat which grants proficiency in a skill, tool, or language in which you are already proficient, you can instead choose a different proficiency of the same type.

A few of these feats appear in the 5th Edition D&D rules. The version that appears here is an update that clarifies how it should work for MLP45E.

AGILE FLYER

Your friends (and opponents) have a hard time keeping up with you.

Prerequisite: Fly speed

- **Speedy Wings:** Your fly speed increases by 10 feet. This stacks with other speed increases.
- **Fancy Maneuvering:** When you provoke an opportunity attack for using flying movement, opponents have disadvantage on the roll.
- **Gusty:** You gain the use of the *Gust* cantrip from the [Elemental Evil Player's Companion](#). Its DC is 8 + your proficiency bonus + your Strength or Dexterity modifier.
- **Loop the Loop Around:** When you are flying and an opponent misses you with an attack or you successfully save against an area attack, you can use your reaction fly up to 20 feet.
- **Speed Burst:** When you use the Dash action while flying, the distance you can fly is equal to your speed + 50%.

ANGELIC DEMEANOR

Your gentle, caring personality inspires your friends to fiercely protect you, should any foe threaten to lay a hoof on you in anger.

Prerequisite: Charisma 13+

- **Fly to Your Defense:** Your friends add your Charisma bonus to damage rolls and checks against any opponent who has harmed you in the last 10 minutes.
- **Plea for Mercy:** When you are harmed by an opponent, you can use your reaction to call out for help. One friend within 30 feet can use their reaction to move up to their speed and make an attack against the opponent who hurt you. You can use this ability three times. You regain all uses of this ability after completing a long rest.
- **Ever Graceful:** You re-roll Charisma (Persuasion) checks that are a 1 or a 2 on the die.
- **Pacifist:** You have disadvantage on attack rolls against a target that hasn't attempted to harm you or one of your friends within the last 10 minutes.

ALL-TEAM ORGANIZER

You've got the organizational skill to help make others more than the sum of their parts.

Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20. In addition, you have three Tactics tokens which are recovered after completing a long rest. You can take one of the following special actions if you spend a Tactics token:

- **Hurried Orders:** As a bonus action, one friend within 30 feet of you can use their reaction to make one attack or use the Dash, or Dodge action.
- **Timely Assistance:** As a bonus action, you can use the Help action.

- **Expert Advice:** When a friend misses with an attack roll, fails a saving throw, or fails at a contest against an opponent, you can use your reaction to let your friend re-roll the attack, save, or check.
- **Shout a Warning:** When an opponent hits your friend or beats them in a contest, you can use your reaction to force the opponent to re-roll the attack or check.

BISON BRAVE

You are well-trained in your tribe's ways, and are proud to continue their traditions wherever you go and share them with whoever you meet.

Prerequisite: Buffalo

- **Fearless:** You have advantage on saving throws against spells and abilities that would frighten or terrify you, and on check and save attempts you make to remove those conditions.
- **Counting Coup:** During battle you can use a bonus action to touch an adjacent, conscious opponent. This provokes an opportunity attack from the opponent. If you are not hit by the attack or the opponent elects not to attack, you gain temporary hit points equal to 5 + your level. Once you have successfully used this ability, you cannot use it again until you complete a short or long rest. Some tribes allow a warrior to add a feather to their headdress or decoration to their clothing each time they successfully use this ability.
- **Pass the Calumet:** During a long rest you can smoke your ceremonial calumet pipe, entreating the Great Wind Spirit for good fortune in the coming day. You and each friend who also participated in the long rest gains a Wind Spirit's Blessing token. These tokens can be spent at any time to add 1d4 to their d20 roll. Unused tokens are discarded at the end of a long rest.

BURLY BEAST

Nobody doubts your strength ever since they saw you lift that piano by yourself.

- Your Strength score increases by 1, to a maximum of 20.
- **Armed and Dangerous:** The damage die of your natural attacks improves by one step (1d4 to 1d6, 1d6 to 1d8, etc.).
- **Steady Pace:** Your speed is not reduced by wearing heavy armor in which you are proficient.
- **Bulky Biceps:** Your carrying capacity, and lift, push, and pull limits are increased by 50%.
- **Put Your Back Into It:** You add your proficiency bonus to Strength checks made to break, open, knock over, or move objects or creatures.

CALLoused HIDE

Your time in the hot sun of the plains has given you resistance to heat.

Prerequisite: Donkey, Pony (Earth) or Zebra

- You have resistance to acid damage and fire damage.
- **No Sweat:** You have advantage on saving throws against acid and fire effects and Constitution saves to avoid exhaustion from hot weather.

CARTOON PHYSIQUE

You have a well-developed sense of comedic timing.

- **Expanded Repertoire:** You gain two additional cartoon physics power slots
- **Running Gag:** You gain two additional cartoon physics points.
- **Plan B:** You can swap out your cartoon physics power slots during a short rest rather than having to wait for a long rest.
- **Signature Move:** Designate one of your cartoon physics powers as your signature move. When you activate your signature move, its power cost is reduced to half normal. If this reduces its cost to less than one point, it doesn't cost any points to activate. You can designate a new signature move after a long rest or when you gain a level.

Special: You can take this feat more than once. Each time you can designate another signature move.

CAST-IRON BELLY

You can eat just about anything without getting sick.

Prerequisite: Buffalo, Diamond Dog (any), Donkey, Dragon, Minotaur, or Pony (Earth)

- You have resistance to poison damage.
- **Healthy Living:** You have advantage on saving throws against poison and disease.
- **I Feel Fine:** You have advantage on any checks or saves to remove the Poisoned condition.
- **Try Some, It's Great:** You can safely eat foods that would make others toss their cookies.

CHANGELING SOLDIER

Before you were orphaned, you underwent conditioning and a special diet which is still improving your physical abilities.

Prerequisite: Changeling Orphan

Your Intelligence or Charisma bonus increases by 1, to a maximum of 20. You gain the ability to learn arcane magic, and are now eligible to select arcane classes and feats. Finally, you gain two abilities: *Changeling Resin* and *Fueled By Love*

- **Changeling Resin:** You can use your action to spit a sticky resin at a 5-foot space within 20 feet of you. For the next 15 minutes that spot functions like the *Entangle* spell (though it's limited to the 5-foot space in size). The save DC is 8 + your Constitution bonus + your proficiency bonus, and creatures have disadvantage on saves against it. You can use this ability a total of three times, and then cannot use it again until you complete a short rest.
- **Fueled By Love:** At the end of a short or long rest your friends can each choose to willingly give you one of their Hit Dice. You can either add these Hit Dice to your own pool of Hit Dice, or convert them into *power tokens*. You can spend a power token to re-roll any of your d20 rolls or damage rolls.

The maximum number of power tokens you can hold at any given time is equal to your Charisma bonus (minimum of 1).

CONNECTED DESTINY

You and your friends have had a connection since before you knew each other.

When you take this feat, you designate up to 5 friends whose destinies are intertwined with yours. You gain the following benefits:

- **Healing Bond:** Each time you spend a Hit Die to restore your hit points, your destiny friends also heal 1 point of damage.
- **Life Saver:** Each time one of your destiny friends rolls a death saving throw, you can use your reaction to take an action.
- **Unfinished Destiny:** You and each of your destiny friends receive 5 temporary hit points upon dropping to 0 hit points, and only die after failing four death saving throws, instead of three.

CRITTER FRIEND

You've never met an animal you couldn't befriend.

Prerequisite: Animal Handling skill, Deerfolk (any), Pony (Any), or Zebra

- **Animal Husbandry:** Whenever you roll an Animal Handling or Charisma check to interact with an animal non-violently, you have advantage.
- **A Favor to Ask:** You can use the *Animal Friendship* and *Animal Messenger* spells each once per day. When you use Animal Messenger, the animal either uses pantomime to convey the message or delivers a letter or token you supply it with as the message.
- **Healthy Diet:** After each short or long rest, each of your animal companions, familiars, or other pets gain temporary hit points equal to your level.
- **Horse Whisperer:** You permanently gain the effects of the *Speak With Animals* spell.

DIAMOND DASTARD

You know a number of tricks unique to your race

Prerequisite: Diamond Dog (any)

- **Tail Club:** Add your spiked, club-like tail to your list of proficient natural weapons. It's a finesse weapon that deals 1d6 bludgeoning damage. When you make an attack with it, you can also make a shove attack as a bonus action against the same target. See page 195 of the 5e D&D Player's Handbook.
- **Sneaky Attack:** When you have advantage against an opponent, your successful melee, ranged, and spell attacks deal 1d4 bonus damage.
- **Crafty:** You gain proficiency in a Strength or Dexterity skill of your choice, or a tool of your choice.

DRACONIC FLIGHT

Your wings have become strong enough to let you fly reliably.

Prerequisite: Dragon

You gain the *Flight*, *Cloud Walking*, *Glide*, and *Sky Hauler* traits equivalent to a pegasus pony. If you had selected the *Robust Wings* dragon bloodline trait, you can select a different one instead.

DRACONIC MIGHT

Your draconic bloodline runs particularly strong.

Prerequisite: Dragon or any Kirin

Special: If you select this feat, you cannot select *Embrace the Stars*, *Pegasus Pride*, or *Salt of the Earth*.

You gain three additional Dragon Bloodline racial abilities that you do not already have, excluding *Arcane Apprentice* and *Robust Wings* if you are a kirin.

DUNGEON DELVER

You've spent a great deal of time underground, dealing with hostile environments.

Note: This feat replaces the version of the same feat found in the D&D 5th Edition Player's Handbook. It is the same, except for the addition of Darkvision.

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors and hidden compartments.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- You can search for traps while traveling at a normal pace, instead of only at a slow pace.
- You have Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colors in darkness, only shades of gray. If you already have Darkvision, its range increases by 60 feet.

EARTH MASTERY

Earth and stone are no match for your hooves.

Prerequisite: Buffalo, Diamond Dog, Donkey or Pony (Earth)

- **Nimble Hooves:** You ignore difficult terrain that is due to loose rocks, boulders, or other stony ground. You are immune to the *Spike Growth* spell and always recognize it for what it is.
- **Geology Major:** You have advantage on checks to determine the characteristics or features of natural and worked stone and masonry.
- **Rock That Rock:** You have advantage on attack rolls against creatures or objects made of stone, and your attacks and spells deal 1d4 extra damage against them. At 5th level the bonus increases to 2d4. At 10th, 3d4. At 15th, 4d4, and at 20th, 5d4.

EMBRACE THE STARS

You take after your unicorn parent, and see magic skill as your destiny.

Prerequisite: Unicorn or Unicorn Kirin

Special: If you select this feat, you cannot select *Draconic Might*, *Pegasus Pride*, or *Salt of the Earth*.

- You Intelligence, Wisdom, or Charisma score increases by 1, to a maximum of 20.
- **Knowledgeable:** Choose one skill from this list: Arcana, History, Nature, or Religion. You gain proficiency in that skill.
- **Advanced Studies:** Select one of the following unicorn pony *Advanced Studies* benefits: *Arcane Apprentice* or *Arcane Weaponmaster*.

ENCOURAGING SONG

You've got a memorable song ready for just about every situation.

Prerequisite: Charisma 13+

You gain proficiency in the Perform skill, and in one musical instrument of your choice.

Once per day you can use your action to begin singing a stirring song to motivate your friends. Choose one friend within 30 feet. That friend receives one Encouragement die, a d6. On that friend's turn, they can choose to use a bonus action to join the song and choose another friend within 30 feet to receive their own Encouragement die. That friend, in turn, can continue the chain onwards. This chain can continue until you and all your friends have received an Encouragement die. Once you've received an Encouragement die, you cannot receive another one until you've completed a short rest.

You can spend an Encouragement die and add its result to one check, attack roll, or saving throw you make. You can choose to wait until learning whether your roll fails before deciding to use the Encouragement die. You can only have one Encouragement die at a time. Unspent Encouragement dice disappear after 10 minutes.

At level 8 your song's Encouragement die increases to a d8, and at level 17 it increases again to a d10. Each participant who actually sings in person receives the next higher die size for their Encouragement die (d8 to d10, d10 to d12).

ESSENCE OF THE EVERFREE

"Surely you weren't so arrogant as to think only ponies could harness the power of magical potions?" — Prince Bramble of Thicket

Prerequisite: Deerfolk (any)

You can create a magical elixir that lets you enchant and communicate with plants.

You have five ounces of elixir, which you can replenish during a long rest. You can use your action to pour out some of the elixir onto the ground, activating one of the spells below. If the effect requires an attack or saving throw, your spellcasting ability is the highest of your Intelligence, Wisdom, or Charisma bonuses. If another creature tries to use the elixir, it seems to be normal water to them.

- **Ensnaring Strike:** 1 ounce
- **Entangle:** 1 ounce
- **Goodberry:** 2 ounces
- **Overgrowth** (new—see Chapter 5): 2 ounces
- **Plant Growth:** 4 ounces
- **Speak with Plants:** 4 ounces

Note: Adapted from MLP comics #27 and #28 (main series)

EXPERT "HELPER"

"Anything I can do to help?" — Derpy Hooves

- **You OK?:** You can use a bonus action to use the Help action.
- **OOPS! My Bad:** You can use a bonus action make a shove attack, or to cause an opponent adjacent to you to have disadvantage on their next attack roll.

EVERFREE ELIXIR

Most folks think the flask hanging from your neck is simply water, but you know that it's much more.

Prerequisite: Deerfolk

You possess a flask of magical elixir that lets you enchant and communicate with plants. You have five ounces of elixir, which you can replenish during a long rest. Pouring out some of the elixir activates one of the effects below. This is part of the action that activates the spell. If the effect requires an attack or saving throw, your spellcasting ability is the highest of your Intelligence, Wisdom, or Charisma bonuses. If another creature tries to use the elixir, it seems to be normal water to them.

- **Ensnaring Strike:** 1 ounce
- **Entangle:** 1 ounce
- **Goodberry:** 2 ounces
- **Overgrowth:** 2 ounces (new spell in Chapter 5)
- **Speak with Plants:** 3 ounces

FRIENDLY FACE

Your ever-present smile leads most folks to thinking positively about you.

Prerequisite: Charisma 13+

- Increase your Charisma by 1, to a maximum of 20.
- **Pretty Please?** You gain proficiency in the Persuasion skill.
- **With Sprinkles On Top?** Whenever you roll a Charisma check to improve an NPC's attitude, you have advantage.

GALE FORCE

You can use your wings to push around others and wreak havoc.

Prerequisite: Griffon, Hippogriff, or Pony (Earth or Pegasus)

- **Speedy:** Your speed (walking and flying if applicable) increases by 10 feet. This stacks with other speed increases.
- **Gusty:** You gain the use of the *Gust* cantrip from the [Elemental Evil Player's Companion](#). Its DC is 8 + your proficiency bonus + your Strength or Dexterity modifier.
- **Knock 'Em Down:** When you use the Disengage action on your turn you can also use the Dash action as a bonus action. If you do so, anyone you move past may be blown over. Until the end of your turn, you make a shove attack against every creature that you move adjacent to (see page 195 of the D&D 5e Player's Handbook). You can exclude creatures from this attack.

GRIFFON MOJO

You have discovered how to tap into your innate magic, and can use it to boost your physical abilities.

- **Catlike Reflexes:** You add 1d4 to all Strength and Dexterity checks and saves.
- **Savage Pounce:** When you use your *Pounce* ability, you use d8s for the attack's damage dice instead of d4s, and you have advantage on your Strength check for the contest.
- **Strong Pipes:** Your *Ferocious Roar* increases to a 20-foot cone and also deals 1d4 thunder damage (half on a successful save). The damage increases to 2d4 at 6th level, 3d4 at 11th level, and 4d4 at 16th level. You can suppress the damage component of the roar if you choose.

HANDY HOOVES

You've got a lot of practical, hooves-on experience living in the real world.

- Your Strength, Dexterity, or Constitution score increases by 1, to a max of 20.
- You gain proficiency in any 2 Strength skills, Dexterity skills, or tools.

You can take this feat multiple times.

HIGHLY QUOTABLE

You've got a snappy comeback for every situation.

- Increase your Charisma by 1, to a maximum of 20.
- **Quick-Witted:** You draw two extra zinger cards after taking a long rest. You must give one of them to a friend.
- **New Material:** Once per day you can discard one of your (or a friend's) unused zinger cards and allow the holder to draw a replacement.

LIGHT ON YOUR HOOVES

You can prong with grace and agility that few can match.

Prerequisite: Four legs, Dexterity 13+

- You gain proficiency in the Acrobatics skill.
- **Roll with It:** Whenever you would be knocked prone or restrained, you can roll a DC 15 Strength or Dexterity saving throw to avoid it.
- **Kip Up:** You can stand up from prone at the cost of only 5 feet of your movement.
- **Pronking Queen:** Whenever an opponent misses you with an attack, or when you roll a successful Dexterity saving throw, you can use your reaction to jump 10 feet away. This movement does not provoke opportunity attacks.

LITTLE BUDDY

Your critter friend has always got your back.

You have an animal pet that has stats equivalent to a familiar (per the *Find Familiar* spell). Your pet understands your orders and you can generally understand how it's feeling or what it's trying to communicate to you. The pet never provokes opportunity attacks, opponents have disadvantage on attacks against it, it is proficient in all saves, and it has advantage on all saving throws. If your pet drops to zero HP or fewer it is knocked

unconscious. After a short rest it recovers 1d8 HP, and you can also spend your own Hit Dice during a short rest to heal it. After a long rest, it recovers all HP.

Your pet acts on its own initiative and follows your orders. It has its own movement, action, and reaction. It can take the following actions: Dash, Disengage, Dodge, Help, Hide, Search, and Use an Object (subject to GM approval). It also has three Pet Mischief tokens which you can spend to use the following abilities. Pet Mischief tokens are recovered at the end of a long rest. If you have an inspiration point, you can spend it to recover all your Pet Mischief tokens.

- **Helping Paw:** When adjacent to you or a friend, the pet can use its reaction to grant that character a re-roll of a check, or saving throw, or force an opponent to re-roll an attack roll or check made against the character
- **Distracting Bite:** When adjacent to an opponent, the pet can use its reaction to grant you or any of your friends a re-roll of a check, attack roll, or saving throw made against that opponent, or force that opponent to re-roll an attack roll or check it makes.
- **Always Underfoot:** Using its action, the pet can make a special trip attack against an adjacent creature. It makes Strength (Athletics) or Dexterity (Acrobatics) check (with advantage) and adding your proficiency bonus, contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (target's choice). If your pet wins, you either knock the target prone or move it 10 feet in any direction.

LOYING DEVOTION

You and another individual share a special connection.

Prerequisite: You must have the agreement of another player whose character is the subject of your loving devotion. Your character and that player's character share a special relationship: parent-child, sibling, best friend, romantic, or something equally meaningful. You gain the following benefits:

- **Devoted Determination:** While the subject of your devotion is below half their maximum HP or is stressed, you have a +1 bonus to all d20 rolls. The same applies to the subject of your devotion when you are below half your maximum HP or are stressed.
- **Fly to The Rescue:** If the subject of your devotion is dropped to 0 HP or fewer or rolls a death save, you can use your reaction to take an action.
- **Strength in Each Other:** During short rests, you and the subject of your devotion can spend your own Hit Dice to heal the other.

LUCKBRINGER

Good things just seem to happen when you're around.

Prerequisite: Kirin (any)

Each time you complete a long rest, give yourself and each friend present a Luck token. A character can spend a luck token to reroll a d20 roll they just made. They can also spend their luck token on behalf of another friend or non-player character. Any tokens not spent by the next long rest are discarded.

MAGIC ADEPT

With a little study, your magical talent has improved.

Prerequisite: Magic Initiate feat

You learn a 2nd-level spell and one cantrip or 1st-level spell from the spell list of the class you selected for your Magic Initiate feat. Each spell with a level is usable once per day. If you select a 1st-level spell and pick the same 1st-level spell as you chose with your Magic Initiate feat, you can instead cast that spell twice per day.

MAGIC EXPERT

Your training and practice in the magical arts has paid off handsomely.

Prerequisite: Magic Adept, Magic Initiate feats

You learn a 3rd-level spell and one cantrip, 1st-level, or 2nd-level spell from the spell list of the class you selected for your Magic Initiate feat. Each spell with a level is usable once per day. If you pick the same spell as you chose with your Magic Initiate or Magic Adept feat, you can instead cast that spell one additional time per day.

MAGIC MAESTRO

You are capable of many feats of magic only matched by those who dedicate their lives fully to its study.

Prerequisite: Magic Initiate, Magic Adept, Magic Expert feats

You learn a 4th-level spell and one cantrip, 1st-level, 2nd-level, or 3rd-level spell from the list of the class you selected for your Magic Initiate feat. Each spell with a level is usable once per day. If you pick the same spell as you chose with your Magic Initiate, Magic Adept, or Magic Expert feat, you can instead cast that spell one additional time per day.

MASSAGE THERAPIST

"You really should have come to me sooner. You were carrying so much tension in that shoulder." — Fluttershy

- **Work out the Knots:** During a short rest, your friends heal 2 additional HP for each Hit Die they spend, and you automatically remove the stressed condition from them.
- **Proper Stretching:** Each time you complete a long rest, give each friend present for the rest a Massage token. They can spend a massage token to re-roll a Strength or Dexterity check or saving throw. Any tokens not spent by the next long rest are discarded.

MIGHTY FLYER

Your strong wings keep you airborne even under the worst duress.

Prerequisite: Flight ability

- **Gusty:** You gain the use of the *Gust* cantrip from the [Elemental Evil Player's Companion](#). Its DC is 8 + your proficiency bonus + your Strength or Dexterity modifier.
- **Sturdy Flight:** You never lose your flight ability due to being low in HP (unless unconscious), and you can use your reaction to glide even while unconscious.
- **Airlift Ready:** your weight limit is doubled while flying (Pounds equal to 30 times your Strength score rather than 15).

NATURE'S VEIL

Your innate magic allows you to disappear from view when the need arises.

Prerequisite: Deerfolk (any)

- **Sly:** You gain proficiency in the Stealth or in Dexterity saving throws.
- **Fade Away:** When you take damage from an attack or when you are spotted by an opponent, you can use your reaction to become invisible and attempt to hide. You remain invisible until the end of your next turn or as long as you continue to concentrate, up to 1 minute. The invisibility ends immediately if you attack or cast a spell, or if your concentration is interrupted. Once you've used this ability, you cannot use it again until after you complete a short rest.

PACK RAT

You can keep a bewildering array of junk ready to use at any time.

Prerequisite: Hammerspace cartoon physics power. While you have this feat you cannot drop hammerspace for a different cartoon physics power.

- **Lots of Hiding Places:** The weight limit of items you can stow is doubled. You can use your action to stow an item rather than needing to do it during a rest.
- **Got it!** You can instantly produce any standard item worth 5gp or less. You regain the use of this ability after completing a short rest.

PEGA-TWISTER

By flying in a tight circle, you can create a powerful vortex of air.

Prerequisite: Weather Mastery feat

You can use your action to create a tornado effect equivalent to the *Whirlwind* spell (see Chapter 5), centered on you. You are immune to its effects. The DC for creatures to resist it is equal to 8 + your proficiency bonus + your Strength or Dexterity bonus.

You must use your action each round to concentrate on maintaining it or the tornado dissipates. Each time you do so, you can move up to half your speed and the tornado moves with you. The maximum number of rounds you can sustain the tornado is equal to half your Constitution score. When the effect ends (either by you failing to use your action to concentrate on the tornado or by hitting the maximum duration), you cannot create another tornado until you complete a short rest.

If you are level 10 or higher, you can instead use the 5th-level spell slot version of Dust Devil.

PEGASUS PRIDE

You take after your pegasus parent, even if you don't necessarily have wings.

Prerequisite: Pony (any) or Pegasus Kirin

Special: If you select this feat, you cannot select *Draconic Might*, *Embrace the Stars*, or *Salt of the Earth*.

Choose one pegasus subrace and gain the racial traits listed (other than your own, if you are already a pegasus). Increase your Dexterity, Constitution, or Charisma score by 1, to a maximum of 20. If you don't already have it, you also gain *Cloudwalking*.

- **Pennate:** Athletic Poise, Lightning Reflexes
- **Nocturnus:** Darkvision 120', Skulker

PLANT MASTERY

The forest and plains bend to your will.

Prerequisite: Deerfolk (any), Pony (Earth), or Zebra

- **Nimble Hooves:** You ignore difficult terrain that is due to trees, underbrush, or other vegetation. You are immune to the *Spike Growth* spell and always recognize it for what it is.
- **Botany Major:** You have advantage on checks to determine the characteristics or features of plants and fungi, and on checks to raise plants.
- **Pull the Weeds:** You have advantage on attack rolls against plant-like creatures and objects made of plant fiber or wood, and deal 1d4 extra damage against them. At 5th level the bonus increases to 2d4. At 10th, 3d4. At 15th, 4d4, and at 20th, 5d4.

RODEO CHAMP

You know just the trick to get things to move the way you want them to. Having a red cape or lasso doesn't hurt.

- **Square Dance:** When an opponent misses you with a melee attack, you have advantage on your next attack against it. You can also use your reaction to trade places with it and then move 10 feet, if desired.
- **Provocar al Toro:** When you hit an opponent up to one size larger than you with a melee attack, you can move it anywhere else adjacent to you.
- **Junior Scout:** You're darn good at tying knots.
- **Lasso Proficiency:** You are proficient with the lasso, and you can use one to perform tricks. See the lasso rules in Chapter 7.

SALT OF THE EARTH

You take after your earth pony parent.

Prerequisite: Pony (any), or Hippogriff

Special: If you select this feat, you cannot select *Draconic Might*, *Embrace the Stars*, or *Pegasus Pride*.

Choose one earth pony subrace (other than your own, if you are already an earth pony), and gain the racial traits listed below. In addition, increase one of the ability scores listed for that subrace by one, to a maximum of 20. Finally, you learn one skill, tool, or language proficiency of your choice.

- **Andalusian:** Everyone's Best Friend, People-Pony (Con, Int, Cha)
- **Appaloosa:** Country Wisdom, Crafty, Pilgrim Trader (Con, Wis, Cha)
- **Arabian:** Fleet of Hoof, Social Caste, Arabic (Con, Int, Wis)
- **Clydesdale:** Strong Back, Toughness (Str, Con, Cha)
- **Mustang:** Born to Run, Fleet of Hoof (Dex, Con, Cha)

SCALY DRAGONHIDE

As you grow older, your scales have grown thick and tough, protecting you like armor.

Prerequisite: Dragon or Kirin, potential Strength requirement

When you select this feat, choose one type of armor in which you are proficient. You gain the benefits and drawbacks of that armor type without actually wearing armor. For example if you are proficient in medium armor you can choose either breastplate or half plate. You gain the armor's AC bonus, and disadvantage on Stealth checks if applicable. If you select a heavy armor type, you must meet its Strength prerequisite. Wearing manufactured armor provides no additional benefit.

You also gain the *Draconic Bloodline* benefit *Tough Scales*. If you already have that benefit, the damage reduction improves from 1 point to 2 points.

SELFLESS PROTECTOR

You can't stand to see harm come to your friends, and would gladly put yourself in the line of fire to prevent it.

You have three Loyalty tokens which are recovered after completing a long rest. You can spend Loyalty tokens to perform the following special actions:

- **Body Shield:** When a friend within 30 feet takes damage from an attack or spell, you can use your reaction to spend a Loyalty token. You move adjacent to that friend and take the damage (and any other effects) instead of them.
- **Persevere:** When an effect would incapacitate you, you can spend a Loyalty token to gain advantage on any save or check needed to resist or remove it.
- **Stay on Your Hooves:** When you take damage that would reduce you to 0 HP or fewer, you can use your reaction to spend a Loyalty token and instead be reduced to 1 HP.

SHAGGY HIDE

The frigid winter doesn't bother you much at all.

Prerequisite: Buffalo, Deerfolk (any), Diamond Dog, Donkey, or Pony (Earth)

- You have resistance to cold damage.
- You have advantage on saving throws against cold effects and Constitution saves to avoid exhaustion from cold weather.
- You don't suffer any speed reductions due to cold effects.

SHAKE IT OFF

A strong will lets you shrug off harmful effects when you really need it.

Prerequisite: Diamond Dog, Dragon, Hippogriff, Minotaur, Pony (Earth), Zebra

- Your Constitution or Wisdom score increases by 1, to a maximum of 20.
- **Heavy Mettle:** When you are suffering from an effect, circumstance, or condition that you can attempt to remove by using your action, you can instead use a bonus action to do so. If that attempt fails, you can use your action to try again.

SIGN OF THE PERYTON

In certain circumstances, a white-tail deer or reindeer is born to a special destiny. Some claim it occurs when a fawn is born on the night of a full moon, during an eclipse, or on a leap day. Some deer with the gift are born with feathered wings, while others sprout them sometime after reaching adulthood. The Deerfolk call these special individuals perytons. They often become leaders of deer herds.

Prerequisite: Deerfolk (White-Tail or Reindeer)

You gain the *Flight*, *Cloud-Walking*, *Glide*, and *Sky Hauler* traits of a pennate Pegasus pony.

SOPHISTICATED SOCIALITE

You're the type of pony everypony should know.

- Your Intelligence, Wisdom, or Charisma score increases by 1, to a max of 20.
- You gain proficiency in any 2 Intelligence, Wisdom, or Charisma skills or languages of your choice.

You can take this feat multiple times.

SPELLBOUND MARKSMANSHIP

You've learned how to imbue your magic into ammunition.

Prerequisite: Able to cast 1st-level spells, proficiency with a ranged weapon.

As an action, you can imbue a spell of 1st-level or higher into an arrow, blowgun needle, sling bullet, or crossbow bolt you are holding. You cast the spell as normal, but the spell effect does not occur until after the missile is used in an attack. You can only imbue a spell that affects one creature or a spell that has an area such as a sphere, cloud, or cylinder. The missile holds the spell effect until the end of your next long rest or until it is used in an attack that hits.

If the spell targets a single creature, the next time the imbued missile hits a creature with an attack, the attack deals damage as normal, and then you resolve the spell's effect against the target.

If the spell targets an area, the creature does not need to be hit for the spell to take effect. Instead, you resolve the spell's effect from the space or creature you targeted. If the missile hits a creature, damage is dealt as normal.

The spell vanishes from the missile when the spell effect is resolved or when the missile is destroyed. If anyone but you fires the missile, the spell does not activate. If the imbued spell has a duration that requires concentration, you must concentrate on it as normal.

SWEET-TALKER

You've got a keen sense of when someone might be attracted to you, either romantically or as a potential BFF.

Prerequisite: Charisma 13+

Your Charisma score increases by 1, to a maximum of 20. You have advantage on Charisma checks made against someone who might be susceptible to your wiles. It's up to the GM to determine for each NPC whether they are affected. Alternately, the GM can

allow you to roll on the table below. Note that if the subject later feels they've been used, you might make an enemy.

d10 Result

- 1 **Rejection:** You now have disadvantage on all these rolls instead of advantage.
- 2-5 **Neutral:** Your charms don't get you anywhere.
- 6-9 **Receptive:** The subject wants to be friends; you gain the benefits of the feat.
- 10 **Smitten:** As above, plus the subject is infatuated with you and wants to be your special somepony.

TAME THE STORM

You've learned to harness your innate magic to reflect lightning and infuse your touch with static electricity.

Prerequisite: Weather Mastery feat

- **Improved Weather Resistance:** When you take cold, lightning, or thunder damage, reduce the amount by double your proficiency bonus. This supersedes the reduction from *Weather Mastery*.
- **Static Shock:** You learn the *Shocking Grasp* cantrip. The save DC is 8 + your proficiency bonus + your ability modifier of choice. It's typically delivered by bucking with your rear hooves.
- **Buck Lightning:** When you take lightning damage from a ranged or area attack, you can use your reaction to buck the lightning, redirecting it against a target of your choice within 25 feet, and you take no damage. The spell affects its other targets normally.

TELEKINESIS MASTERY

You have studied the magic of levitation extensively.

Prerequisite: Able to cast the MLP45E version of the *Telekinesis* spell

You can use the 3rd-level MLP45E version of the *Telekinesis* spell as a cantrip. If you use a spell slot to cast it, you gain the effects of a spell slot three levels higher than normal. For example, if you use a 4th-level or higher slot, you gain the effects that a character without this feat would receive for using a 7th-level or higher slot.

THROW YOUR WEIGHT AROUND

Your towering height and chiseled physique lets you perform some impressive feats of strength.

Prerequisite: Minotaur, Strength 13+

- **You. Here. Now:** As a bonus action, you can move any medium or smaller creature within 10 feet of you to any other place within 10 feet of you.
- **You Get The Horns:** When you hit with *show them that you rock*, you can move the target 10 feet.
- **Home Remodeling Expert:** Your physical attacks against inanimate objects deal 1d10 extra damage.

TREE WHISPERER

"Ya know she's not a tree, right?" "She's not a tree, Dashie!" "I'd like to be a tree." — Twilight Sparkle, Pinkie Pie, Fluttershy

Prerequisite: Pony (Earth) or Deer (any), Proficient in Nature skill

- Your Wisdom score increases by 1, to a maximum of 20.
- You gain proficiency in the Nature skill.
- **Expert Gardener:** You have advantage on any check made involving trees or other plants.
- **I'm Not Crazy, I Just Talk to Plants:** Once per day, you can use an effect similar to the Speak with Animals spell to speak with trees and other plants.

TRICKSTER NONPAREIL

You've got opportunity in this very community.

Prerequisite: Your race or class is capable of using arcane magic.

- You learn the Apprentice's Telekinesis cantrip, or a different cantrip if you already know it.
- You gain proficiency in the Deception skill or in thieves' tools.
- **Magic Trick:** You can make Dexterity checks to disarm traps and open locks and Sleight of Hand checks on targets up to 10 feet away from you.
- **Disappearing Act:** You can attempt to hide even when you are obscured only by a creature that is one size larger than you.

TRUE OF HEART

Your noble spirit protects you from the ravages of dark magic and aligns you with the purity of the light.

Prerequisite: Charisma 13+

- **Preserving Light:** When you take necrotic or radiant damage, reduce the amount by your proficiency bonus.
- **Shine On:** Whenever an effect would reduce your maximum HP, the amount it is reduced is halved.
- **Divine Favor:** You can choose to add 1d4 to a saving throw. When you do so, you can't use this ability again until you complete a short rest.

UN-COMMON SENSE

Sometimes you wonder how others make it through life not realizing the things that are obvious to you.

- Your Wisdom score increases by 1, to a maximum of 20.
- You gain proficiency in any 3 Wisdom skills of your choice.

You can take this feat multiple times.

VIRTUOSO

"Actually I can play the lyre, harp, psaltery, harpsichord, piano, guitar, violin, banjo, mandolin, hammer dulcimer, and hurdy-gurdy, but my favorite instrument is the lute." — Lyra Heartstrings

- Your Charisma score increases by 1, to a maximum of 20.
- **Multifaceted:** You gain proficiency in the Perform skill and a number of musical instruments equal to your Intelligence score.
- **Dramatic Performance:** You can use your Performance to create an effect equivalent to the *Charm Person*, *Enthrall*, or *Heroism* spell. The DC is equal to 8 + your Charisma bonus + your proficiency bonus. When you use this ability, you can't use it again until you complete a short or long rest.

VOLUNTEER MILITIA

The royal guard and Wonderbolts can't be everywhere at once. Many towns and villages have their own volunteer militia ready to assemble when a threat appears.

- Your Constitution score increases by 1 (to a maximum of 20).
- You gain proficiency with all martial weapons and light armor.

WAR PAINT

Your tribe's traditions include application of war paint prior to battle, boosting your resolve and will to fight.

Prerequisite: Buffalo, Deerfolk (any), Pony (Earth or Pegasus), or Zebra

- You gain proficiency in the Intimidation skill.
- **Prepare For Battle:** At the end of a short or long rest you can apply war paint to yourself and any of your friends. Each participating character spends one Hit Die and receives temporary hit points equal to the die roll result or your Charisma bonus (whichever is higher).
- **Battle Frenzy:** Once per day you can use a bonus action to enter a battle frenzy. For the next five rounds you gain temporary hit points equal to your Constitution bonus at the start of your turn, and you cannot be frightened or terrified.

WEATHER MASTERY

You've learned a number of tricks to help you in your duties as a weather manager.

Prerequisite: Pony (Pegasus), Griffon, or Hippogriff.

- **Gusty:** You gain the use of the *Gust* cantrip from the [Elemental Evil Player's Companion](#). Its DC is 8 + your proficiency bonus + your Strength or Dexterity modifier.
- **Weather-Resistant:** When you take cold, lightning, or thunder damage, reduce the amount by your proficiency bonus.
- **Cold Shmold:** You have advantage on saving throws against cold effects and Constitution saves to avoid exhaustion from cold weather.
- **Windy Wings:** You can use your action to create an effect equivalent to the *Gust of Wind* spell. Its save DC is equal to 8 + your Strength or Constitution bonus + your proficiency bonus.

WELL-READ

"I'm not an egghead, I'm well-read!" — Twilight Sparkle

- Your Intelligence score increases by 1, to a maximum of 20.

- You gain proficiency in the History skill or in any two tools or languages.
- **Applied Knowledge:** Three times per day you can add your proficiency bonus when you use a skill or tool in which you are not proficient, or when attempting an ability check to which no skill or tool applies.

WITCH DOCTOR

Everywhere you look, you see the spirits guiding you onward. You converse with them as easily as you would with the living.

Prerequisite: Zebra

- **Spirit World Communion:** Your number of *Ancestral Guidance* dice increases from 3 per day to 5.
- **Channel the Spirits:** Once per day, you can spend one of your *Ancestral Guidance* dice to cast one of the following spells as a first-level spell: *Animal Friendship*, *Create Water*, *Cure Wounds*, *Detect Magic*, *Detect Poison and Disease*, *Faerie Fire*, *Fog Cloud*, *Goodberry*, *Gust of Wind*, *Healing Word*, *Purify Food and Drink*, or *Speak with Animals*.
- **Not-So-Evil Brew:** During a rest you can spend one of your *Ancestral Guidance* dice to create a magic brew at no material cost as long as you have access to a spell component pouch or an outdoor location or natural subterranean cave where you can gather ingredients. You can create *acid*, *alchemist's fire*, *antitoxin*, *holy water*, or a *potion of healing*. The item loses its power if it is not used within 12 hours.
- **I Suppose You Could Call it a Curse:** In addition to their other uses, you can use your reaction to assign one of your *Ancestral Guidance* dice to an opponent's d20 roll if they're no more than 2 levels higher than you.

- The GM can allow a character to have more than one hindrance, but should carefully watch the character to ensure that the hindrances are not being abused by being bypassed or ignored.

Below is the first of such potential hindrances, *Flight Camp Flunker*, which could be used to build a pegasus character who's afraid of flying, or an awkward flier. Perfect for the character who has a little Derpy or Fluttershy in them.

FLIGHT CAMP FLUNKER

Maybe your wings are a little under-developed, or you're afraid of heights, or you're just uncoordinated. Regardless of the cause, you've learned to make up for your weakness in other ways.

Prerequisite: Pegasus, Griffon, Changeling Orphan, Hippogriff, or other race with at-will, unlimited flight.

Penalty: Your fly speed is reduced by 30 feet. While you are flying, attacks against you are made with advantage and you have disadvantage on Strength and Dexterity checks and saving throws. If you ever fly above 100 feet in altitude, you must roll a DC 15 Wisdom or Constitution check or immediately descend 50 feet.

Benefit: You can select a bonus feat.

HINDRANCES

Some roleplaying games use a drawbacks system which allows you to build mechanical drawbacks into your character in exchange for more benefits. 5th Edition D&D does not have such a system, although there's no reason one can't be added as long as the drawbacks are broad, mechanics-based, and frequently applicable. Like everything in this game, the GM can change or disregard hindrances if he or she sees fit.

Hindrances in MLP:45E will each have a series of mechanical penalties, and a benefit. Some may reward an extra skill, an ability score benefit, or even an entire feat.

Rules for Hindrances:

- A character can only have one hindrance, which they must select before the character is introduced to the game.
- If a character doesn't have a hindrance and the player wishes to add one, the hindrance must come about during role-playing. For example, if a character has a terrible experience while they are alone, the GM could allow the player to select a hindrance based on monophobia: the fear of being alone.

LANGUAGES OF EQUESTRIA

In the show, everyone speaks the same language. To make things more interesting, MLP45E's language list looks more like the traditional D&D language list.

At minimum, your character knows the languages provided by your race, class, and background. You also know a number of additional bonus languages equal to your starting Intelligence bonus. These bonus languages are normally chosen from the Standard Languages list, but the GM may allow you to select certain exotic languages if they fit your character's backstory.

COMMON LANGUAGES

Bovine (verbal, written, Bison script): The buffalo and cows speak this language, which is intentionally slow-paced. Most younger members of these races also speak Equestrian.

Canine (verbal, written, Jotun runes): The language of the diamond dogs is harsh and guttural, with lots of barks, growls, and whimpers. Its written form is very simplistic. It is theorized to be a radical evolution of Jotun.

Cervine (verbal, written, Sylvan script): The ancient language of the deerfolk has changed little in the last 2,000 years. Like Old Equestrian, it is descended from Sylvan.

Draconic (verbal, written, Draconic script): The elder language of dragons was the source of many of the words for the concepts of arcane magic borrowed by the original speakers of Sylvan, and its child languages Cervine and Old Equestrian. Like Sylvan, Draconic dates back thousands of years into pre-history.

Equestrian (verbal, written, Equestrian script): The native language of ponies has become the common tongue of Equestria, and is spoken by most intelligent creatures. There are many different regional variations with their own accents, but they are not severe enough to hinder communication between speakers.

Equestrian Sign Language (visual): This language was created to assist the deaf. It consists of numerous body, hoof, tail, and facial gestures used to convey entire words and letters and is based on Equestrian Common. Due to the limits of hoof dexterity, generally only simple ideas can be conveyed, but individual letters of complex words can be tapped out on the ground with hooves, though it is a bit more time-consuming.

French (verbal, written, Equestrian script): Sacré bleu! Spoken by some of the pony natives of Vanhoover and the distant kingdom of France. Also known as "Fancy." It developed from Old Equestrian in parallel with modern Equestrian and Griff.

Griff (verbal, written, Equestrian script): The native language of griffons sprung from Old Equestrian in the distant past. Speakers of Griff can communicate simple ideas with speakers of Equestrian, but anything more complicated would require an interpreter. Many griffons and hippogriffs living in Equestria learn Equestrian in school and pick up Griff from their family members. Most younger ponies know a few words of Griff, as well.

Horse Code: Used by telegraph operators to convey messages over wire using magical telegraph keys. A proficient operator can send about 20 words per minute. It can also be transmitted using a variety of other media, such as by tapping on an object to make noise, or using a lantern or flashlight.

Jotun (verbal, written, Jotun runes): The language of ogres, giants, trolls, and other similar creatures.

Old Equestrian (verbal, written, Equestrian script): An archaic form of Equestrian, spoken by some older dragons and frequently used in religious and historical texts and some modern academic publications. There are no large populations still speaking this language exclusively, as it predates even the Crystal Empire's heyday. Like Cervine and Griff, it is a child language of Sylvan. Someone who speaks Griff, Sylvan or Equestrian can understand about 50% of something written or spoken in Old Equestrian.

Sylvan (verbal, written, Sylvan script): The language of fey folk such as breezies, dryads, and other creatures of the faerie world, Sylvan is the parent language of both Cervine and Old Equestrian. Like Draconic, Sylvan dates back thousands of years.

Undercommon (verbal, written, Jotun script): This language is the common trade tongue of those races who live underground, similar to Equestrian's use above ground. Most minotaurs, diamond dogs, and changelings who deal with other races learn it eventually.

EXOTIC LANGUAGES

Arabic (verbal, written, Arabic script): Spoken by the Arabians of Saddle Arabia, completely different from Equestrian.

Changeling Pheromones (olfactory): Changelings can alter their scent to convey different emotions or concepts. Only other changelings and diamond dogs have noses sensitive enough to understand this language.

Deep Speech (verbal, written, Deep Speech script): This bizarre, alien language is spoken by otherworldly monsters that live underground, and is extremely difficult to find even an opportunity to learn it.

Druidic (verbal, written): The secret language of druids is known by all druids, regardless of species. They refuse to teach it to non-druids.

Smoke Signs (visual): By building a campfire, buffalo can communicate simple ideas to others who recognize the signs from miles away. They vary the color of the smoke by tossing different powders into the fire, each color signaling a different emotion. All buffalo are taught this language from a young age.

Tail Signs (visual): Deerfolk rangers and druids developed their own simple sign language that involves tilting their tails and ears. They can silently communicate basic ideas to anyone within sight range who knows the language. Anyone can learn to read it, but races without external ears such as griffons, hippogriffs, and dragons can't effectively send messages using it.

Thieves' Cant (verbal, written): This secret code language allows those of less savory reputations to hide messages in what seems like innocent conversation. In addition, it includes a set of secret symbols used to convey short messages. It's only taught to those deemed trustworthy enough to learn it.

Zebraharan (verbal, written, Zebraharan script): The zebras have their own musical, rhyming language which is difficult for non-natives to learn. Would-be speakers need to spend a few months with a native speaker to do so.

CHARACTER QUIRKS

The rules dedicate a lot of space to determine what your character is good at, but what about those neutral or negative traits? Consider giving your character one or more of these quirks. Some are just interesting flavor, others are personality flaws. They have no mechanical benefit or hindrance, but they do make your character more interesting and memorable. They also give you a default behavior or talking point to fall back on, and possibly one or more goals to achieve.

More serious disabilities like blindness, deafness, partial paralysis, missing limbs, and the like, while certainly possible, make it harder to be an adventurer. Unlike the hooks below, they would need to impart some sort of mechanical effect to have any meaning. If you wish to play a character with such a disability, work with the GM to determine its game effects, and how your character is stronger in other areas to compensate for it. It's also certainly possible, in a world of magic and technology, to have working artificial limbs like Edward Elric, Lan Fan, Luke Skywalker, or Jet Black. See the Artificial Limb quirk.

One thing to remember when you start using your character quirks is not to be obnoxious about them. It's great to occasionally bring one up, especially when the scene calls for it, but continually mentioning your quirks in every situation or conversation will get old fast for the other players.

Adventurous: You'll try anything once. You live by the motto "That which does not kill me makes me stronger." You want to go out and experience everything you can, even if it does eventually kill you. And when it does, hopefully at least the bards will write a good song about it.

Albino: Albinism has rendered all your hair white, and your skin a bright pink that burns easily, forcing you to dress in dark clothing. Most folks won't give it a second thought after they meet you, but some primitives might treat you like a god or a demon.

Artificial Limb: Due to some unfortunate circumstances, you lost a limb. You have managed to acquire a replacement made from metal and wood, powered by magic. See the GM for approval before taking this quirk.

Bad Breath: You need to see a dentist more often. You probably don't even own a toothbrush, do you?

Bad Hygiene: You need to take a bath more often.

Bad Eyesight: So you've got glasses. Maybe you're completely blind without them, or maybe things look a little fuzzy. Protip: always keep a backup pair stashed in your hammerspace.

Bald: Maybe you lost it in an accident, maybe it's genetic, maybe you've got Clydesdale fur blight, or maybe you had the Equestrian equivalent of chemotherapy. It's nothing to be ashamed of, but you may not see it that way.

Bigoted: You and your kin are all that matters to you, and everyone else is unimportant, as far as you're concerned. Maybe you are disgusted by lowly farm folk. Maybe you can't stand those prissy city folks. Maybe you think mules are ugly, or that all dragons are dangerous, greedy monsters, or that griffons ought to move back to their own kingdom. It makes for a great story when someone you're bigoted against turns around and helps you out, so this is a good flaw to work on improving through adventuring.

Catch Phrase: You've got that old expression you like to use, and everyone's heard it. Maybe you'll get bored of it eventually, maybe not.

Cocky: When others ask you to be careful, you roll your eyes, having total faith in your competence. You may be reckless, at times even to the point of putting your friends in harm's way. If you do get bested or shown to be wrong, you might become sullen or even angry.

Competitive: You turn everything into a game or contest. Sometimes this can be fun for your friends, other times it's exasperating to them, even if you don't see the problem yourself.

Control Freak: You have a strong need to be aware of every possible variable in the situation at hand, so you can take them into account when you formulate your plan of action. If something unexpected comes up, everything falls apart and you're at a loss for how to handle it. You might brush off the advice of others, putting full faith in your own vision of reality.

Corruptible: You have a thing for bad behavior. Maybe you're a petty thief, a pickpocket, or you might look the other way when someone needs help (unless they can pay for it). If you're in a position of power, you might take bribes or kickbacks to ensure your cooperation or compliance.

Cowardly: You try to keep to the shadows, wanting no part of the limelight. In combat, you might let others do the fighting if you can get away with it. Being put on the spot is terrifying and you might start to panic. You might even lack confidence in your own abilities. You tend to let others think for you, and just go along with what everyone else is doing.

Excitable: You tend to get a bit dramatic over the smallest things sometimes. If Equestrian isn't your native language, you might drift into that language when riled up, confusing or amusing people around you.

Famous Relative: So maybe your sibling, cousin, parent, or grandparent is a famous music star, politician, soldier, business person, or explorer. You'd just like to make a name for yourself, and get out from under their shadow.

Funny Voice: Maybe your voice is extra high, or extra low, or grates on the ear. Maybe your voice is normal but you can't carry a tune in a bucket. Good or bad, it sure makes people remember you.

Glutton: You consume in excess. This may not be about food, either. Maybe you splurge on exotic spa treatments, the latest fashions, or expensive jewelry. Perhaps you like to get blind drunk a few nights a week. While others might gasp at your extravagance, many of them are secretly jealous or disgusted by your behavior.

Ignorant: You may lack knowledge, but you don't let that stop you when it comes to making a decision or making your opinion known. On the other hand, you might keep such thoughts to yourself, as you know some of your ideas would likely be pretty unpopular. This manifests as a low Intelligence score.

Illiterate: For whatever reason, you never had the chance to learn to read and write. Or you did have the chance and squandered it. You try to hide it as best you can but eventually people find out.

Impatient: Time is precious, especially your time. You have little desire to wait around for someone who's taking their time, and may become annoyed or even upset if someone isn't moving as quickly as you think they should be. This may lead you to take action on your own when you think you're not getting anywhere with negotiation.

Indecisive: You have a hard time making a decision on your own, so you're constantly asking others their opinion.

Irreverent: You don't really know when to turn off the fun and put on your serious face. This could be a real problem when the police notice you milling around suspiciously at night, or when the princess introduces you to the ambassador to Griffonia.

Kitchen Nightmare: Somehow you could manage to ruin a plain lettuce salad. Your friends know better than to trust you with KP duty.

Klutz: You tend to run into walls, fences, other people. You trip over your own hooves, or tail. This is usually more entertaining when you're carrying a cake or a stack of dinner plates around.

Limp: An old wound or other physical problem gives you noticeable limp. You could simulate this by reducing your speed by 5 feet or never using the hustle action. Most people will be respectful or even offer to help you along. Perhaps you accept their help graciously, or perhaps you angrily brush them off?

Lazy Eye: You can't really help it but sometimes one of your eyes just likes to wander in the wrong direction. A few blinks usually gets it back in line, but it's enough to catch people off-guard.

Loose Cannon: You are blunt. You tend to act or speak before thinking. Maybe you impulsively push the big red button. Maybe you blurt out your disgust at your meal right in front of the friend who just did their best to prepare it. Once you're committed, you're all-in, so it might take your friends a lot of effort to get you to back down.

Moody: Your mood might change from day to day or even hour by hour. There may not even be a good reason for it.

Naive: Maybe you grew up living a sheltered life, or you're just too trusting of people. You have a hard time determining when someone's trying to take advantage of you. This would manifest as a low Wisdom score.

Neat Freak: You can't stand the thought of getting dirty, or being disorganized. Celestia forbid that it actually happens.

Oblivious: Sometimes you just don't get it. You have a hard time telling when someone needs a heart-to-heart and when they just want to be left alone. Maybe you're a prankster who takes things too far and, even though you may not intend to hurt someone's feelings, it happens regardless.

Obsessive: Perhaps you collect small human figurines. Maybe you try to convert everyone you meet to the Church of Universal Discordianism. Maybe you really, *really*, love grape jelly. Regardless, normal people might find you a little odd, though they're probably not actively hostile to you.

One Eye: Maybe you wear an eye patch or glass eye, or maybe you just walk around with a scarred-over eye socket. Regardless of how it happened, it might make some people nervous or uncomfortable. You could simulate this in-game with a low Dexterity (lack of depth perception) or Charisma (turns others off). Of course in some circles, such a disability might be seen as a sign of bravery and strength.

Overweight: You have an eating problem (or maybe it's glandular?). Although you don't have any in-game effects, this could be represented by low Dexterity and Constitution scores. You get tired faster, don't have as many hit points, and are clumsy. You could simulate this by never taking the hustle action, as well.

Phobia: Whether it's heights, enclosed spaces, crowds, open spaces, spiders, bunnies, or something else, you have an irrational fear of it. When confronted by it you start to sweat at best, or run screaming in terror at worst.

Procrastinator: Why do now what you can put off for another day when there's important napping to be done? Sure, you were *going* to buy more healing potions, but eventually forgot about it.

Quiet: Why use a dozen words when one will suffice? Some might think you lack intelligence, but you just don't see the point of wasting time gabbing.

Rude: This is the definition of having a low Charisma score. Although you may treat your friends well enough, you tend to be disrespectful to strangers. You probably don't even realize it, however, and blame any poor treatment you receive on others.

Sarcastic: Maybe you're a decent person, but you tend to be jaded and pessimistic, which can manifest as frequent use of sarcasm. You might not think anything of it, but others might be turned off by it.

Scars: You have numerous scars from past fights, or perhaps ritual scarring from your primitive tribe. Regardless of how it happened, some folks will find they make you more interesting, while others might be turned off.

Scatterbrained: You have a hard time concentrating on the task at hand, and get distracted easily (especially by butterflies and balloons). This can be frustrating for your friends when they leave you in charge of guard duty and return to find you playing tic-tac-toe with your imaginary friend.

Speaks in Third Person: You always refer to yourself by your name, and never use the personal pronouns "I" or "me." In extreme cases, you might even use grandiose adjectives to describe yourself.

Stubborn: You hate change. You wish that things could always stay the same. New things frighten and confuse you, though you'd never admit it. This may manifest as a dislike of strangers, a refusal to change plans, or ignoring the advice of others.

Suspicious: You've been burned before, and you have a hard time trusting others since it hurt so much the last time you did. You probably have a hard time making friends, and you're always on guard in case one of those so-called friends eventually betrays you.

Unjust Reputation: Perhaps you're a member of a family known to be cruel or miserly. Maybe your sibling or parent is in jail for awful crimes. Or you were acquitted for a crime (whether guilty or innocent). Whatever the situation, folks treat you poorly and you've got to prove that you're not who everyone thinks you are.

Vain: You like to make sure you're the center of attention. The things you're doing are obviously more interesting than what anyone else has to say, so you would rather spend time talking about your interests, how your day went, and what you would like to do than listen to someone else. If somebody steals your thunder, you may become jealous or even angry.

Windbag: When you get started talking on a subject, it can be hard to get you to stop. Others might think you just like hearing the sound of your own voice, but you just have a hard time telling when others are starting to get bored.

Vulgar: You're rude, crude, and make no apologies. In some places this may be seen as a virtue, but most normal folks, while they may treat you with courtesy and respect, think poorly of your behavior.

HEIGHT AND WEIGHT BY RACE

The tables below show some typical height/weight ranges. You can pick anything in that range for your character, or something outside the range if you want to be uniquely larger or smaller. Assume that characters with a higher Strength and Constitution scores will be heavier with muscle mass, and they may be taller than average (though not necessarily). Note that these weights are lighter than is realistic. Mostly this is to make it easier to carry other characters around, as frequently happens in the show.

For most races, females tend toward the lower end of the range while males tend toward the higher end. Male and female griffons, diamond dogs, and dragons are roughly equal size. Changeling orphan females are generally larger and heavier than males.

Race	Height Range	Weight Range
Earth Pony (Andalusian)	3' - 4' (90 - 120 cm)	90 - 120 lb. (40 - 55 kg.)
Earth Pony (Appaloosan)	3' - 4' (90 - 120 cm)	90 - 120 lb. (40 - 55 kg.)
Earth Pony (Arabian)	3.5' - 4.5' (105 - 135 cm)	110 - 150 lb. (50 - 70 kg.)
Earth Pony (Clydesdale)	3.5' - 4.5' (105 - 135 cm)	120 - 160 lb. (55 - 75 kg.)
Earth Pony (Mustang)	3' - 4' (90 - 120 cm)	90 - 120 lb. (40 - 55 kg.)
Pegasus (Pennate)	3' - 4' (90 - 120 cm)	90 - 120 lb. (40 - 55 kg.)
Pegasus (Nocturnus)	3' - 4' (90 - 120 cm)	90 - 120 lb. (40 - 55 kg.)
Unicorn	3' - 4' (90 - 120 cm)	90 - 120 lb. (40 - 55 kg.)
Buffalo	5' - 6' (150 - 185 cm)	400 - 600 lb. (180 - 270 kg.)
Diamond Dog (Doberman)	4' - 5' (120 - 150 cm)	100 - 140 lb. (45 - 65 kg.)
Diamond Dog (Mastiff)	5' - 6' (150 - 185 cm)	170 - 220 lb. (80 - 100 kg.)
Diamond Dog (Pug)	2.5' - 3' (75 - 90 cm)	50 - 70 lb. (25 - 30 kg.)
Donkey	3' - 4' (90 - 120 cm)	80 - 110 lb. (35 - 50 kg.)
Dragon	3' to 5' (90 - 150 cm)	100 - 200 lb. (45 - 90 kg.)
Griffon	4' to 5' (120 - 150 cm)	140 - 180 lb. (65 - 80 kg.)
Minotaur	7.5' to 8.5' (230 - 260 cm)	400 - 500 lb. (180 - 230 kg.)
Zebra	3.5' - 4.5' (105 - 135 cm)	110 - 150 lb. (50 - 70 kg.)
Changeling Orphan	3' - 4' (90 - 120 cm)	90 - 120 lb. (40 - 55 kg.)
Deerfolk (Elk/Moose)	6' to 7' (185 - 215 cm)	400 - 500 lb. (180 - 230 kg.)
Deerfolk (Reindeer)	3.5' - 4.5' (105 - 135 cm)	90 - 120 lb. (40 - 55 kg.)
Deerfolk (White-Tail)	3' - 4' (90 - 120 cm)	80 - 110 lb. (35 - 50 kg.)
Hippogriff	3.5' to 4.5' (105 - 135 cm)	120 - 160 lb. (55 - 75 kg.)
Kirin	Pony type + 10-20%	Pony type + 10-20%

CHAPTER 5: MAGIC



Twilight Sparkle by Yakovlev-Vad

NEW SPELLS BY CLASS

Add the following spells to the D&D Player's Handbook spell lists.

BARD SPELLS

Cantrips: Apprentice's Telekinesis, Eldritch Blast

Level 1 Spells: Apprentice's Teleport, Cause Fear, Dowsing, Telekinesis, Water Walk

Level 2 Spells: Cloud Walk, Come to Life, Storm Cloud

Level 3 Spells: Share Memories

CLERIC SPELLS

Level 1 Spells: Cause Fear, Dowsing, Water Walk

Level 2 Spells: Cloud Walk

Level 3 Spells: Share Memories

Level 4 Spells: Air Walk

Level 6 Spells: Globe Trotter

DRUID SPELLS

Cantrips: Lightning Spark

Level 1 Spells: Chameleon Cloak, Dowsing, Water Walk

Level 2 Spells: Cloud Walk, Overgrowth, Storm Cloud, Whirlwind

Level 3 Spells: Growth Spurt, Lesser Passwall

Level 4 Spells: Gossamer Wings

PALADIN SPELLS

Level 3 Spells: Share Memories

RANGER SPELLS

Level 1 Spells: Chameleon Cloak, Dowsing, Water Walk

Level 2 Spells: Cloud Walk, Overgrowth, Storm Cloud, Whirlwind

Level 3 Spells: Growth Spurt

SORCERER SPELLS

Cantrips: Apprentice's Telekinesis, Eldritch Blast, Lightning Spark, Mending

Level 1 Spells: Apprentice's Teleport, Cause Fear, Chameleon Cloak, Dowsing, Telekinesis, Water Walk

Level 2 Spells: Cloud Walk, Storm Cloud, Whirlwind

Level 3 Spells: Share Memories

Level 4 Spells: Air Walk, Gossamer Wings

Level 6 Spells: Globe Trotter

WIZARD SPELLS

Cantrips: Apprentice's Telekinesis, Eldritch Blast, Lightning Spark, Mending

Level 1 Spells: Apprentice's Conjunction, Apprentice's Teleport, Cause Fear, Chameleon Cloak, Dowsing, Instant Makeover, Telekinesis, Water Walk

Level 2 Spells: Apples to Oranges, Cloud Walk, Come to Life, Inseparable, Storm Cloud, Whirlwind

Level 3 Spells: Down Is Up, Growth Spurt, Lesser Passwall, Rapid Teleport, Share Memories

Level 4 Spells: Air Walk, Gossamer Wings, Wondrous Transformation

Level 6 Spells: Globe Trotter

WARLOCK SPELLS

Cantrips: Apprentice's Telekinesis, Eldritch Blast, Lightning Spark, Mending

Level 1 Spells: Apprentice's Conjunction, Apprentice's Teleport, Cause Fear, Chameleon Cloak, Dowsing, Instant Makeover, Telekinesis, Water Walk

Level 2 Spells: Apples to Oranges, Cloud Walk, Come to Life, Inseparable, Storm Cloud, Whirlwind

Level 3 Spells: Down Is Up, Growth Spurt, Lesser Passwall, Rapid Teleport, Share Memories

Level 4 Spells: Air Walk, Gossamer Wings, Wondrous Transformation

Level 6 Spells: Globe Trotter

NEW SPELL DESCRIPTIONS

Spells are presented in alphabetical order. Those with an asterisk (*) appear in the 5th Edition D&D Player's Handbook but are revised here to be more accurate to the Equestria setting. Those with a dagger (†) appeared in the 5th Edition D&D playtest documents but did not make it to the Player's Handbook.

AIR WALK†

Creatures on which this spell is cast can gallop through the air as effortlessly as a pegasus flies.

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Choose a willing creature within range. Until the spell ends, the target can tread on air as if walking on solid ground at double its walking speed. The target can move upward or downward at a 45 degree angle at half its speed. Treat strong winds (twenty miles per hour or more) as difficult terrain.

If the spell ends while the target is airborne, it falls if this spell is the only thing keeping it aloft.

At Higher Levels: When you cast this spell using a slot of 5th level or higher, you can add one target for each level above 4th.

APPLES TO ORANGES

You change one thing into another, briefly. This spell may be the source of unusual “flying orange” sightings reported in Ponyville recently.

2nd-level transmutation

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 1 minute

You fire off a ray that transforms one object into another. Make a ranged spell attack against the target. On a hit, an unattended, nonliving object of 1 cubic foot or smaller is transformed into another object of your choice that is of a similar material (animal, vegetable, or mineral).

If you use the ray against another creature or something being carried by the creature, it must succeed on a Wisdom saving throw to avoid the effect. Creatures or objects larger than Tiny size are unaffected.

At Higher Levels: When you cast this spell using a slot of 3rd level or higher, the duration increases to 1 hour, or 1 day for a 4th-level or higher slot.

APPRENTICE'S CONJURATION

You conjure a simple object out of thin air.

1st-level conjuration

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 1 hour

You conjure a non-magical item worth up to 1 gb. The item is generic (a torch or a hat, for instance), not a specific item (the key to a particular chest). The item disappears after 1 hour. Because the item looks “too perfect” in appearance, those viewing the object can notice it’s conjured by succeeding on a DC 12 Arcana or Perception check.

At Higher Levels: When you use a spell slot of 2nd-level or higher to cast this spell, the item’s value can be up to 10 gb and the duration increases to 4 hours. 4th-level: 50 gb, 12 hours. 5th-level: 100 gb, 24 hours.

APPRENTICE'S TELEKINESIS (MAGE HAND*)

You can lift objects and even other creatures into the air and move them around. This simple version of Telekinesis is one of the first spells most unicorns learn, although advanced versions are more difficult to master. Sweeping with brooms, pulling aside curtains, gathering up scattered books, and opening or closing doors and windows are typical uses of this spell.

Transmutation cantrip

Note: This spell supersedes the *Mage Hand* cantrip found in the D&D 5e Player's Handbook, in an attempt to mimic MLP's unicorn levitation magic as closely as possible. Any creature with *Mage Hand* should instead use this cantrip.

Casting Time: 1 action

Range: 25 feet

Components: V, S

Duration: Concentration

You can telekinetically lift and manipulate unattended objects within a 10-foot sphere with a combined weight of 10 pounds or less, or push/pull an object with the equivalent of 10 pounds of force. Each round on your turn you can choose to either continue manipulating the same object(s) or switch to different object(s) within range as a part of your action. Objects you are lifting automatically move along with you relative to your position unless you use your action to reposition them (move closer or further away). You do not have fine motor control over the objects.

While concentrating on this spell you can use your action to perform the following:

- Lift a tiny-sized creature if you succeed on a contest of your magic ability against the target's Strength.
- Snatch away a worn or held object if you succeed on a contest of your magic ability (with disadvantage) against the target's Strength.
- Hurl an object up to 50 feet away (but lacking sufficient force to deal damage with it).

APPRENTICE'S TELEPORT (DIMENSION DOOR*)

You disappear and reappear a short distance away. Twilight Sparkle is a master of this difficult spell, having used the wizard class feature Spell Mastery to let her use its 1st-level and 2nd-level versions without using a spell slot.

1st-level conjuration

Note: This spell supersedes the *Dimension Door* spell found in the D&D 5e Player's Handbook, in an attempt to mimic MLP's unicorn teleportation magic as closely as possible. Any creature with *Dimension Door* should instead use this spell.

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You teleport yourself or an unattended object from your current location to any other spot within range that you can see. You can bring along objects as long as their weight doesn't exceed your carry limit. If you are prone and you use this spell on yourself, you can choose to appear at your destination standing.

At Higher Levels:

2nd-level or higher slot: Range increases to 50 feet, and you can bring along one adjacent willing creature of your size or smaller. You can also attempt to teleport an unwilling creature within range up to 50 feet. The target gets a Wisdom saving throw with advantage to avoid being teleported.

3rd-level or higher slot: Range increases to 200 feet, and you can bring along a creature up to one size larger than you. Unwilling creatures still can only be teleported 50 feet. You can bring along a second willing creature, but you take 3d6 psychic damage which cannot be reduced in any way.

4th-level or higher slot: Treat as the D&D Next *Dimension Door* spell, with these additions: You can teleport unwilling creatures as above, or you can bring along additional willing creatures. Each additional creature beyond the first causes you to take 3d6 psychic damage which cannot be reduced in any way.

CAUSE FEAR*

You implant a seed of terror within the mind of your target.

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

The target must make a Wisdom saving throw or become frightened. While frightened, the target can attempt another saving throw at the end of each of its turns to remove the frightened condition and end the spell.

*Adapted from 5th edition playtest rules

CHAMELEON CLOAK

Your body and equipment change color to blend in with your surroundings.

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 Hour

Touch a willing creature. The creature's body and clothing take on the coloration of their surroundings, aiding in their attempts to hide. The creature receives a +5 bonus to Dexterity (Stealth) checks, and does not need cover or concealment to hide.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can affect up to 5 targets and the Dexterity (Stealth) bonus increases to +7. If you use a 5th level or higher spell slot, you can affect up to 10 targets and the Dexterity (Stealth) bonus increases to +10.

CLOUD WALK

This spell lets unicorns, earth ponies, and other ground-dwellers to walk on clouds like pegasi and other flying creatures.. Twilight Sparkle used this spell to enable herself and her friends to attend the Best Young Flyers competition in Cloudsdale in the episode Sonic Rainboom to cheer for Rainbow Dash.

2nd-level transmutation (Ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (Optional)

Duration: Concentration (up to 1 hour)

Until the spell ends, you gain the cloudwalking ability of pegasi: you can move across clouds as if they were solid ground. If you are inside a cloud when you cast this spell it carries you to the top at a rate of 10 feet per second (60 feet per round).

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, it lasts the full duration of 1 hour without concentration and you can affect up to 10 willing creatures within 25 feet of you.

Optional Material Component: If you spend magic dust worth 25 bits for each creature affected, the duration increases to 24 hours.

COME TO LIFE

Trixie and Twilight Sparkle are both familiar with this spell, which causes an object to animate, moving around on command. Use this spell with care or you can lose control of it. Trixie lassoed Applejack with her own rope in Boast Busters, and Twilight bit off a bit more than she could chew animating one of Ponyville's snow plows in Winter Wrap Up.

2nd-level transmutation

Note: This spell performs a similar function to the *Animate Object* spell in the D&D 5e Player's Handbook. The difference is, this spell is much lower in level, but the objects animated with this spell have weaker game statistics and have a chance of going berserk.

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 hour

A small-sized object within range becomes animated under your control. It gains the stats of a common skeleton. If it doesn't have legs, wheels, or another means of movement, it gains a fly speed of 30 feet. Its melee attack is typically slamming into its target. As part of your action, you can mentally command your animated objects within 50 feet of you. Roll a DC 10 Charisma check. On a failure, the object goes berserk and acts randomly according to the table below. You can attempt to re-assert control after one minute. On a success, you decide what action the object will take and where it will move, or you can issue a general command such as to guard a particular chamber or corridor. You can also order it to act on its own for appropriate tasks (such as a broom sweeping a house's floors, a shovel clearing the snow from a street, a washboard cleaning clothes, etc.) If the object completes its task it returns to you if you're within 100 feet.

Depending on the object's nature, the GM may allow you to assign a special ability to the object's attack when it hits. For example a boiling kettle of water might blind the target once, for a round. An animated rope might grapple its target. A rock might push its target, and a chair might trip its target. If an object does have such an ability, reduce its base attack damage from 1d8 to 1d4.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can affect a medium-sized object such as a food cart, mailbox, bicycle, dinner table, or couch. The object retains the skeleton's stats with these changes: Hit Points 30, Attack +5 for 1d8+3.

When you cast this spell using a spell slot of 6th level or higher, you can affect a large-sized object such as a wagon, snow plow, outhouse, or carriage. The object retains the skeleton's stats with these changes: Hit Points 60, Attack +7 for 1d8+6.

Berserk Objects: Roll 1d8

1: Attack nearest creature

2-3: Stand idle in place

4-6: Move in a random direction

7-8: Move and Dash in random directions

DOWN IS UP

Twilight used this handy spell to let herself and Spike quickly ascend to the top of the Crystal Empire's palace spire in The Crystal Empire.

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You reverse the pull of gravity on yourself and everything you're carrying. This causes you to immediately fall upward. You can use your reaction to suppress the effect for as long as you like, and you can use your action to restart the effect. The spell effect starts with your legs and ends with your head, so you always rotate the correct direction for your hooves to be pointing "down."

This essentially allows you to treat ceilings as floors, or make vertical jumps of up to 100 feet, using your reaction to cancel at the correct height. At the end of such a leap, roll a Dexterity (Acrobatics) check or fall prone at the destination and take 2d6 damage. Leaps of greater distances could be attempted, but this is extremely risky since you fall about 3 seconds (250 feet) before you can reactivate the spell. Having a *Feather Fall* spell or *Pancake Landing* cartoon physics ability available is highly recommended.

At Higher Levels: When you use a spell slot of 4th-level or higher, you can affect an additional willing target or unattended medium-sized object within 20 feet for each additional level.

DOWSING

You think about something, and your horn points you in the right direction to find it. Rarity uses this spell in her gem-hunting expeditions with Spike, as seen in A Dog and Pony Show.

1st-level divination (Ritual)

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: Concentration, up to 1 hour

You visualize something you wish to find, such as water, food, gems, minerals, or a particular object you are familiar with. If the substance or object exists within range, your horn points you in the direction of the nearest match. In addition, the substance or item begins to glow if it's covered by less than 1 foot of loose or soft material.

At Higher Levels: If you use a 3rd-level or higher spell slot to cast this spell, the range increases to 500 feet, and you can detect items through 5 feet of material.

ELDRITCH BLAST

Some unicorns are able to use their magic to fire a blast of arcane force at their opponents, although most prefer to dedicate their studies to more peaceful magic.

Evocation cantrip

Note: Use this cantrip exactly as it appears in the D&D 5th Edition Player's Handbook to replicate the magic "laser bolts" that the alicorns and some unicorns create. The only difference is that the bolt is the same color as the unicorn's magic aura. Normally this spell

only appears on the warlock spell list. For MLP45E, it has been added to other arcane class spell lists, as well.

FABRICATE

Rarity used this spell, found in the D&D 5e Player's Handbook, to create a dazzling outfit from Trixie's stage curtain in Boast Busters.

FAILSAFE

Twilight Sparkle's Failsafe spell, which failed to cancel Discord's magical effects, is equivalent to the D&D spell *Antimagic Field*.

GASEOUS FORM

Nightmare Moon was known to use this spell, which transforms you into a cloud of fog or smoke. It appears in the D&D 5e Player's Handbook.

GLOBE TROTTER

You transform into a mote of energy which flies through the air at a rapid pace. The royal sisters have been known to use this spell to quickly survey their lands when a chariot is too slow or conspicuous. Princess Celestia demonstrated it in the episode Elements of Harmony.

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M

Duration: Concentration, up to 8 hours

You take the shape of a small-sized globe of energy that sheds light equivalent to a torch in the same color as your magic aura. You gain a fly speed of 300 feet. You can squeeze through tiny gaps (floorboards, leaky roofs, etc) with no movement penalty. While in globe form you can only use your movement, your action can only be used to dash or disengage, and you cannot cast any spells or make any attacks. You retain your normal senses and the ability to speak. You can end the effect at any time. Your speed is approximately 35 miles per hour, or 70 miles per hour if you dash.

At Higher Levels: When you use an 8th-level or higher slot to cast this spell, your speed increases to 600 feet (about 70 miles per hour or 140 miles per hour while dashing).

Material Component: Magic dust worth 250 gb.

GOSSAMER WINGS

With this difficult, costly spell you grant another creature usable (albeit fragile) wings in the form of your choice. Twilight Sparkle used it to give beautiful butterfly wings to Rarity in Sonic Rainboom.

4th-level transmutation

Casting Time: 1 minute

Range: 10 feet

Components: V, S

Duration: 12 hours

You zap a willing creature up to one size larger than you with your magic. Over the next minute, it grows wings in the form of your choice (typically feathered, butterfly, dragonfly, or batlike). The creature gains a fly speed of 40 feet and the cloudwalking ability. If the creature is reduced below half their maximum HP or flies above 10,000 feet in altitude on a sunny day, the wings are destroyed and the cloudwalking ability is lost. The target begins falling at the start of its next turn.

GROWTH SPURT

You cause living cells to develop and multiply, rapidly accelerating their natural growth rate. This is the twenty-fifth spell Twilight Sparkle learned, according to Spike. She used it to grow fine, thick moustaches on Spike, Snips, and Snails in Boast Busters.

2nd-level transmutation (Ritual)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M

Duration: Permanent

Living plants, seeds, or willing creature (or a portion thereof) begins to grow and mature as if weeks or months were passing by every second. Plants are much easier to affect than creatures, so the effect depends on the target:

Plants: If the seeds are planted appropriately, one casting is sufficient to grow an entire 5-foot square patch of small plants such as grass, grain, or vegetables. Such vegetation grows to maturity and produces any fruit or flowers it normally would. Alternately, a tree can be grown to approximately 15 feet in height with a trunk 4 inches in diameter.

Creatures: In most cases it is considered reckless and highly immoral to use this spell to increase the physical growth of a sapient creature. It can, however, be used to only grow a small portion of a creature, such as stimulating hair growth, knitting a broken bone, or scarring over a wound, without controversy. This spell even stimulates cells such as dormant hair follicles to multiply, allowing, for example, a child or female to grow a fine moustache and beard.

If used on a portion of a creature, it generally has the desired outcome. Game effects are left to the GM. Although this spell will not actually heal HP damage, it might assist in healing a crippling wound or speed recovery from a broken bone (as long as the bone is set correctly so it can heal properly).

If used on an entire creature, only creatures that are small-sized or smaller as an adult can be affected, and it ages the creature to maturity or approximately one year (whichever is less). Creatures that are already adult are unaffected unless they keep growing larger as they age.

Material Component: Magic dust worth 10 gb

Note: This spell does not tax the soil or a creature's metabolism - all growth is fueled directly by the material component. A plant or creature will also not grow beyond its normal maximum size.

At Higher Levels: If you are of sufficient level, you can increase the amount of magic dust used to increase the effect:

Minimum Caster Level	Magic Dust	Plant Square Size	Tree Height	Tree Diameter	Creature Size	Maturity Age
3	75 gb	25 feet	30 feet	1 foot	Medium	2 years
6	250 gb	50 feet	60 feet	2 feet	Large	5 years
9	500 gb	75 feet	120 feet	4 feet	Huge	10 years
12	1,000 gb	100 feet	250 feet	8 feet	Gargantuan	20 years

INSEPARABLE

You magically stick two creatures together, forcing them to cooperate in order to get anything done. Trixie used this spell from the Alicorn Amulet to bind Snips' and Snails' horns together.

2nd-level transmutation

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 10 minutes

Choose two creatures within range that are within 5 feet of each other. Each must roll a successful Constitution saving throw. If either save fails, the creatures are melded together and must remain adjacent to each other. Attack rolls against the creatures have advantage, and the creatures' attack rolls and Dexterity saving throws have disadvantage.

If the melded creatures are the same size, each creature's speed is halved. If either moves, the other is dragged along behind it. If one of the melded creatures is a larger size than the other, its speed is not reduced and the smaller creature's speed is instead zero.

At the end of a melded creature's turn, it can repeat the saving throw to attempt to end the spell. The spell only ends when both melded creatures succeed at the saving throw in the same round.

INSTANT MAKEOVER

Your magic scrubs away all uncleanness. Rarity used this spell in The Ticket Master to clean up both Twilight and Spike, and gave them a bit more than they bargained for.

1st-level transmutation (Ritual)

Casting Time: 1 minute

Range: 10 feet

Components: V, S

Duration: Instantaneous

You zap a large-sized or smaller creature within range with your magic. Over the next minute, the target has all dirt, sweat, grime, water, vermin, and filth whisked away. Their hair and coat are washed, trimmed, and styled, clothes are cleaned and treated, teeth are cleaned, breath freshened, hooves or nails filed and polished, and perfume and makeup applied (if desired). The quality of the work is equivalent to your own skill at performing these tasks manually. The materials needed (files, scissors, shampoo, makeup, etc) are conjured by magic and disappear at its conclusion.

Material Component: 10 gb worth of magic dust

LESSER PASSWALL

Amazingly, Pumpkin Cake spontaneously cast this spell in Baby Cakes to let herself and her brother escape after Pinkie trapped them in their playpen.

3rd-level transmutation

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 minute, plus 1 additional minute.

Choose a point on a stone, brick, wooden, plaster, cloth, or similar surface within range. You create an oval hole through space of your size which bypasses 6 inches of the surface's thickness. This lets creatures up to one size larger than you to use the hole to bypass the wall. The spell fails if the surface is thicker than 6 inches. Once you cease concentration, the hole lasts one additional minute.

LIGHTNING SPARK

You create a dancing spark of electricity in your hand: A light for your path or a weapon against your enemies.

Conjuration Cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

A dancing spark appears in your hand. The spark remains there for the duration and harms neither you nor your equipment. The spark sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the spark, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the spark at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 lightning damage.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

MENDING*

You mend a broken object, or graft together similar material. Rarity uses this spell often. She spliced her own tail hair into Steven Magnet's moustache, reattached dead branches to trees (to Applejack's annoyance), and mended a broken taxi wheel in Manehattan.

Transmutation cantrip

Note: This spell functions as it appears in the D&D 5e Player's handbook except for the following addition:

You can use this spell to fuse together similar nonliving materials. For example you could turn two pieces of rope into one long length, graft dead branches back onto a tree (though they remain dead), fuse planks of wood into a door, or even repair a sea serpent's damaged moustache with your own tail hair.

OVERGROWTH

The forest deer of Thicket use a magical elixir that duplicates the effects of this spell.

2nd-level transmutation

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 minute

The ground within 50 feet of you sprouts thick vines that follow your mental commands. You can issue the plants one of the following orders when you cast the spell, but you can use your action to issue a different order on subsequent rounds. The plants only follow one order at a time. Barren ground, hard stone, and dry sand are not affected.

- **Attack:** The plants squeeze and poke your opponents, who take 2d4 damage. A successful Dexterity saving throw negates the damage. The attack is repeated on your turn each round.
- **Build:** The plants form a ladder, bridge, wall, or similar object up to 50' x 10' x 2'. Tiny or smaller creatures can move through it by spending 10 feet of extra movement. A 5' section of the object is destroyed if it takes 20 or more points of damage. The object is vulnerable to slashing, cold, fire, and necrotic damage.
- **Demolish:** The plants dig in to buildings in an attempt to bring them down. Light wooden buildings lose 1d6 x 5% of their strength each round. Heavy wooden, light stone, and brick buildings lose 1d4 x 2% of their strength each round. Heavy stone buildings are unaffected.
- **Grapple:** The plants grab and slow down your opponents, who treat the area as difficult terrain.
- **Move:** The plants move one Huge or smaller object or creature within their area up to 30 feet. A resisting creature can roll a Constitution saving throw to resist this movement. You can repeat this effect on the same or a different target each round.

RAPID TELEPORT

You disappear and reappear a short distance away several times in rapid succession.

3rd-level conjuration

Casting Time: 1 bonus action

Range: 50 feet

Components: S

Duration: Instantaneous

You teleport yourself multiple times a total distance of 50 feet. You must be able to see your destination. You can use your action for the round between hops, if you like. For example, you could teleport 20 feet ahead, cast another spell, and then teleport back to where you started from (a total of 40 feet).

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the total range doubles for each level (100 feet at 4th level, 200 feet at 5th level, etc).

SHARE MEMORIES

You communicate specific memories to the recipient, to give them additional knowledge or attempt to jog their own memory, although the experience is taxing for both of you. In Magical Mystery Cure, Twilight Sparkle used this spell to restore the cutie marks of her friends.

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Choose an adjacent willing or restrained creature. You share roughly one hour of your own memories with the target in the course of a few seconds. The target receives any or all of these benefits (your choice):

- End the Charmed, Dazed, Dejected, Frightened, Stressed, and Terrified conditions. Other enchantment effects such as confusion or domination might also be removed or receive an opportunity to save against it (GM's choice).
- You give the target proficiency in a skill, tool, or weapon that you are proficient in, which lasts until the target's next long rest.
- You can give the target an opportunity to analyze a particular scene, conversation, or other situation you witnessed as if they had been there to experience it themselves.

This experience is overwhelming to the target. It must make a saving throw against your spell DC or be paralyzed until the start of your next turn.

STORM CLOUD

Trixie used this spell to zap the rambunctious Rainbow Dash in Boast Busters.

2nd-level conjuration

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose an unoccupied space within range. A 5-foot-diameter storm cloud appears there and lasts for the duration. Any creature that starts its turn within 5 feet of the sphere must succeed on a Dexterity saving throw or take 2d6 lightning damage (half damage on a successful save).

As an action, you can move the cloud up to 30 feet in any direction. Any creature with the cloud walking ability can destroy or move the storm cloud by using their action to contest their Strength (Athletics) check against your Intelligence (Arcana). If they succeed, they can use their movement to drag the cloud anywhere or destroy it. If they fail, they take damage from the spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

TELEKINESIS*

Using their magic to lift items into the air is usually the first spell a unicorn learns. Few unicorns, however, are able to use this spell in its more advanced forms.

1st-level transmutation spell

Note: This version of the spell supersedes the official version of *Telekinesis* in the D&D 5e Player's Handbook, to attempt to mimic MLP's unicorn levitation magic as closely as possible. Any creature that has *Telekinesis* should use this version of the spell.

Casting Time: 1 action

Range: 35 feet

Components: S

Duration: Concentration

You can telekinetically manipulate objects within a 10-foot sphere with a combined weight of 50 pounds or less. Each round on your turn you can choose to either continue manipulating the same object(s) or switch to different object(s) within range as a part of your action. Objects you are manipulating automatically maintain their position relative to you unless you use your action to reposition them (move closer or further away). This means that items you are manipulating move along with you relative to your position. You also have fine motor control over the objects, allowing you to play an instrument, write with a pen, or open a lock, for example.

While concentrating on this spell you can use your action to perform the following:

- Restrain a small-sized creature if you succeed on a contest of your magic ability against the target's Strength.
- Snatch away a worn or held object if you succeed on a contest of your magic ability against the target's Strength.
- Hurl objects or weapons you are proficient in, using your magic ability score for the attack and damage roll instead of Strength or Dexterity.
- Hurl a creature you are manipulating (treat as a proficient weapon, as above), dealing 3d6 damage to both it and the target on a successful hit.
- Pool your efforts with another caster using this spell to lift heavier objects (combine your weight limits).

At Higher Levels:

3rd level or higher slot: Range increases to 50 feet, weight limit for objects increases to 250 pounds, medium-sized creatures can be affected, and you no longer have disadvantage on checks to snatch objects. You can also cast as your reaction when within 10 feet of the ground to avoid taking falling damage.

5th level or higher slot: Weight limit for objects increases to 1,500 pounds, and large-sized creatures can be affected.

7th level or higher slot: Weight limit for objects increases to 7,500 pounds, and huge-sized creatures can be affected.

9th level slot: Weight limit for objects increases to 25,000 pounds, and gargantuan-sized creatures can be affected.

TIME HOP

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Up to 10 rounds

When you cast this spell, you can jump ahead in time up to 10 rounds (1 minute). You determine how many rounds you wish to skip ahead of time, and then you are

removed from play until the start of your turn on the destination round. You appear in the same spot you were in when you left, and you have no knowledge of events that transpired while you were gone. If you have a familiar or animal companion, it travels with you if it's within 10 feet of you.

If the space is now occupied, you are shunted to the nearest open space, taking force damage equal to the number of feet you are moved. If you cast this spell while on a moving vehicle, you arrive in the same relative position as you were in when you left.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can bring along up to three willing creatures for each slot level above 3rd. The creatures must be within 10 feet of you when you cast the spell. Familiars and animal companions of the targets don't count toward this limit.

WATER WALK*

1st-level transmutation

Note: This version of the spell supersedes the official version of *Water Walk* in the D&D 5e Player's Handbook.

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration (up to 1 hour)

Until the spell ends, you can move across any liquid surface - such as water, acid, mud, snow, quicksand, ice, or lava - as if it were solid ground. If you are submerged when you cast this spell it carries you to the surface at a rate of 10 feet per second (60 feet per round).

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, it lasts the full duration of 1 hour without concentration and you can affect up to 10 willing creatures within 30 feet of you.

WHIRLWIND

You conjure a small tornado under your control. Trixie created a dust devil from Rainbow Dash's rainbow to one-up her in Boast Busters.

2nd-level conjuration

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose an unoccupied space within range. A 5-foot-diameter tornado appears there and lasts for the duration. Any creature that starts its turn within 5 feet of the tornado must succeed on a Strength or Constitution saving throw or take 1d6 bludgeoning damage from blown objects (half damage on a successful save).

Medium-sized or smaller creatures that fail the save have a 50% chance to be drawn into the dust devil. Such a creature is restrained and must succeed on a DC 10 Constitution check to cast a spell. On a failure the spellcasting action is wasted but the spell is not. It can use its action to roll an Athletics or Acrobatics check against your spell DC. On a success, it can move its full speed away from the dust devil. One medium-sized, two small-sized, or eight tiny-sized creatures can occupy the dust devil at a time.

Missile weapons other than heavy boulders or ballista bolts which pass within 10 feet of the dust devil are thrown off-course and destroyed. As an action, you can move the dust devil up to 20 feet. You can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. Any creatures trapped inside move along with it. If it ever moves out of range it dissipates immediately.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases to 5d4, its size increases to a 10-foot diameter, and it can draw in one large-sized creature or twice the normal number of smaller creatures.

WONDROUS TRANSFORMATION

You can use this spell to alter the size and shape of an object such that it becomes something much larger and more complex. The drawback is it's only temporary.

4th-level transmutation

Casting Time: 1 Minute

Range: 20 Feet

Components: V, S

Duration: 24 Hours

You target a miniscule object within range and transform it into any relatively simple non-magical object of huge size or smaller. For example, Twilight Sparkle used this spell to transform an apple into a carriage complete with harnesses. You could also transform a spoon into a plow, a toothpick into an extension ladder, a tin can into a suit of armor, a thimble into a typewriter, and so on.

You can dictate the item's color, style, and general appearance. You can also make a nearly perfect duplicate of an existing item. When the spell ends, the item turns back into its previous form. The item glows faintly the same color as your magical aura, so it's obvious that it is magically created. If the item is subject to a magic dispelling or cancelling effect, it reverts back to its original form automatically.

ZIP IT!

Can't keep that annoying friend quiet for even one minute? Or want that annoying opponent to pipe down? This spell is the answer.

1st-level transmutation

Casting Time: 1 Action

Range: 30 Feet

Components: V, S

Duration: Concentration, up to 1 minute.

A zipper appears over the mouth of a target of your choosing within range. The target can resist the spell with a successful Constitution saving throw. If affected, the target can't speak, although they can hum, mumble, or make other noise. The target or another creature can use their action to unzip the zipper, ending the spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the unzipping creature must win a contest of their Strength check opposed by your spellcasting ability check in order to successfully unzip the zipper.

CHAPTER 6: EQUIPMENT



Trixie - I Won't Lie Anymore... by Ziom05

EQUESTRIAN CURRENCY

Coinage

Friendship is Magic (both show and comics) have only shown us a single type of coin used for currency: the Equestrian Bit, a gold coin. To make things easy, MLP45e rules simply adopt the D&D coinage system, and use copper bits (cb), silver bits (sb), gold bits (gb), and platinum bits (pb) in place of D&D's copper, silver, gold, and platinum coins. Most equipment is priced in gb or sb. Food and drink are usually priced in cb. There's 10 copper bits to one silver bit, ten silver to one gold, and ten gold to one platinum. Most coin transactions as seen in the cartoon would then be done in copper or silver bits, rather than gold, for inexpensive day-to-day items.



Jewels

Precious and semi-precious stones are also frequently used as currency, usually for values much greater than bits. Gem value varies widely, based on the type of stone, its purity, and the cut. You can use this simple table if you need to determine a gemstone's value. The table assumes an average quality cut for the grade. Superior or unusual cuts command double the price, while raw, unworked gems are only half the listed value. The exception is pearls, which are (obviously) not cut.

Gemstone Type	Small	Medium	Large
Diamond, Fire Ruby*, Ice Sapphire*, Sun Jacinth*	1,000 gb	2,500 gb	5,000 gb
Black Opal, Emerald, Jacinth, Fire Opal, Ruby, Sapphire, Star Sapphire, Star Ruby, White Opal	200 gb	500 gb	1,000 gb
Alexandrite, Aquamarine, Black Pearl, Corundum, Garnet, Spinel, Topaz	100 gb	250 gb	500 gb
Amber, Amethyst, Coral, Jade, Jet, Pearl, Tourmaline	20 gb	50 gb	100 gb
Bloodstone, Carnelian, Chalcedony, Citrine, Jasper, Moonstone, Onyx, Peridot, Quartz	10 gb	25 gb	50 gb
Agate, Chrysoprase, Iolite, Lapis Lazuli, Malachite, Mother of Pearl, Obsidian, Rhodochrosite	1 gb	5 gb	10 gb

*While the fire ruby actually appears in the show (Spike's gift to Rarity in *Secret of My Excess*), ice sapphire and sun jacinth are new. Each of these gems glows faintly with its own inner magical light, as bright as a candle.

Barter

As seen in several *Friendship is Magic* episodes, barter is a common form of trade in Equestria. Normally when you sell equipment in 5e D&D you only receive 50% of its value. At the GM's option, you can roll a Charisma (Investigation) check to find a local who will trade the item you have for something else within 25% of the item's book value. The DC might vary from 10 to 20 depending on the value of the item, its scarcity, demand for it, and other factors decided by the GM.

Items such as trade goods and art objects sell at their full market value.

Magic Dust

Arcanum, a magical crystal (and its powdered form, magic dust) are also frequently used as currency. Magic dust is used to power items of artifice: things which in our world would be powered by electricity. Magic dust looks much like table salt, except that it glows with its own faint magical light. There is no specific value per pound for magic dust. Instead, it is simply listed with its gold bit value.

The *Magical Technology* section later in this chapter has more information on Arcanum and items that are powered by it.

Other Currency

The GM may want to consider what other races or kingdoms may use for currency:

- Crystal Empire coins may be made of semiprecious crystal and bear the likenesses of ancient rulers.
- Buffalo likely deal mostly in barter, with some trade of turquoise gemstones.
- Diamond Dogs and Dragons prefer to deal in jewels.
- Griffon coins may be square, hexagonal, or have a hole in them to make them easier to pick up with their sharp talons.
- Minotaur coins maybe twice the size as pony coins (and be worth twice as much).
- Zebra lands might lack productive mineral veins, so they prefer to barter, especially with rare herbs and animals.
- Deer may fashion their coins from the antlers they shed annually.
- Aquatic races like hippocampi and sea ponies might make their coins from coral or mother of pearl, and likely use small pearls to barter.
- Coins may be completely alien to changelings.

EQUIPMENT LIST

This list combines the stock equipment list from the D&D 5e Player's Handbook along with a number of new items. Items from the handbook have had their descriptions omitted unless they have been updated for MLP45E. In many cases those items have been lowered in price because Equestria is more technologically advanced than the default D&D campaign setting, so they are less expensive to manufacture. In some cases items have also had new or expanded uses added. See the item descriptions for details.

Mundane Adventuring Gear

Tools in which you can gain proficiency are highlighted in yellow.

Item	Price	Weight
Acid (vial)	25 gb	1 lb.
Adventurer's kits (<i>descriptions in Player's Handbook</i>)		
Burglar's Pack	16 gb	
Diplomat's Pack	39 gb	
Dungeoneer's Pack	12 gb	
Entertainer's Pack	40 gb	
Explorer's Pack	10 gb	
Priest's Pack	19 gb	
Scholar's Pack	25 gb	
Alchemist's fire (flask)	50 gb	1 lb.
Ammunition		
Arrows (20)	1 gb	1 lb.
Blowgun Needles (50)	1 gb	1 lb.
Crossbow Bolts (20)	1 gb	1 ½ lb.
Sling Bullets (20)	4 cb	1 ½ lb.
Antitoxin	50 gb	½ lb.
Arcane Focus		
Crystal	10 gb	1 lb.
Orb	20 gb	3 lb.
Rod	10 gb	2 lb.
Staff	5 gb	4 lb.
Wand	10 gb	1 lb.
Artisan's tools		
Alchemist's supplies	50 gb.	8 lb.
Brewer's supplies	20 gb.	9 lb.
Calligrapher's supplies	10 gb.	5 lb.
Carpenter's tools	8 gb.	6 lb.

Cook's utensils	1 gb.	8 lb.
Glassblower's tools	30 gb.	5 lb.
Jeweler's tools	25 gb.	2 lb.
Leatherworker's tools	5 gb.	5 lb.
Mason's tools	10 gb.	8 lb.
Painter's supplies	10 gb.	5 lb.
Potter's tools	10 gb.	3 lb.
Smith's tools	20 gb.	8 lb.
Tinker's tools	50 gb.	10 lb.
Seamstress/tailor tools	1 gb.	5 lb.
Woodcarver's tools	1 gb.	5 lb.
Backpack	2 gb	5 lb.
Ball bearings (100)	1 gb	2 lb.
Balloon, small	1 cb	—
Balloon, medium	1 sb	—
Balloon, large	1 gb	—
Banana	1 cb	—
Banner	5 sb	1 lb.
Basket, Bushel	5 sb	2 lb.
Basket, Picnic	2 sb	1 lb.
Bedroll	1 gb	7 lb.
Bell	1 gb	—
Blanket	5 sb	3 lb.
Block and tackle	1 gb	5 lb.
Book, blank, hardcover	8 gb	3 lb.
Book, blank, softcover	2 gb	1 lb.
Bottle, Glass, Quart	1 gb	2 lb.
Bottle, Glass, Pint	6 sb	1 ½ lb.
Bottle, Glass, Cup	3 sb	1 lb.
Bucket	5 cb	2 lb.
Business cards (50)	5 gb	—
Caltrops (bag of 20)	1 gb	2 lb.
Camera	75 gb	2 lb.
Camera film	15 gb	—
Candle	1 cb	1/10 lb.
Case (crossbow bolt)	1 gb.	1 lb.
Case (for map or scroll)	1 gb	1 lb.
Chain (10 feet)	5 gb	5 lb.
Chalk (1 piece)	1 cb	—
Chemistry kit	15 gb	2 lb.
Chest	5 gb	25 lb.
Climber's kit	25 gb	12 lb.

Clipboard	5 sb	1 lb.
Clothes, common	5 sb	3 lb.
Clothes, formal	5 gb	4 lb.
Clothes, fine	15 gb	6 lb.
Clothes, traveler's	2 gb	4 lb.
Cloud seeds, normal	15 gb	—
Cloud seeds, storm	35 gb	—
Coffer	2 gb	10 lb.
Component pouch	25 gb	2 lb.
Consecration kit	15 gb	3 lb.
Crowbar	2 sb	5 lb.
Disguise kit	25 gb	8 lb.
Druidic Focus		
Sprig of mistletoe	1 gb	—
Totem	1 gb	—
Wooden Staff	5 gb	4 lb.
Yew Wand	10 gb	1 lb.
Duct tape	1 gb	1 lb.
Fire proximity suit	150 gb	25 lb.
Fireproof boots (4)	15 gb	8 lb.
Fishing tackle	1 gb	4 lb.
Flask/Tankard	2 cb	1/10 lb.
Folding chair	15 gb	3 lb.
Gaming set		
Baseball gear	2 gb.	4 lb.
Basketball	1 gb.	2 lb.
Board game	1 gb.	2 lb.
Dart set	2 gb.	2 lb.
Dice set	1 sb.	—
Hockey gear	3 gb.	5 lb.
Hoofball gear	3 gb.	5 lb.
Playing cards	1 gb.	—
Soccer ball	1 gb.	1 lb.
Goggles	20 gb	1 lb.
Grappling hook	2 gb	4 lb.
Hammer	1 gb	2 lb.
Hammer, sledge	2 gb	10 lb.
Handbag	1 gb	1 lb.
Healer's kit	5 gb	3 lb.
Herbalism kit	10 gb	2 lb.
Holy symbol		
Amulet	5 gb	1 lb.

Emblem	5 gb	—
Reliquary	5 gb	2 lb.
Holy water (flask)	25 gb	1 lb.
Horseshoe magnet	50 gb	2 lb.
Hourglass	5 gb	1 lb.
Hunting trap	5 gb	25 lb.
Ink (1 ounce bottle)	2 gb	—
Ink pen	2 cb	—
Instant disguise	25 gb	—
Investigation kit	10 gb	3 lb.
Itching powder	50 gb.	1/10 lb.
Jeweled accoutrements	100 gb	—
Jug/Pitcher (Gallon)	2 cb	9 lb.
Ladder (10-foot)	1 sb	25 lb.
Lamp	5 sb	1 lb.
Lantern	5 sb	1 lb.
Lantern, bullseye	10 gb	3 lb.
Lantern, firefly	2 gb	2 lb.
Lantern, hooded	5 gb	2 lb.
Lead Cuff	50 gb	6 lb.
Life Vest	10 gb.	3 lb.
Lighter	10 gb	—
Lock (basic, DC 18)	5 gb	1 lb.
Lock (good, DC 22)	25 gb	1 lb.
Lock (strong, DC 26)	125 gb	2 lb.
Magnifying glass	25 gb	1 lb.
Manacles	2 gb	6 lb.
Matchbook (12 matches)	2 gb	—
Megaphone	5 gb	2 lb.
Mess kit	2 sb	1 lb.
Microscope	250 gb	2 lb.
Mirror, steel	5 gb	½ lb.
Musical instrument	5 gb	3 lb.
Accordion/Concertina	25 gb.	4-10 lb.
Appleloosan instruments	2 gb.	4 lb.
Bagpipes	30 gb.	6 lb.
Brass instrument	25 gb.	4-7 lb.
Drum	6 gb.	3-10 lb.
Flute	10 gb.	1 lb.
Harmonica	2 gb.	1 lb.
Pan Flute	12 gb.	2 lb.
Piano/Harpsichord	150 gb.	300+ lb.
Reed instrument	20 gb.	1-10 lb.
Stringed instrument	30 gb.	2-4 lb.
Tambourine/Maracas	1 gb.	1 lb.
Tuba	35 gb.	20 lb.
Navigator's tools	25 gb	2 lb.
Notebook	1 gb	¼ lb.

Notepad	5 sb	—
Oil (1 pint flask)	1 sb	1 lb.
Paper (10 sheets)	2 sb	—
Parchment (10 sheets)	1 sb	—
Pencil	1 sb	—
Perfume/Cologne	5 gb	1 lb.
Photographer's kit	20 gb	3 lb.
Pick, miner's	2 gb	10 lb.
Piton (10)	5 sb	5 lb.
Poison, basic (vial)	100 gb	—
Poisoner's kit	50 gb	2 lb.
Pole (10-foot)	5 cb	8 lb.
Pot, iron	2 gb	10 lb.
Potion of healing	50 gb	½ lb.
Pouch	5 sb	1 lb.
Quiver	1 gb	1 lb.
Ram, portable	4 gb	35 lb.
Rations (1 day)	5 sb	2 lb.
Robes	1 gb	4 lb.
Roller skates (4)	10 gb	4 lb.
Rope, hemp (50 feet)	1 gb	10 lb.
Rope, silk (50 feet)	10 gb	5 lb.
Sack, burlap	1 cb	½ lb.
Saddlebags (pair)	2 gb	5 lb.
Scale, merchant's	5 gb	3 lb.
Sealing wax	5 sb	1 lb.
Shovel	2 sb	5 lb.
Signal whistle	5 cb	—
Signet ring	5 gb	—
Slide rule	5 gb	1 lb.
Smoke bomb	25 gb	—
Sneezing powder	50 gb.	1/10 lb.
Snowshoes	5 gb.	4 lb.
Soap	2 cb	1 lb.
Spellbook	50 gb	5 lb.
Spike, iron (10)	1 gb	5 lb.
Spyglass	75 gb	1 lb.
Sugar pine glue	25 gb	2 lb.
Suction cup shoes (4)	10 gb	12 lb.
Suitcase	2 gb	5 lb.
Sunglasses	25 gb	—
Tape measure	5 gb	1 lb.
Telescope	150 gb	5 lb.
Tent	2 gb	20 lb.
Tent, Commander's	20 gb	75 lb.
Tent, Pavilion	75 gb	200 lb.
Thieves' tools	25 gb	1 lb.
Tinderbox	5 sb	1 lb.

Tome	25 gb	5 lb.
Torch	1 cb	1 lb.
Toxic environment suit	150 gb	20 lb.
Tripod, metal	5 gb	2 lb.
Tripod, wood	5 sb	4 lb.
Umbrella saddle	5 gb	3 lb.
Vehicles	—	—
Air vehicles	—	—
Sea vehicles	—	—
Vial	1 gb	—
Waterskin	2 sb	5 lb. (full)
Whetstone	1 cb	1 lb.
Zoom lens	250 gb	1 lb.

Antitoxin: This herbal concoction boosts the body's ability to fight off poison. For 30 minutes after drinking, the user has advantage on saves to resist or remove the poisoned condition, and reduces poison damage taken by 2.

Appleloosan Instruments: The jaw harp, washboard, cowbell, and clay jug are all commonly associated with Appleloosan country and mountain music.

Balloon: Rubber balloons come in a variety of sizes and shapes. When inflated, they float into the air because shut up. Small balloons take 3 rounds to inflate to 1 foot in diameter, and can lift 5 pounds. Medium balloons take 1 minute to inflate to 2 feet in diameter and can lift 40 pounds. Large balloons take 3 minutes to inflate to 3 feet in diameter and can lift 135 pounds.

Banana: In addition to their nutritional value, Banana peels are great to slow down a pursuer. A large-sized or smaller creature that moves over a banana peel must roll a DC 12 Dexterity save. On a success, the banana peel remains for the next victim. On a failure, they move the remainder of their movement in a straight line in the same direction they were traveling. They then must roll a DC 15 Dexterity (Acrobatics) check or fall prone. Creatures that use five extra feet of movement to cross the peel's space have advantage on the save.

Basket: A bushel basket is the perfect size for catching and hauling apples or other crops, holding roughly 30 pounds. A picnic basket is a bit smaller, holding around 5 pounds.

Book: Prices given are for blank books. Finished books vary in price from double the price of a blank to over 50 times, depending on the rarity or usefulness of the subject.

Camera: A standard film camera. Needs rolls of film to operate. Anyone can take photos with a camera, but in

order to develop the film you need proficiency with the Photographer's Kit. Comes with a neck harness to allow quadrupeds to use it by biting down on the shutter button.

Camera Film: A roll of camera film can take 24 photos. You need a camera development kit and dark room to develop photos.

Chemistry Kit: This kit contains raw chemicals and a variety of instruments, like eyedroppers, a mortar and pestle, pouches and vials used by chemists to create alchemical concoctions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create chemicals. If you have proficiency with a chemistry kit, you can also use it to craft acid, alchemist's fire, smoke bombs, and other such items. You must have raw materials worth half the item's market price and spend one hour crafting the item.

Coffer: This small chest can hold about 3 cubic feet or 75 pounds of goods.

Consecration Kit: This kit contains a variety of religious implements and a holy book sacred to a specific religion. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make in the course of carrying out a religious ceremony. If you have proficiency with the consecration kit, you can also use it to craft holy water. You must have raw materials worth 12.5 gb and spend one hour crafting it.

Clipboard: A sturdy wooden board with a metal spring clip to hold a notebook or notepad secure. If proficient with the clipboard, you have advantage on Charisma (Deception, Intimidation, and Persuasion) checks when trying to deceive or persuade members a large organization, low-ranking employees of a business, and the like (usually by tricking them into thinking you are some sort of inspector or auditor).

Cloud Seeds, Normal: Upon casting these grains of dust into the air up to 50 feet away, a 30-foot wide, 10-foot thick cloud springs into existence. The area within the cloud is lightly obscured. A creature with the cloudwalking ability can interact with it like any normal cloud. If coaxed into raining, it produces about 1/4" of rain over the area over the course of 15 minutes. If captured, that's about 440 gallons. The cloud moves with the prevailing winds, if present. If left alone, it rains itself out on its own after 1d4+1 hours.

Cloud Seeds, Storm: Like normal cloud seeds except the cloud is 50 feet wide, 20 feet thick, and produces 1/2" of rain over the area over 30 minutes (approximately 5,000 gallons). The cloud also produces lightning and thunder. Any creature within 25 feet of the cloud has a 10% chance each round of being struck by a small lightning bolt, dealing 3d6 lightning damage (DC 12 Reflex save for half).

WEIGHT LIMITS (ENCUMBRANCE)

For convenience, the D&D rules for simple weight tracking are as follows:

Carrying Capacity: *Multiply your Strength score by 15 to determine the amount of weight (in pounds) that you can carry. Clydesdales, large creatures, and certain other characters who take the appropriate abilities can carry more than this amount.*

Push, Drag, and Lift: *You can push, drag, or lift an object that weighs up to 30 times your Strength score. While doing so, your speed is reduced to 5 feet.*

Harnessed vehicles such as carts and wagons make hauling extra gear (and treasure) much easier. See the rules for harnessed vehicles.

Duct Tape: Despite all evidence to the contrary, this item is, in fact, non-magical. Comes in a 100-foot roll.

Fire Proximity Suit: This insulated, silvery suit protects the wearer from extremes of temperature. If the wearer takes fire, lightning, or radiant damage, they ignore the first 5 points. Each time the wearer takes piercing or slashing damage, the protection is reduced by 1 point until the suit is destroyed. The suit is bulky, reducing your speed by 10 feet, limiting your Dexterity bonus to AC to +2, and giving you disadvantage on attack rolls, Dexterity checks, and Dexterity saving throws. An environmental suit cannot be worn with medium or heavy armor.

Fireproof Boots: These heavy black boots let you ignore the first 2 points of damage each time you take fire damage from hot ground.

Folding Chair: Pressing a button on this small rectangular package causes it to pop out into a full-sized chair. If proficient you can add your proficiency bonus to any checks made to tame wild animals.

Goggles: Despite claims to the contrary, goggles grant a +2 bonus to any saving throw against an effect that would blind you.

Handbag: A small purse with a long strap is worn by some of the upper-class ladies of Manehattan. Those from famous designers can go for dozens or even 100 bits or more.

Healer's Kit: This kit contains bandages, alcohol, salves, mild painkillers, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature who has 0 hit points without needing to make a Wisdom (Medicine) check. A proficient user can also expend one use

to let each character in the party recover one additional Hit Die at the end of a long rest. A user proficient in both the Medicine skill and the Healer's Kit may be able to alleviate other symptoms, at the DM's discretion.

Herbalism Kit: This kit contains a variety of instruments, like clippers, mortar and pestle, pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to concoct herbal mixtures and infusions. If you have proficiency with an herbalism kit, you can also use it to craft antitoxin and potions of healing. You must have raw materials worth 25 gb and spend four hours crafting the item.

Horseshoe Magnet: Smaller than an actual horseshoe, this 4-inch magnet sticks to ferrous metallic objects with a pull equivalent to 5 pounds. Larger and/or more expensive magnets exert more pull.

Instant Disguise: Wearing these black glasses, fake nose, and thick black moustache you receive a +2 bonus to Charisma (Deception) checks made to hide your identity.

Investigation Kit: Contains 200 feet of crime scene tape, several tweezers, a small blacklight, plastic evidence bags, a notepad and pencils, a 25' tape measure, 10 pieces of chalk, and hoofprint casting supplies. A proficient user has advantage on Intelligence (Investigation) checks to search an area for a hidden creature or object, or other evidence.

Jeweled Accoutrements: A stunning jeweled outfit adds a +1 bonus to your Charisma (Intimidation or Persuasion) checks.

Lantern, Firefly: A firefly lantern contains a small reservoir of nectar which attracts fireflies. Leaving it outside for an hour at dusk will attract enough fireflies to create bright light in a 15-foot radius and dim light in a 30-foot radius. The fireflies should then be released within 12 hours.

Lead Cuff: A special metal cuff lined with magic-proof lead, when wrapped around a unicorn's horn (or another spellcaster's wrist or other extremity) prevents them from casting spells until it's removed.

Life Vest: This foam-filled vest keeps the wearer's head above water when swimming. You can't dive underwater, but you don't have to roll checks to avoid drowning while wearing a life vest. Creatures who try to pull you underwater have disadvantage on any attempts they make to do so. A life vest has no effect if you're wearing medium or heavy armor, and you have

disadvantage on Dexterity checks and Dexterity saving throws while wearing one.

Lighter: Essentially a Zippo lighter. Takes one hand or two hooves to light, using your action.

Matchbook: A bit larger than matches humans are used to, matches are about 4" long so that an equine can grip them with their teeth. Lighting a fire with a match takes your action.

Megaphone: This device amplifies your voice, allowing you to be heard up to five times further away than normal.

Notebook: A flimsy book of parchment sheets for keeping temporary notes. Usually bound with a thin spiral wire and ruled with narrow blue lines. Has 100 pages.

Notepad: A smaller version of a notebook. Usually spiral bound on its narrow dimension. Used mostly for shopping lists and for taking notes by investigators and reporters.

Photographer's Kit: Contains the chemicals and equipment that a user proficient in the camera needs to develop film, as long as they have a dark room in which to work. One kit can develop about 150 photos before it needs to be replaced. Also includes accessories such as a 30' shutter trigger bulb, lens filters, and tools to maintain the camera.

Pencil: The typical wooden #2 pencil. Has an eraser on the end. usually used for informal or day-to-day writing and rough drafts. Most writers prefer ink for final copies. Extra-sturdy for mouth-grippers.

Roller Skates: If you're proficient in them, a set of roller skates increases your walk speed by 10 feet on smooth floors, streets, and sidewalks. On other terrain, your speed is reduced by 20 feet. It takes one minute to put on a set of roller skates, and two actions to remove them.

Saddlebags (Pair): A set of saddlebags, worn across the back with one hanging on either flank of a quadruped. Each of the two bags can carry about 1 cubic foot or 15 pounds of gear. Saddlebags are the alternate to a humanoid's backpack.

Scale, Merchant's: A merchant's scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or small trade goods, to help determine their worth. If you are proficient with the merchant's scale, you can use the exact amount of raw materials necessary when crafting mundane consumable items (acid, alchemist's fire, cloud seeds, healing potions, holy water, smoke bombs, and the like), allowing you (or your friend) to craft them using raw materials worth 40% of the item's market price, rather than 50%.

Slide Rule: This deceptively simple device has one or more plastic rods that can be slid back and forth. Each is

engraved with markings that let you quickly perform complex calculations. If proficient, you can perform a wide range of mathematical operations.

Smoke Bomb: This hard black pellet, when thrown (30 foot range) creates a cloud of smoke 20 feet across. The area within the cloud is heavily obscured until the end of your next turn, and lightly obscured until the end of your next turn after that.

Snowshoes: A set of snowshoes reduces your walking speed by 5 feet, but you can ignore difficult terrain that's caused by snow or ice.

Spyglass: This item supersedes the version found in the D&D rules, because optical lenses are relatively common in Equestria. A spyglass allows you to see five times further than normal.

Suction Cup Shoes: Wearing a set of these shoes halves your speed, but if you're size medium or smaller they also let you walk up walls and across ceilings. They will only work on smooth walls like varnished wood, drywall, plaster, or dressed stone. Natural stone, brick, unfinished wood and similar surfaces are too rough. Each round at the end of your turn while stuck to a wall or ceiling with these shoes there is a 10% chance the shoes release, causing you to fall. Anyone attacking you while you wear these shoes has advantage, and you have disadvantage on Dexterity checks and saves.

Suitcase: The typical traveling bag can hold about 3 cubic feet of clothing, or 50 pounds. Larger and smaller variants are available.

Sunglasses: These black or mirrored shades give you a +2 bonus to Charisma (Deception) skill checks, but add a -2 penalty to Intelligence (Investigation) and Wisdom (Perception) skill checks when worn indoors or outdoors at night.

Tape Measure: This highly useful item is a tightly-coiled metal tape that extends up to 25 feet from its holder, and automatically coils itself up again when no longer needed.

Telescope: Astronomical telescopes vary greatly in size and quality. There are no specific rules for them at this time. The stats given are for a beginner model.

Tent: A basic tent sleeps two. A commander's tent sleeps about 10 normal people or one fashionista. A pavilion tent has no walls and is usually set up to provide shade for outdoor activities. It's roughly 20 feet by 50 feet.

Toxic Environment Suit: This sealed plastic suit protects the wearer from icky things like disease and vampire fruit bats. If the wearer takes acid, necrotic, or poison damage, they ignore the first 5 points. Each time the wearer takes fire, piercing, or slashing damage the suit is breached, reducing

the protection 1 point until the suit is destroyed. If the wearer is exposed to a disease, an undamaged suit prevents the infection 100% of the time, reduced by 20% for each time the suit has been breached. The suit is bulky, reducing your speed by 10 feet, limiting your Dexterity bonus to AC to +2, and giving you disadvantage on attack rolls, Dexterity checks, and Dexterity saving throws. An environmental suit cannot be worn with medium or heavy armor.

Tripod: A camera tripod helps improve your photo quality by steadying the camera. A wooden tripod's three legs folds down into a package the size of a baseball bat, while a telescoping metal tripod collapses into a package about half that size and is lighter.

Umbrella Saddle: This handy device lets a quadruped benefit from an umbrella without needing to grip it with their teeth.

Zoom Lens: This camera attachment lets you magnify the photo subject up to 5 times its original size, although it's harder to get a steady picture without a tripod.

SPECIAL COMPONENTS & MATERIALS

Equestria is full of magical plants, monsters, and natural phenomena that produce materials that are useful for crafting mundane or magical items, or directly useful as magical spell components. The items that appear below (when they didn't appear in the show or comics) are taken from the author's standard D&D game, but would fit right into Equestria's lore.

CRAFTING MATERIALS

Each has a particular skill or tool applicable which assists in identifying and harvesting the materials (noted after the item's name), but other effects vary per item. If the harvestable amount is variable, characters with the appropriate skill or tool proficiency have advantage on the roll for the amount harvested and can apply their proficiency bonus to any checks required to harvest the material.

Ankheg Shell (Smith's Tools, Leatherworker's Tools) - An adult ankheg's shell can be cleaned and used in the production of scale mail, breastplate, half plate, splint, or plate armor. 5d8x5 pounds of shell can be recovered from each large-sized adult (a process requiring 2 hours, divided by the number of harvesting characters). Each pound of shell is worth 5g toward the crafting cost of any of the above armor types, or can be sold for 1g in moderate-sized towns with an armorer. Armor made of at least 50% ankheg shell is 20% lighter than normal.

Carrion Crawler Slime (Poisoner's Kit) - The tentacles of a carrion crawler secrete a poisonous slime that weakens and eventually paralyzes living creatures on contact, though it evaporates quickly. A freshly-slain carrion crawler's gland is intact 50% of the time and can be harvested. A successful DC 15 Dexterity (Survival or poisoner's kit) check yields 1d3 doses. If the check fails by 5 or more, the harvesting character must roll a DC 10 Constitution saving throw or take 1d4 poison damage and become poisoned. The save can be repeated each round. Carrion Crawler slime follows the same rules as basic poison on page 153 of the Player's Handbook, except it can also be applied to bludgeoning weapons. Targets failing the saving throw are also poisoned and can repeat the saving throw each round to remove the condition. A dose keeps for 1 year if sealed, and is worth 150gp.

Roper Strands (Nature) - When soaked in alcohol overnight, each rubbery strand from a roper can be used as rope. Each 50' length weighs 5 lb., has 10 hit points, resists all damage, and can only be burst with a DC 20 Strength check. 1d4+2 usable strands can be harvested from each adult roper. Strands can be fused end-to-end over a campfire.

Wyvern Hide (Leatherworker's Tools) - One of the finest leathers available, wyvern hide is durable yet supple. An adult, properly skinned (a process requiring 4 hours divided by the number of assistants) yields 3d4x10 lb. of raw hide which can be tanned at a tannery. Raw hide can be sold for 1g per pound; finished hide for 5g per pound. Leather, studded leather, or hide armor made from wyvern hide weighs 3 lb. less than normal. Any item made from wyvern hide has advantage on any checks or saves it must make to resist damage. Wyvern hide is the preferred material to use when crafting magical leather armors.

Wyvern Venom (Poisoner's Kit, Nature) - One of the most deadly natural substances, wyvern venom is injected in massive doses when the beast attacks with its tail stinger.

When harvested and applied to a weapon it still has a powerful effect and is prized by assassins. Successfully harvesting wyvern venom requires a DC 12 Dexterity check. A failed check might result in accidental exposure if the character has injuries (DM's discretion). A successful harvest of an adult yields 1d8+2 doses. Wyvern venom follows the same rules as basic poison on page 153 of the Player's Handbook, except its save DC is 15 and the poison damage dealt is 2d6. A dose keeps for 1 year if sealed, and is worth 200gp.

CONSUMABLE COMPONENTS

The following consumable component items follow a common set of rules. Most must be used within a set amount of time or they lose their effect. This is referred to as the potency time. Using multiple doses of each component has no cumulative effect. When gathering the components, a character trained in the appropriate tool has advantage on the number of items collected.

Some components can be preserved for later use. This usually takes 1 hour and a campfire (multiple items of the same type can be preserved at the same time; just roll a separate check for each dose. A character trained in the listed skill can add their proficiency bonus on all checks to utilize or preserve the components.

Ashvine (Herbalist's Kit) - This hard, thorny vine grows near the edges of lava flows and geothermal hot spots. It is incredibly resistant to fire and thrives on heat that would kill any other plant. It produces small, dry, yellow-to-orange thistle-like blossoms in bunches of 5d4+5. For each blossom used as a component when casting a spell that deals fire damage, the caster can re-roll one damage die that is 2 or lower. For each blossom used as a component to cast a spell that protects against fire, the protection lasts 1 additional round after the spell would normally end. Potency: 24 hours. Preservation: Intelligence, DC 10 (per flower). Market price: 10g (dried).

Bilewort (Herbalist's Kit) - This hardy aquatic plant grows in the acidic waters of peat bogs, the alkaline waters of fens, as well as in hot springs. It grows in clusters of long, ropy stalks. Its flowers protrude from the water's surface, and each clump produces 5d4+5 foul-smelling, greenish-yellow seeds. For each seed used as a component when casting a spell that deals acid damage, the caster can re-roll one damage die that is 2 or lower. For each seed used as a component to cast a spell that protects against acid, the protection lasts 1 additional round after the spell would normally end. Potency: 24 hours. Preservation: Intelligence, DC 10 (per seed). Market price: 10g (dried).

Star Lily (Herbalist's Kit) - This white lily only blooms at night, and glows brightly in moonlight. It grows in areas of strong natural magic in bunches of 1d4+1 flowers. When a flower is used as a component to cast a spell, targets have -1 to any saving throw made against the spell's effects and you have +1 to attack rolls for any attacks made as a part of the spell's effects. Potency: 1 hour. Preservation: Intelligence, DC 15 (per flower). Market price: 75g (dried).

Echoing Foxgloves (Herbalist's Kit) - This plant is nearly identical to common foxglove plants, although the bell-shaped flowers are rigid and seem to echo nearby sounds. They grow in areas with strong ties to fey creatures or fey crossroads, in stalks of 2d4+2 flowers. When a flower is used as a component to cast a spell that has a duration of concentration, the spell lasts one additional round longer after your concentration is

interrupted. Potency: 3 hours. Preservation: Intelligence, DC 15 (per flower). Market price: 50g (dried).

Blood Rose (Herbalist's Kit) - This plant looks much like a common rose bush, although its flowers are such a dark red that they are nearly black. It grows spontaneously in areas where tragedy struck or large battles were fought. One bush has 3d4+2 flowers. A creature consuming the petals of one flower (1 action) immediately regains 1 HP, and then regains 1 additional HP per Hit Die they spend in the next hour. Potency: 2 hours. Preservation: Intelligence, DC 12 (per flower). Market price: 10g (dried).

Stoneroot (Herbalist's Kit, Alchemy Supplies) - This small plant looks similar to a small carrot plant, although its leaves and tuber have a grayish pallor. It grows in marshy areas where there is significant mountain runoff in patches of 1d6+2 plants. Starting ten minutes after the bitter root is consumed (1 action), the creature gains a +1 bonus to Constitution saving throws against poison, and reduces any poison damage taken by an amount equal to their proficiency bonus for the next 24 hours. Potency: 10 days. Preservation: Intelligence, DC 10 (per root). Market price: 5g (pickled).

Rime Lichen (Herbalist's Kit) - This small, bushy fungus is similar to the lichens that grow in mountainous or arctic regions, except for its white or blue hue. It grows in areas of extreme cold, typically on rocks near glacial floes or arctic seas. One patch contains 5d4+5 tufts. For each tuft used as a component when casting a spell that deals cold damage, the caster can re-roll one damage die that is 2 or lower. For each tuft used as a component to cast a spell that protects against cold, the protection lasts 1 additional round after the spell would normally end. Potency: 24 hours. Preservation: Intelligence, DC 10 (per tuft). Market price: 10g (dried).

Violet Fungus Slime (Alchemy Supplies) - The tendrils of a violet fungus have the ability to produce a necrotic slime that rapidly decays living plant and animal matter. Each fungus produces enough material for 1d4 doses. When preserved, a dose can be applied to a weapon or 3 pieces of ammunition, allowing it to deal 1d4 additional necrotic damage for up to 5 attacks (Constitution save DC 10 negates). Potency: 4 hours. Preservation: Intelligence, DC 10 (per dose). Market price: 50g (bottled).

ALTERNATE CRAFTING RULES

Expedited Crafting: The crafter can use premium materials to rush the process. Each day they can make progress equal to 5g times their proficiency bonus. In exchange, they consume materials equal to $\frac{2}{3}$ that amount (round to the nearest gp). For example, a character with a +3 proficiency bonus can craft 15g worth of material per day at a cost of 10g.

Untrained Assistants: Each untrained assistant (maximum 4) increases the master crafter's proficiency bonus by 1 for the above calculations. For example, the above character with two untrained apprentices has an effective +5 proficiency bonus and can craft 25g worth of material per day at a cost of 17g.

Trained Assistants: Each trained assistant can contribute at either the normal rate or the expedited rate, and can also benefit from untrained assistants.

Batch Crafting: Up to 5 identical items can be produced at the same time with no time increase. Instead, only the material cost increases. For example, an herbalist with a +3 proficiency bonus and 2 untrained apprentices can brew three 50g healing potions simultaneously, spending 51g (17 x 3) per day for two days (25g progress towards each of the three potions costs 17g each day).

Rush Crafting: Focusing on a single item (and putting in 15-hour days), a crafter can forego all frugality and make daily progress of up to 25g times their proficiency bonus, expending materials equal to 120% of the progress. A character with a +2 proficiency bonus could craft a 50g healing potion in one day at a cost of 60g. A character with a +4 proficiency bonus and 2 untrained assistants could make 150g worth of progress toward an expensive item each day at a cost of 180g.

CRAFTING RULES

The standard D&D rules for crafting items result in a very slow pace. For some campaigns, this is fine. If the GM wants to allow players to do things at a faster pace, however, the rules below can be used. First the official rule is presented for comparison, and then some alternate rules.

STANDARD CRAFTING RULES

Each day, characters proficient in a relevant tool can convert 2.5g worth of raw materials into 5g worth of finished goods (or make 5g worth of progress toward the market price of a more expensive item). Each assistant also trained in the same tool can contribute identical progress. For example, a trained smith making a 25g sword takes 5 days and 12.5g worth of materials. Two trained smiths could make a 25g sword in 2.5 days at a cost of 12.5g worth of materials. While doing this, they can still maintain a modest lifestyle for free, or a comfortable lifestyle at half price.

MAGICAL TECHNOLOGY

It's been stated that electricity as we know it doesn't exist in the world of My Little Pony. Yet frequently, we see items which, in our world, would be electric: light bulbs, hair dryers, turtle (tortoise)-sized helicopter blades, even record players and speakers. In the case of Flim and Flam's Super-Speedy Cider Squeezy 6000 we are shown that they use their magic to directly power the machine. It's been often stated and assumed that other devices which appear to be electric operate in a similar fashion. For a roleplaying game the existence of such should be explored. The Arcanium economy is the method by which MLP45E explains such devices.

A LITTLE BACKGROUND

4th edition Dungeons & Dragons popularized the idea of *residuum*, which is similar to the enchanting materials in games like *World of Warcraft*. Residuum is a glowing magical dust which remains behind after magic items are disenchanting. It can also be created from other, non-magical components by ritual spellcasters with the appropriate incantations. Essentially, residuum was the currency used for creating magic items. When a character created a magic item, it was assumed that their non-magical components were converted into residuum and that was used to power the item creation process.

ARCANIUM IN MLP45E

Since we want to explore how technological devices function in Equestria without resorting to electricity, I based Arcanium on the 4th edition D&D's residuum. Arcanium in MLP45E is an actual element, one that is naturally magical. It grows in crystal form in areas that are highly magical in nature, such as portals to the fey realms, planetary ley lines, or wherever else you choose. In fact, you could say the Tree of Harmony below the Palace of the Two Sisters is infused with pure Arcanium crystals. It's the Equestrian version of classic Star Trek's dilithium crystals. They're magical batteries. The larger the crystal, the larger its potential "magical current" is. Devices which are powered by Arcanium crystals have a small chamber in which a crystal is inserted. Tiny devices such as Tank's helicopter harness have an appropriately-sized chamber, while larger devices like the Super Speedy Cider Squeezy 6000 have barrel-sized chambers.

FORMS OF ARCANIUM

Arcanium is found naturally in crystalline form, where it appears as a brilliant blue-white crystal which glows faintly and has a rainbow-hued luster. Sometimes they grow inside other rocks, like a geode. Other times they grow directly from area that is particularly magical. Arcanium crystals can be removed from one device and moved to another, and those skilled in Arcana can transfer magic from one Arcanium crystal to another. When all the magic is drained from a crystal it turns gray and becomes inert, although it can always be recharged later. Arcanium can be powdered into dust when the application requires, although dust can't be recharged once it is spent. Many magical potions and oils have Arcanium dust mixed in, where it dissolves as it imbues its magical power into the liquid.

RULES & TERMINOLOGY

Sizes: Each Arcanium crystal holds a number of "charges" of magic power. The more charges a crystal can hold, the larger it is. A crystal that can hold a single charge is roughly the size of a marble, while one that could hold a thousand charges is as tall as a pony and quite rare. An average-sized crystal holds about 2-3 charges and is roughly 3 inches long by 1 inch around. It's rumored that alchemists can artificially create smaller, more energy-dense crystals.

Nomenclature: A crystal will be referred to with its current number of charges and maximum number of charges. For example, a fully-charged 10-charge crystal is an **Arcanium crystal (10/10)**. When drained by half its charges, it will be an **Arcanium crystal (5/10)**. An inert crystal is an **Arcanium crystal (0/10)**. Arcanium dust is simply referred to with a gb value (**Arcanium dust worth 10gb**).

Valuation: A fully-charged crystal is worth 10 gb per charge. A character can determine the charges remaining by attempting a DC 10 Intelligence (Arcana) check. On a success, they know the number of charges remaining and the maximum number of charges. On a failure, the GM gives the player a number that is off by 1 or 2 (either high or low).

Recharging: Once per day a unicorn or other character who can wield arcane magic can attempt to restore charges to an Arcanium crystal. As their action they roll a DC 12 Intelligence (Arcana) check and zap a crystal within 20 feet. On a success, they can sacrifice up to half their remaining Hit Dice and restore an equal number of charges to the crystal. This takes one round per charge restored. On a failure, no charges are restored and they take 1d4 damage and lose one Hit Die in a magical backlash. Since this is so taxing, most unicorns don't do it lightly. It's rumored that evil unicorns in the past discovered a means of draining magic from any race of pony or other magical creature, but such dark magic is (hopefully) lost to time.

Transferring Charges: A unicorn or other character who can wield arcane magic can attempt to transfer charges from one crystal in their possession to another. As their action they roll a DC 12 Intelligence (Arcana) check. On a success, they can transfer any number of charges from one crystal to the other (up to the maximum it can hold). On a failure, one charge is lost from the source crystal and the destination crystal regains no charges.

Drained Crystals: Once a Arcanium crystal runs out of charges, it turns gray and stops glowing. A drained crystal is only worth 10% of the value of a charged crystal (roughly 1 gb times the maximum number of charges).

Power Level: Each device uses magic power at its own efficiency level. Heavy machinery and items which create a lot of heat draw power faster than smaller, less energy-intensive items. Every device's charge consumption is up to the GM to determine, but use the items below as a guideline.

The Arcanium Economy: Arcanium crystals and dust can be bought and sold easily in most markets in larger cities. Smaller towns like Ponyville might have a handful merchants who offer them for sale (or offer recharging services) so they are generally not difficult to acquire. Most ponies who aren't proficient in Arcana simply call Arcanium crystals "magic crystals" and Arcanium dust "magic dust." Since they glow, it's fairly easy

for the average pony to tell whether arcanium is fake or inert, although determining the exact number of charges is a little more difficult.

ARCANIUM-POWERED DEVICES

Devices powered by Arcanium crystals and dust are collectively known as *artifice* and the designers and builders of such devices are specialized scientists and engineers known as *artificers*. Artificers don't have to be unicorns. In fact, some consider Doctor Hooves, an Earth pony, to be Ponyville's most talented artificer.

Most items of artifice are toys for the wealthy. The majority of citizens get along fine with the mundane versions of these devices (hoof-cranked phonographs, wood-burning stoves, clothes irons, firefly lanterns, sewing machines, washtubs/washboards, and the like). Most middle-class families eventually save up enough money (over several years) to afford a refrigerator, an oven, and a water heater, as these provide the most value for their day-to-day lives. Well-funded construction contractors often have a number of artifice tools on the job site, and many professionals invest in an artifice device or two that is useful for their trade.

The list of items Equestria does not yet possess the technology for includes: telephones, radios, televisions, portable music players (Walkman/iPod), and magnetic data storage of any kind. Computers do exist, but they would be room-sized monstrosities like those Twilight used in her attempt to study Pinkie Sense. They would run off punch cards and display output on paper tape rather than a video screen. Button Mash's video games and Sapphire Shores' bodyguard's earpiece are odd anachronisms that I'm going to choose to ignore, but you can always provide your own pricing and stats for them if you wish.

THE MUNDANE, THE MAGICAL, AND ARTIFICE

It's important to note the difference between mundane items, magical items, and artifice. Mundane items are every day, non-magical items. A simple hacksaw, a manually-cranked drill, suction-cup shoes, and an icebox are all mundane items. Even items such as a potion of healing, holy water, or alchemist's fire are mundane.

Magical items are entirely supernatural in nature. They derive their power purely from their magic. The Elements of Harmony, a Ring of Feather Falling, or a Mace of Disruption are all magical. They do not rely on their mundane parts for any of their functionality. Magical items are the most costly of all items, energy-wise.

Items of artifice are a blend of the two. They have mundane parts, but are driven by a magical power supply which energizes them. A light bulb's filament, an oven's heating coils, a drill or saw's motor coils are all artifice because they produce work via a combination of their magical and mundane natures. Take away one of the two and the item is useless. The items of artifice on the list below are for average-quality items. Deluxe items with lighter weight, better efficiency or more features are up to the GM to create, and should be priced 50% to 200% higher.

Items of Artifice

Item	Price	Weight
Aquarium	50-500 gb	10-100 lb.
Blender	40 gb	5 lb.
Blow Dryer	30 gb	2 lb.
Boat Motor	125 gb	50 lb.

Camera, Pocket	350 gb	½ lb.
Clock	35 gb	1 lb.
Drill	50-100 gb	5-50 lb.
Fan, Desk	20 gb	5 lb.
Fan, Window/Ceiling	40 gb	10 lb.
Fan, Large	60 gb	25 lb.
Flashlight	20 gb	1 lb.
Headphones	25 gb	1 lb.
Helicopter Harness	250 gb	2 lb.
Helicopter, Personal	2,500 gb	500 lb.
Horseless Carriage	1,500 gb	1,000 lb.
Iron	25 gb	1-2 lb.
Jackhammer	500 gb	50 lb.
Lamp, Desk	15 gb	2 lb.
Lamp, Ceiling	25 gb	4 lb.
Mixer Board	50 gb	5 lb.
Projector	50-150gb	15 lb.
Pump	65 gb	20 lb.
Refrigerator, Small	40 gb	75 lb.
Refrigerator or Freezer	75 gb	125 lb.
Refrigerator/Freezer	100 gb	150 lb.
Saw	75-150 gb	15-150 lb.
Sewing Machine	50 gb	50 lb.
Skillet	30 gb	4 lb.
Space Heater	50 gb	20 lb.
Speaker, Small	20 gb	5 lb.
Speaker, Medium	50 gb	15 lb.
Speaker, Large	75 gb	40 lb.
Spotlight	50 gb	5 lb.
Stove	125 gb	200 lb.
Teakettle	30 gb	3 lb.
Telegraph key (no crystal)	25 gb	3 lb.
Toaster	12 gb	5 lb.
Turntable	50-75 gb	8-12 lb.
Vacuum	50 gb	50 lb.
Washing Machine	100 gb	200 lb.
Water Heater	100 gb	150 lb.

Aquarium: An artifice aquarium includes lights, pumps, and filters necessary to keep fish and other aquatic creatures alive and healthy. They typically range in size from 5 gallons to 100 gallons. They hold two charges and last six months per charge..

Blender: The typical multi-speed blender chops up ingredients for cooking and makes a great smoothie. It holds two charges and lasts six months of normal use per charge.

Blow Dryer: A simple handheld hair dryer holds two charges and lasts for six months of normal use per charge.

Boat Motor: An outboard motor can be used to propel a rowboat or small pontoon boat at up to 25 miles per hour. It holds 5 charges and uses one charge per four hours.

Clock: Most clocks are wound with a key or use counterweights to power them, but artifice clocks also exists. A clock holds one charge and lasts for one year. Alarm clocks have an integrated bell and cost 10 gb extra. Larger clocks exist and are more expensive.

Drill: A drill ranges in size from a hoof-held portable drill to a large stationary drill press. It holds three charges and lasts two months of normal use per charge.

Fan: The typical desk fan is about 1 foot in diameter and provides a refreshing breeze for 1 or 2 people. A window fan could cool a whole room. A large fan circulates air across a large room. A small fan holds one charge, a window fan holds two charges, and a large fan holds three. Each lasts about one year of normal use.

Flashlight: A flashlight provides light in a 15-foot cone and dim light in a 30-foot cone. Its crystal holds one charge and lasts about one year of normal use. Most have a soft rubber handle for easy mouth gripping.

Headphones: Headphones are large, over-the-ear style. They all hold one charge and last for one year of normal use.

Helicopter: Cherry Berry is the proud owner of the only helicopter in Ponyville. Like the automobile, it's extremely rare and expensive. A personal helicopter can carry its pilot plus another 500 pounds of weight. A helicopter has a fly speed of 30 mph (48 km/h) at no load, 25 mph (40 km/h) at half load, and 20 mph (32 km/h) at full load. It flies by a complex series of magically-assisted gears which multiply the pedaling power of the pilot many times over. It's extremely fragile. Any object or creature contacting the blade will likely destroy it and cause the helicopter to crash. Parachutes are recommended. A helicopter holds ten charges and operates for about 30 minutes per charge.

Helicopter Harness: This item is a one-of-a-kind propeller-driven harness that allows Rainbow Dash's pet tortoise Tank to fly with a speed of 30 feet. A similar harness could be built for another tiny-sized creature with the same stats. It holds two charges and lasts for one year of normal use. Such a harness sized for a small creature would likely cost 2,500 gb and require 15 charges, while one sized for a medium creature would cost 5,000 gb and require 25 charges.

Horseless Carriage: Extremely rare, automobiles in Equestria would look something like the Ford Model A or T (or like the Super Speedy Cider Squeazy). An automobile can carry its driver plus another 1000 pounds of weight. On good roads with level ground it has a speed of 25 miles per hour (40 km/h) at no load, 20 mph (32 km/h) at half load, and 15 mph (24 km/h) at full load. Hilly terrain reduces the speed by half, as do muddy or poor roads. It holds ten charges and uses one charge per two hours. They are exclusively toys of the idle rich.

Iron: A clothes iron or hair curling iron is usually just heated on a stove, but artifice versions exist. They hold two charges and last for six months of normal use per charge.

Jackhammer: Used for breaking up brick, rock, cement, and concrete (and sometimes stubborn clouds). A jackhammer has five charges, and each charge lasts about one week of normal use.

Lamp: A lamp is simply the fixture for holding a light bulb. The bulb itself is made of thick, durable blown glass and has a metal screw on the base for installing in a receptacle. Inside the base is a small residuum crystal. When turned on (often by a remote switch), the crystal supplies magic to a thin wire which glows brightly. Equestrian light bulbs don't burn out (until their crystal runs out of energy, that is). A desk lamp provides light equivalent to a torch, while a ceiling lamp provides light equivalent to a lantern. A desk lamp has one charge (two charges for a ceiling lamp) and lasts about one year of constant use.

Mixer Board: A control panel with lights, switches, sliders, ports, and dials to control sources of audio. Connects multiple speakers, turntables, and microphones. A typical DJ setup usually has a mixer, two speakers, two turntables, and one or more microphones. A mixer holds one charge, which lasts for one year of normal use.

Pocket Camera: This item is built into a briefcase which includes storage for 12 rolls of film, extra flashbulbs, a tripod, remote flash trigger, and 5 pounds of other small accessories. On command, it (and its contents) magically folds down into a small case the size of a cigar box. A pocket camera holds two charges and lasts six months per charge.

Projector: A basic projector displays individual photo slides one at a time by using light to project them on a wall. A typical projector shows one slide at a time which is manually swapped, but more expensive versions can hold a cartridge of up to 50 slides which can be advanced by pressing a button. The most expensive type, film projectors, can show animated movies using large reels of film. A projector holds two charges and lasts six months of normal use per charge. Slide collections and film reels often have a vinyl record of narration to be played in accompaniment with the presentation.

Pump: Most larger towns have running water supplied by water towers, but farms and larger private properties usually have a dug or drilled well. A water pump is usually used on a drilled water well's wellhead to bring water to the surface, saving several minutes of manual pumping. It holds three charges and lasts for one year of normal use.

Refrigerator: A small refrigerator will keep a few perishable necessities cool and fresh, like milk, cheese, and butter. It's what we consider a mini-fridge. It holds two charges and lasts six months per charge. A normal-sized refrigerator or freezer holds four charges and lasts three months per charge. Combination refrigerator/freezers cost a bit more but use the same charges.

Saw: This category includes all manner of woodworking saws: saber saws, chop saws, circular saws, reciprocating saws, table saws, band saws, scroll saws, and the like. A saw holds three charges and lasts two months of normal use per charge.

Sewing Machine: Most sewing machines are pedal-driven, but artifice versions exist. They hold two charges and last for about six months of normal use per charge. They are often built into their own cast iron and wooden desk.

Skillet: Most skillets are simply placed on a stove range to heat passively. An artifice skillet supplies its own heat. It's especially popular with wealthy travelers and adventurers. It holds two charges and lasts for three months of normal use per charge.

Space Heater: A space heater provides heat for one small room. It holds three charges, each lasting one month of normal use.

Speaker: A set of various-sized speakers in a wood and fabric enclosure. Usually used in pairs to provide music at a concert or large party or town meeting. Must be connected to a turntable or microphone. Small speakers hold one charge each, medium hold two, and large hold four. Fully charged, they last about one year of normal use.

Spotlight: A spotlight comes on a collapsible metal stand, or can be mounted to a wall or ceiling. It provides light equivalent to a bullseye lantern. It holds three charges and lasts about four months of constant use per charge.

Stove: A stove has 1-3 ovens for general cooking, and four heated grills on top for smaller pots and pans. A stove holds four charges and lasts three months of normal use per charge.

Teakettle: Most teakettles are simply placed on a stove range to heat passively. An artifice teakettle supplies its own heat. It’s especially popular with wealthy travelers and adventurers. It holds two charges and lasts for three months of normal use per charge.

Telegraph: A telegraph machine allows operators proficient in horse code to communicate from miles away. A telegraph machine can power up to 20 miles of cable per charge (so a 5-charge telegraph could power a 100-mile distance). The other end must be connected to a second telegraph machine, so two machines with 5-charge crystals could cover a 200-mile span. Fully charged, a telegraph machine’s crystal lasts for one year of normal use. The price of the cable is not included. Most larger towns have a post office with at least one telegraph machine and proficient operator.

Toaster: A toaster toasts two slices of bread or bagel halves. It holds one charge and lasts for one year of normal use.

Turntable: A record turntable plays music or speech physically encoded on vinyl discs. Most have a single small speaker, although some better models have larger built-in speakers, and output ports for even larger speakers. A turntable holds one charge and lasts for one year of normal use.

Vacuum: A typical vacuum is a small metal barrel on four wheels with a long hose coming out of the top. Various attachments snap on to the end of the hose. A vacuum holds two charges and lasts six months of normal use per charge.

Washing Machine: A washing machine has a keg-sized metal tub that agitates back and forth with roughly 50 gallons of water and clothes inside. A pair of motor-driven or crank-driven rollers are used to wring the water out of clothes, which are hung outside to dry (or indoors, over winter). A washing machine holds four charges and lasts three months of normal use per charge.

Water Heater: A water heater provides hot running water for a typical one-kitchen, two-bathroom house. It holds six charges and lasts for two months of constant use per charge.

VEHICLE RULES

Equestria has a wide range of vehicles, both magical and mundane, from tiny carts to large wagons, light taxis to full-sized stagecoaches. Trains and hoofcars provide travel by rail, while balloons and airships provide air travel. Standard D&D rules cover normal waterborne vessels, while several other types are detailed below.

VEHICLE PROFICIENCIES

Vehicle proficiencies are a specialized type of tool proficiency, and count as a tool proficiency for any ability that grants one. In the D&D 5th Edition Player’s Handbook, there are two proficiencies for vehicles: land and water. Land vehicle proficiency covers any number of chariots and wagons which are generally drawn by a beast of burden. In Equestria such vehicles are usually drawn by an intelligent character who is able to make their own decisions and guide the vehicle safely, so land vehicle proficiency for harnessed vehicles and hoofcars is not necessary. Other land vehicles, such as automobiles, bicycles, and even roller-skates have their own proficiencies. MLP45E also adds air vehicle proficiency, for airships and hot air balloons.

Vehicle Proficiency List

- Airships
- Automobiles
- Balloons
- Bicycles
- Gyrocopter
- Water Vehicles

HARNESSED VEHICLES

A vehicle’s weight capacity is twice its physical weight, so a small cart weighing 100 lb. can carry 200 lb. of additional goods, and a full-sized stagecoach weighing 2,400 lb. can carry 4,800 lb. of additional goods. While you are traveling on roads, paths, or level ground, the weight of a cart and its contents is divided by 10 when determining how much it counts against your weight limits. Therefore a fully loaded small cart (300 lb.) counts as 30 lb. towards your carry weight limit, and a fully loaded large cart (1,200 lb.) counts as 120 lb. On rough ground or significant inclines, the weight is divided by 5 instead of 10. Wagons and stagecoaches have a long tongue that can allow up to six characters to be harnessed to the vehicle.

For pegasi and other flight-capable races, the *sky hauler* cartoon physics ability allows them to pull harnessed vehicles through the air as long as the weight does not exceed their limit. See chapter 8 for details on this power.

The table below shows the price, weight, capacity, and total points of Strength required to pull the wagon on level ground. For example, a small stagecoach requires 36 points of Strength total. Three characters with a 12 Strength could pull a fully-loaded small stagecoach across level ground. This assumes they aren’t carrying additional gear on their persons.

Harnessed Vehicles List

Vehicles	Price	Weight	Capacity	Str Req.
Carriage, Small	50 gb	200 lb.	400 lb.	8
Carriage, Medium	75 gb	400 lb.	800 lb.	16
Carriage, Large	115 gb	600 lb.	1200 lb.	24
Cart, Small	5 gb	100 lb.	200 lb.	4
Cart, Medium	12 gb	200 lb.	400 lb.	8
Cart, Large	25 gb	400 lb.	800 lb.	16
Stagecoach, Small	200 gb	1800 lb.	3600 lb.	36
Stagecoach, Medium	275 gb	2100 lb.	4200 lb.	42
Stagecoach, Large	350 gb	2400 lb.	4800 lb.	48
Taxi	100 gb	400 lb.	800 lb.	8
Wagon, Toy	1 gb	50 lb.	100 lb.	2
Wagon, Small	50 gb	700 lb.	1400 lb.	14
Wagon, Medium	75 gb	1000 lb.	2000 lb.	20
Wagon, Large	115 gb	1500 lb.	3000 lb.	30

Carriage: Small, 4-wheeled passenger vehicles usually used for local travel within a city or village, carriages are usually drawn by a single driver. They seat two, four, or six

passengers, with limited space for baggage. Their wheels are cushioned by iron springs for a smooth ride.

Cart: Simple, two-wheeled carts come in small, medium, and large sizes. Some carts have folding legs to keep them level when not harnessed. A waterproof cloth and wood frame cover for a cart costs 10% of the cart's cost and weighs 10% of the wagon's weight.

Stagecoach: The most comfortable means of travel when rail is unavailable, stagecoaches come in small, medium, and large sizes. Coaches have seats on the front and back, a large enclosed compartment for passengers, and storage space on the roof and in the rear for baggage. They seat 8 passengers for smaller coaches, up to 18 for the largest. Its axles are cushioned by iron springs for a smoother ride.

Taxi: A taxi is a small, four-wheeled wagon with comfortable, covered seating for two, or cramped seating for up to four. Like a stagecoach, its axles have iron springs to make for a smoother ride. It's usually pulled by a single driver.

Wagon: Four-wheeled wagons come in toy, small, medium, and large sizes. Wagons have a seat on the front and a large square compartment in the rear for goods. A waterproof cloth and wood frame cover for a wagon costs 10% of the wagon's cost and weighs 10% of the wagon's weight.

HOT AIR BALLOONS

Hot air balloons are used to get around quite often in Equestria. In the real world, balloons simply travel in the direction of the wind. A balloon pilot can often change their heading by increasing or decreasing their altitude. In the northern hemisphere of Earth, increasing your altitude generally will let you turn the balloon right, and decreasing your altitude will let you turn the balloon left. In areas of uneven terrain, this may not be true at all.

Whether Equestria follows similar rules is a mystery. In order to tell what direction the winds above and below the balloon are blowing, pilots often send up miniature balloons to see what direction they blow, or spit over the edge of the basket to see which direction it falls.

Equestria, with its weather controlled by the pegasi, may have dedicated balloon "travel lanes" designated in the sky, where the winds always blow a particular direction, making it easy to get from one town to another via balloon. It's quite possible that this is what let Pinkie's and Spike's balloon in *Fall Weather Friends* travel so conveniently directly along the race route, or what brought Twilight's balloon directly from Canterlot to Ponyville, and from Ponyville to Cloudsdale. Maybe it's simply a matter of pre-arranging a flight plan with the local pegasi, so they can set up a prevailing wind pattern for the day custom-tailored to your requirements!

The table below shows the price, weight, capacity, and size of a number of different balloons. We can conveniently ignore the fact that a hot air balloon requires a source of hot air in order to rise, because none of the balloons seen so far in the show has had one. Also, because magic.

CHAPTER 7: GAMEPLAY



Hydra vs. Shield, Equestria Style by Harwick

NEW ACTIONS

Add the following new actions to the list of 5th Edition D&D's actions

HELP UP

A helping hoof is always appreciated.

When you are adjacent to a friend who's prone, you can use a bonus action to help them up. Your friend can then use their reaction to stand up.

OVERRUN

When someone tries to block, show them that you rock.

Use this action in combination with the dash action. You can attempt to move through the space of any opponent using brute force or agility. Each time you do so, you provoke opportunity attacks. Then contest your Strength or Dexterity (your choice) against their Strength or Dexterity (their choice).

If you win the contest using your Strength, the opponent is pushed to the side and you continue with your movement. If you win the contest using your Dexterity you just move through the opponent's space and continue with your hustle action.

If the opponent wins, your movement ends immediately and you're knocked prone.

NEW CONDITIONS

The dazed & dazzled conditions codify some of the "stealth" conditions that are present in some 5th-edition feats, spell effects, and class abilities which, for whatever reason, aren't standardized in D&D 5e's condition rules. This makes it easier to reuse these effects later on in other new spells and class abilities, and remember how they work without having to look them up. The dejected, stressed, and terrified conditions are new, representing some of the mental states characters in Friendship is Magic might find themselves in.

DAZED

A dazed character cannot take reactions.

DAZZLED

A dazzled character is nearly blinded by a bright light, and takes a -2 penalty to all d20 rolls and to AC.

DEJECTED

A Dejected character is depressed and unmotivated. This condition is more pervasive than most, but its effects are primarily felt out of combat as opposed to in combat, where adrenaline temporarily ameliorates most of its symptoms. This condition is often imparted

after failure in a skill challenge or when some other personal disaster occurs. If the character enters a dangerous situation (determined by the GM) its effects are suppressed temporarily. Dejected applies these effects when not in combat:

- Disadvantage on all d20 rolls
- Enemies have advantage on attacks and contests
- -5 penalty to initiative
- Cannot use Zingers

The Dejected condition can usually be ended with a DC 15 Wisdom save at the end of every hour the character is affected (include disadvantage). If the character is in a dangerous situation when this check would occur, it is delayed until after the danger subsides. During a short rest, if any friends successfully roll a DC 20 Charisma (Persuasion) check, you do not have disadvantage when you roll the Wisdom save to attempt to remove the condition. A reversal of whatever situation caused the Dejected condition also ends the effect (as determined by the GM).

STRESSED

A Stressed character is preoccupied with other thoughts in the back of their mind and is distracted from their current task. Stressed characters take a -1 penalty to all d20 rolls.

The Stressed condition can usually be ended with a successful DC 15 Wisdom save at the end of every hour the character is affected (include the -1 penalty). During a short rest, if any friends successfully roll a DC 15 Charisma (Persuasion) check, you have advantage when you roll the Wisdom save to attempt to remove the condition. A reversal of whatever situation caused the Stressed condition also ends the effect (as determined by the GM).

TERRIFIED

Terrified is a step above the Frightened condition, and includes its effects. A Terrified character is panicking and finds it impossible to focus on the task at hand. A character that is already frightened who receives the frightened condition again from a different effect becomes terrified. Creepy locations and ghostly creatures often impart this condition. Terrified applies these effects:

- Disadvantage on attack rolls and ability checks while the source of its fear is within line of sight.
- Cannot willingly move to a position where it would end a turn closer to the source of its fear than where it started.
- Cannot use reactions or Zingers unless they would allow a chance to remove or counter Terrified.
- At the start of its turn, a Terrified creature rolls 1d4 and consults this table:
 - 1: Use its movement and action to hustle in a random directions (roll 1d8 for each direction).
 - 2: Use no movement, and use its action to dodge.
 - 3-4: Act normally.

A character who rolls the "act normally" result while terrified can use their action to attempt a DC 15 Wisdom or Charisma check to end the condition. A friend within 20 feet can also use their action to roll a DC 15 Charisma (Persuasion) check. On a success, the

terrified character can make a free attempt at the Wisdom or Charisma check to end terrified.

RULES ADDITIONS & MODIFICATIONS

The rules in this section are modifications to existing 5th-edition D&D rules. Some (like the humanoids rule) are necessary for the game to work, while others simply fit the cartoon nature of Equestria.

WEAPONS

Between hooves, horns, claws, jaws, and tails, the various races of Equestria have a lot of natural weapons available to them. In most cases, however, manufactured weapons such as swords, bows, and axes are still more effective. The following simple rules adjudicate how Equestrian races interact with them.

In general, there's four melee fighting styles in D&D: single weapon, dual weapon, two-handed weapon, and weapon/shield.

Single Weapon, Dual Weapons

A single one-handed weapon is usually gripped in the mouth (for quadrupeds), or in a foreclaw or hand (for dragons, griffons, hippogriffs, and minotaurs). You use your action to attack with that weapon, and you can then use a bonus action to make an attack with a natural weapon, whether it be a hoof, bite, claw, or horn attack. Note: minotaur horns are not a finesse weapon and so cannot be used as a bonus action attack.

Bonus action attacks are resolved like an off-hand attack in regular D&D. You make an attack roll, adding your proficiency bonus and either your Strength or Dexterity bonus. On a hit, the attack deals damage equal to the natural weapon's base damage die with no ability score bonus.

For creatures with both claws and a bite attack, such as a griffon or dragon, they can choose from round to round whether to make their bonus action attack with an empty claw, a finesse weapon held in that claw, or their bite.

Two-Handed Weapon

Due to their strong neck and jaw muscles, quadrupeds can wield a two-handed weapon by gripping it with their mouth. Dragons, griffons, minotaurs, and hippogriffs lack the mouth dexterity to do so, but they can use their hands or claws to hold the weapon instead. The weight of these weapons prevents a character wielding one from using a bonus action to make a natural weapon attack.

Weapon and Shield

Quadrupeds grip the weapon with their mouths, but the shield must be strapped to a foreleg, limiting dexterity. As above, a character with a weapon and shield equipped is unable to use a bonus action to make a natural weapon attack.

Natural Weapons & Feat Interactions

Some feats from the D&D 5th Edition Player's Handbook function slightly differently for Equestrian characters. See below for details on each feat.

- **Defensive Duelist:** You have to be eligible to make an attack or bonus action attack with a finesse weapon (including natural weapon attacks) in order to use this feat's ability.
- **Dual Wielder:** A quadruped can only qualify for this feat's benefits if they are not using a two-handed weapon. Possessing a natural weapon attack qualifies you for the feat's AC bonus. In addition to the feat's other benefits, the damage die of your natural weapon attacks increases one size (from 1d4 to 1d6, 1d6 to 1d8, etc.).
- **Polearm Master:** You can use your bonus action to attack with either the weapon's opposite end or with one of your natural weapon attacks.
- **Tavern Brawler:** Ignore the bullet point about your unarmed strike damage increasing to 1d4, as this does not apply to Equestrian characters. Instead, increase the damage die of your natural weapon attacks by one size (from 1d4 to 1d6, 1d6 to 1d8, etc.).

Natural Weapon Damage Limits

Several racial abilities and feats increase the size of the damage dice of your natural weapons. Regardless of the number of such abilities taken, the damage die of your natural weapons can never improve beyond 1d12.

Monk Martial Arts and Natural Weapons

Racial traits or feats which increase the size of the damage die of your natural attacks also apply to your monk martial arts die, however it can never increase beyond 1d12 damage.

LASSOS

The lasso is a specialized tool proficiency which is used like a weapon. It is neither a simple or martial weapon, so proficiency is only granted through certain feats, backgrounds or similar means. Lassos are made from a typical 50' length of rope. As a ranged weapon, they have a short range of 15 feet and a long range of 40 feet. Like any weapon, an unskilled wielder does not add their proficiency bonus to lasso attack rolls. After you attack with a lasso, you must use a bonus action to re-coil the rope before making another attack with it. The DC to escape your roping tricks is 8 + your proficiency bonus + your Dexterity modifier.

A single strand of rope can be broken with a DC 17 Strength check, but in most cases it will be easier to escape the lasso using a Strength (Athletics) or Dexterity (Acrobatics) check. Friends adjacent to a roped companion can use their own action to attempt to undo the lasso, using the same check as if the roped target itself was escaping.

Lasso Attacks

When attacking with a lasso, you have several options:

Snout: You can prevent an opponent from biting or speaking by roping their snout (or beak) shut. Make a lasso attack against the target's AC. On a hit, the target's snout is roped. If it has hands, claws, back legs that can reach its head, or access to the

telekinesis spell, it can use its action to attempt to escape the ropes by rolling a Strength (Athletics) or Dexterity (Acrobatics) check against your roping DC. Roping the snout obviously won't work on creatures that lack a snout, like centaurs, ogres, or most primates.

Neck: By roping a target's neck, you can prevent it from moving away from you. Make a lasso attack against the target's AC. On a hit, the target's neck is roped. If it tries to move away from you, you can use your reaction to contest your Strength against the target's. On a success, the target cannot move away from you (though it can move sideways or closer to you). If it has hands, claws, back legs that can reach its mouth, or access to the *telekinesis* spell, it can use its action to attempt to escape the ropes by rolling a Strength (Athletics) or Dexterity (Acrobatics) check against your roping DC.

Arms: A tricky task, roping a target's arms limits its action options. Make a lasso attack against the target's AC. If you hit, the target can immediately make a Dexterity or Strength saving throw against your roping DC. If it fails the save, its arms are tied and it can't attack with hand- or claw-held weapons, cast spells with somatic components, or do anything else it needs claws/hands for. If it succeeds on the save, the target's neck is instead roped. An arm-roped target can use its action to attempt to escape the ropes by rolling a Strength (Athletics) or Dexterity (Acrobatics) check against your roping DC.

Legs: Another tricky task, roping a target's legs prevent it from moving more than a snail's pace. Make a lasso attack against the target's AC. If you hit, the target can immediately make a Dexterity or Strength saving throw against your roping DC. If it fails the save, its legs are tied and it falls prone. Its speed is reduced to 10 feet. If it succeeds on the save, the target's neck is instead roped. A leg-roped target can use its action to attempt to escape the ropes by rolling a Strength (Athletics) or Dexterity (Acrobatics) check against your roping DC.

Hog-Tying

When you have a size Large or smaller creature roped around the neck, arms, or legs, you can use your action to attempt to hog-tie it. This action provokes opportunity attacks. The roped creature then rolls a Strength or Dexterity saving throw against your roping DC. On a successful save, it prevents you from tying it up that turn. On a failed save, the creature is hog-tied. It becomes prone and restrained, and it cannot use its action to do anything other than attempt to escape or cast verbal-only spells. The DC to escape or break the ropes increases by 5.

HUMANOIDS

Many spells and effects in D&D 5th edition affect only humanoids. Normally, ponies and other quadruped or monstrous races such as dragons, deerfolk, or changelings would be considered beasts and not humanoids. For the purpose of judging whether or not such spells and abilities will affect a character, treat all the Equestrian player character races as humanoids. Advanced versions of such creatures, like a giant-sized dragon, would no longer count as humanoid.

JUMPING

Cartoon characters have an easier time jumping than people in real life. Use the following rules for jumping:

- **Long Jump:** If you walk at least 10 feet and then make a long jump, you leap a number of feet up to your Strength score +5. Otherwise, you can leap only half that distance.
- **High Jump:** If you walk at least 10 feet and then make a high jump, you rise a number of feet into the air up to 5 + your Strength modifier. Otherwise, you can jump only half that height (minimum 2 feet). In either case, you can reach above you with your mouth during the jump, reaching above you a distance equal to the height of your jump plus your height (typically 4 feet).
- **Jumping Down:** You take no damage when you intentionally drop 15 feet down or less, and you land standing up.
- **Launch Pads:** If you have a tree branch or a springy upholstered chair, couch, or bed in your path when you're jumping, you can double the vertical or horizontal distance of your jump. Said item has a 25% chance to break once you've used it (75% chance if you're large-sized).

STACKING

Everyone's seen the scene before: the heroes are in a creepy old mansion, and they all peek around the corner at once, stacked on top of each other. Or they all hide behind the one brave friend who's sneaking across the room. As long as the heroes aren't in combat, ignore stacking rules, allowing multiple characters to occupy the same space.

RIDING ANOTHER CHARACTER

Most quadrupeds can support a rider if they're willing to put up with one. In order to do so effectively, the character serving as the mount must be at least the same size as the rider and must be strong enough to carry them without becoming overloaded. Each character acts on their own initiative and takes their own actions. Other rules follow the standard mounted combat rules in the D&D 5th Edition Player's Handbook.

OPTIONAL HOUSE RULES

The rules in this section are optional. The GM chooses whether or not to use each one, so ask the GM before assuming whether they are in use!

START AT LEVEL THREE

Levels 1 and 2 of 5th Edition D&D represent novice adventurers—characters who are just taking their first steps into becoming a hero. These levels can also be especially deadly, and a single bad roll can occasionally end a character's life. If you wish to start your game with characters who have been to the rodeo a few times (so to speak), consider starting all player characters at level 3. If you use this rule, you may also want to grant characters extra starting money. 10d6 x 5 gp is a good amount.

Effect: Characters will have a few more class abilities, spells, and especially hit points. If you're using a premade adventure for starting characters, it will need to be adjusted upward in difficulty a bit, although this is fairly easy.

FREEBIES

If you have a small group (4 or fewer members) or you wish to increase the flexibility and customization options available to the players, consider granting all characters a bonus feat and/or proficiency. Choose one of these options for all player characters to use:

- All characters receive a bonus feat at level 1.
- All characters receive a bonus skill, tool, language, or weapon proficiency at level 1.
- Both of the above.

Effect: This increases player character power a fair amount, but it also increases their individuality and makes them more tactically flexible. GMs should be aware and adjust the difficulty of their adventures appropriately, and consider allowing the occasional monster or NPC to have access to feats, as well.

EXTRA HIT DICE

Since low-level characters need to take long rests frequently, you may want to consider increasing the maximum hit dice of each player character by 1 to 3. For example, level 1 characters usually have a single hit die to spend during short rests to recover HP. Under this house rule, level 1 characters would have 2 to 4 hit dice. Note that this does not increase their maximum HP.

Effect: This rule lets characters recover more HP during short rests, potentially allowing them to continue adventuring for longer periods before they need to take a long rest. It does not reduce encounter difficulty. It also will slightly increase the power of classes that recover abilities after short rests, such as battlemasters and warlocks, while it slightly weakens classes which recover abilities after long rests, such as most other spellcasters. On the other hand, bards, clerics, druids, and paladins will probably not need to spend as many of their spells on healing the party, so they may come out ahead under this house rule.

EXTRA HIT POINTS

In order to make low-level characters more durable in combat, consider giving each character bonus hit points at level 1. An amount equal to half of their Constitution score or a flat amount, like 6, 8, or 10 for all characters, is a good number to experiment with.

Effect: This would let each character take one or two more weapon hits at low levels before falling unconscious. Of course this will make encounters less deadly, but it will also make it take longer to restore these hit points when the characters take short rests and spend hit dice to heal. If you use this option, you may want to also use the Extra Hit Dice rule above, and grant 2 or 3 extra dice.

At mid to high levels, these extra HP will be almost unnoticed as player HP ramps up quickly.

THICK HIDES

Consider allowing characters who are proficient in light armor to gain the AC benefit of leather armor while not wearing any armor, due to their own naturally thick hides.

SPELL FIXES

General consensus is that a few spells in D&D 5th Edition are underpowered. Consider applying these changes to the following spells.

- **Mordenkainen's Sword:** You can attack twice per turn with the sword, once using your action and once using your bonus action. The sword scores a critical hit on a 19 or 20 and does not require concentration to maintain its duration.
- **Spare the Dying:** Increase the range to 30 feet.
- **Witchbolt:** Increase the initial and secondary damage to 3d6. With each extra level of spell slot used to cast it, increase the initial and secondary damage another 2d6.

CHAPTER 8: CARTOON PHYSICS

CARTOON PHYSICS OVERVIEW

This rules module simulates some of the off-the-wall things that cartoon characters can do in defiance of real-world physics. If you ever wanted to forget to fall when you walk off a cliff, or blow through a wall leaving behind a hole shaped like you, this is your chapter. As this subsystem is optional, check with the GM to see if he or she is allowing it beforehand.

PLAYER ACCESS

Powers Known:

All characters know the three “automatic” cartoon physics powers: *Hold Your Horses*, *Pancake Landing*, and *Seeing Stars*. These powers are fixed and cannot be changed. At first level, characters also gain two free cartoon physics power slots which can be used to learn any cartoon physics power you like. As they increase in level, characters receive additional power slots (see the chart below). Finally, most flying characters also receive the *Sky Hauler* power for free (see the individual racial descriptions).

Activation & Recovery:

Cartoon physics powers are activated by spending the appropriate action and cartoon physics points. These points are a daily resource, so any points you spend are recovered after you complete a long rest. First-level characters receive 4 cartoon physics points per day, and additional points as they increase in level. Some feats provide additional points and allow additional recovery options.

Swapping Powers:

When you complete a long rest, you can choose to swap one or more of the powers in your free power slots. If you gain any additional slots through feats or other means, they can be used in the same manner.

Cartoon Physics Summary (Standard Advancement)

Level	Free Slots	Points per Day
1	2	4
5	3	6
9	4	8
13	5	10
17	6	12

OPPONENT ACCESS

- Boss-type opponents should have free access to the automatic powers plus 1 to 4 additional powers, depending on their level. You will want to track cartoon physics point usage on these creatures in the same way a PC would.
- Common enemies should have access to the three automatic powers if the scene calls for it and it would be funny. I’d also recommend letting the NPCs as a group use learned powers two to four times during each encounter. For example an ogre might use *Fastball Special* to throw his diamond dog friend, while a sneaky kobold uses *Ride ‘Em Cowpony* to jump on a PC’s back. If there’s five or more player characters, increase the number of uses by one or two. There’s no need to track point usage for such opponents, but be reasonable about it.
- I would avoid giving opponents regular use of the ability-enhancing powers *Adrenaline Rush*, *Level-Headed*, *Ninja Moves*, *Puppy-Dog Eyes*, and *Thinking Cap*. Players would get resentful if you used “triple-advantage” feature of those powers to frequently thwart their abilities.

OPTIONAL CARTOON PHYSICS RULES:

Restful Recovery

Once per day after a short rest, characters can recover spent cartoon physics points up to half their total maximum points. If you use this option, I’d suggest letting opponents use one or two additional powers per encounter.

Slower Advancement

Perhaps you want to use cartoon physics, but the allotment of slots and/or points is too generous? Here’s a slower advancement table. Note that at level 1, characters only have access to the automatic powers, and cannot choose a learnable power until level 5 when they gain their first free slot.

Cartoon Physics Summary (Slower Advancement)

Level	Free Slots	Points per Day
1	0	2
5	1	3
9	2	4
13	3	6
17	4	8

AUTOMATIC POWERS

HOLD YOUR HORSES

You bite down on her tail, but she just kept running, and took you along for the ride.

This power can be used in two ways:

Drag someone along: As a bonus action (2 points) you drag an adjacent creature along with any movement you use this turn and release them at the end of your turn. If the creature is resisting or is grabbed or restrained in some way, you contest your Strength against the opposing force.

Go along for the ride: Activate as your reaction (2 points) when an adjacent creature moves away from you. You can either let yourself be dragged along (letting go at any time) or you can attempt to stop the creature's movement. In that case, contest your Strength against the target's. On a success the target's movement ends. On a failure you can either let them go or go along for the ride, as above.

PANCAKE LANDING

After a long fall, you're flattened like a pancake but get up unharmed a few moments later.

Activate when you fall. When calculating damage you take for falling, reduce the distance by 30 feet for each point you spend. You are then prone and stunned until the start of your next turn. If you landed on dirt or other soft ground, you leave a shallow crater behind.

SEEING STARS

After getting walloped, you often stagger around a few moments, with stars or birds circling around your head.

Dual Use: This ability has two uses: briefly stunning yourself or someone else.

Stun someone: Activate as a part of your attack (2 points) when you hit an opponent for damage. Reduce the damage by half, but the target is stunned until the start of its next turn.

Stun yourself: Activate as your reaction (2 points) when you are hit for damage. Reduce the damage by half, but you are stunned until the start of your next turn.

LEARNABLE POWERS

ADRENALINE RUSH

When the need arises, you can call on uncanny strength reserves.

Activate when you roll a Strength or Constitution check or save (2 points). You roll 3d20 and take the highest result, and you never have advantage or disadvantage on this roll. Any grapple or restraining conditions affecting you end. Until the end of your next turn, your weight limits are five times higher than normal, and any melee or thrown attacks

you make have advantage on the damage roll. You can also break through one or two thin walls of wood, plaster, or drywall during your movement each round.

AFTERBURNERS

You move so quickly you leave a streak of dust or light in your wake.

Activate at the start of your turn (2 points). Your speed (flying or ground), is five times normal. In addition, you leave a trail of dust (if running) or colored light (if flying) in your wake that's unique to you (usually the same color as your tail). The trail lasts until the end of your next turn. Once you activate this power it lasts as long as you concentrate, up to a number of rounds equal to your Constitution bonus. If you spend 4 points when you activate this power, your speed is multiplied by 10 instead of 5.

While you're using this power you have a much harder time maneuvering and stopping. For each ten feet you move forward, you can move five feet diagonally. It takes you at least 30 feet to stop safely. This doesn't normally hinder you but the GM may ask for a Dexterity (Acrobatics) check for any fancy maneuvers you attempt, such as going through doorways, dodging past others safely, and so on.

AMBUSH BUSH

Need to stay hidden but there's no cover? Just take the cover with you.

Activate as a bonus action (1 point). You can pick up an adjacent bush, crate, cardboard box, rock, or other suitable object that's large enough to hide behind, inside, or underneath and can use it as cover to make Dexterity (Stealth) checks to hide. If you move more than 10 feet per round while carrying your cover, your opponents have advantage on checks to notice or locate you. Once activated, this power lasts until you are spotted or you end it. You can combine this power with Hide Anywhere in order to hide behind much smaller objects.

BALLOONOMANCY

They said I couldn't build a bridge out of balloons, but I didn't listen!

Activate as your action (2 points). You create an item or structure out of balloons which you just happen to have available. Choose one of the following types:

Structure: You create a structure as large as a 10' cube for each point in your proficiency bonus. Each time you activate this power you can make new creations or add to the size of existing creations. Your structures are relatively crude, like a wall, box, or bridge, but they can have simple moving parts such as wheels or a door that opens. Each 5-foot section has 5 hit points, and is immune to bludgeoning, force, poison, psychic, and thunder damage. When you build the structure, you can choose whether they are lighter than air (and thus rise into the air) or if they're heavier (and sink to the ground).

Item: You create a piece of equipment that functions like an average-quality item for you. If you give it to someone else, they must spend 1 cartoon physics point in order for it to be functional for them. Balloon items have 1 hit point and are immune to the same damage types as balloon structures.

BLEND IN

If you hold real still and pretend to be a statue, the bad guys might just fail to notice you. A coating of flour doesn't hurt either.

You can try to fool others into thinking you're a statue, a training dummy, ponnequin, or part of a painting or other art installation. Activate as a bonus action (1 point) when no opponents can see you. Contest your Deception skill against the passive Perception skills of your opponents. If any of them have already seen you moving in the last 5 minutes, you have disadvantage on the roll. If there are other statues or art you can mimic or blend in with, or if you have a means of changing your color or clothes quickly, you have advantage on the roll. If successful, you are considered to be hidden until you move or take any actions.

DON'T LOOK DOWN

If you keep on running, you can run right off a roof, cliff or pier and keep going until you notice you're not on solid ground anymore.

Activate as a part of your movement (2 points). If you move off of solid ground, you do not fall or sink until the end of your current turn. If you spend 4 points instead, you do not fall or sink until the end of your next turn.

EAT MY DUST

When you take off running, you leave a cloud of dust behind.

Activate as a part of your movement (2 points). At any one point during your movement you drop a cloud of dust with a 20-foot radius. The cloud lasts until the start of your next turn. Creatures (other than you) within the cloud must succeed on a Constitution saving throw (DC 10 + your proficiency bonus) or lower their initiative by 1d6 and take disadvantage on Perception checks until the start of your next turn.

ELDRITCH BLASTER

"Hokey religions and ancient weapons are no match for a good unicorn at your side, kid." — Unknown

Activate as a part of your movement (2 points). You pick up an adjacent friendly conscious unicorn or other creature who knows the *Eldritch Blast* cantrip. You can then fire off *Eldritch Blast* as your action by pointing their horn at a target and using them like a gun. You use the higher of your Dexterity or your friend's magic ability, and the higher of your or the friend's proficiency bonus. Use the friend's level to determine if you get *Eldritch Blast*'s multiple attacks.

While this power lasts, your friend's weight doesn't count against your carry weight limits, and he or she moves along with you whenever you move. If they move on their own or take any action on their turn other than using *Eldritch Blast*, this power ends. Otherwise you can continue to use *Eldritch Blast* each turn with no further cost in cartoon physics points.

You can also choose to pick up an unwilling unicorn who knows *Eldritch Blast*. In that case you use your own Dexterity bonus and proficiency bonus for the attack roll, and this power ends at the end of your turn.

FASTBALL SPECIAL

Lacking a ranged attack? Throw your buddy.

Activate as your action (2 points). You throw an adjacent friend up to 10 feet plus five times your Strength bonus. If they have wings, triple this distance. The friend can then use

their reaction to make a melee attack against an opponent adjacent to where they land. Your friend has advantage on the attack and damage roll.

FLANK CHECK

A bump from your rump will send them flying.

Activate as a bonus action (1 point). You push an adjacent creature 10 feet away from you if it is not more than one size larger than you. If you spend 2 points instead, the target is also knocked prone.

HAMMERSPACE

You always seem to have just the right thing on-hoof for the situation. No idea where you kept it all this time though.

During a rest you can stow inanimate objects of size small or smaller in a null space that defies reality. The weight limit of stowed objects is equal to your normal carry weight limit. Essentially, you have two separate inventories: one for your stowed objects, and one for your carried or worn objects. If you're unable to resist, other characters can go through all your "pockets" and pull out all the items you have stowed in random order. Finding each one requires a contest of the searcher's Intelligence (Investigation) or Wisdom (Perception) against your Dexterity (Stealth).

Activate as a bonus action (1 point). You retrieve one of the stowed objects, usually by pulling it out from behind your back, from a pocket, or out of your bushy mane or tail.

HIDDEN TALENT

Did you know I can totally play the organ? Because I didn't! --Pinkie Pie

Activate as part of your action (4 points). You become proficient with a skill, tool, language, or weapon for the next five minutes.

HIDE ANYWHERE

Hiding behind an inch-thick sapling is tricky but you've had lots of practice.

Activate as part of your movement (1 point). You can use any small-sized or larger object or creature in your square or adjacent to you as sufficient cover to make a Dexterity (Stealth) check. Example items include mailboxes, small bushes, trash cans, wheelbarrows, drinking fountains, and the like. If you use a creature to hide behind, you are no longer hidden if it moves away from you, unless you use readied actions to move with them. Once activated, this power lasts until you are spotted or you end it.

You can combine this power with Ambush Bush in order to take your cover with you while moving (although a creature you're using for cover might object to this treatment).

HORSEYBACK RIDE

You have no trouble carrying a friend around. It's almost like they weren't even there.

This ability is always active, and has no activation cost. You can carry a friend of your size or smaller on your back, without counting their body weight against your carrying limit. If they are a larger size category than you, their weight counts as half normal.

LEAD BY EXAMPLE

"You made it look so easy!" "I make everything look easy." —Wild Flower, Rainbow Dash

Activate as a part of your action (2 points) when you and your friends each need to roll a check to accomplish a similar physical task, such as sneaking around, climbing, or jumping, or a Strength, Dexterity, or Constitution save to resist an attack, spell, or environmental hazard. You roll first, and if you succeed each of your friends has advantage on their own rolls for the same task or save.

LEVEL-HEADED

When the need arises, you can call on that rare and elusive power of common sense.

Activate when you roll a Wisdom check or save (2 points). You roll 3d20 and take the highest result, and you never have advantage or disadvantage on this roll. Until the end of your next turn, you cannot be Charmed, Frightened, Stressed, or Terrified (remove any of those conditions affecting you), and any Wisdom-based spells or attacks you use have advantage on the damage roll.

MISCHIEVOUS CRITTER

"Good boy Angel! Momma's so proud." — Discorded Fluttershy

Activate as a bonus action (2 points) and contest your familiar or pet's Dexterity against the Strength or Dexterity of a creature next to it. Your pet has advantage on this check and can use your proficiency bonus. If your pet wins, the target suffers one of the following effects. Multiple effects can be added for 2 points each.

- Reduce the target's speed by half until the start of your next turn
- Move the target 10 feet in any direction
- Daze the target until the start of your next turn
- Knock the target prone
- Interrupt a spell the target is concentrating on. The target can roll a Constitution save (DC 10 + your Proficiency bonus) to avoid.

MONTAGE

With access to a library, helpful friends, or intense personal dedication, you can quickly learn a new proficiency or complete a time-consuming task

Dual Use: This ability has two uses: learning a new proficiency, or completing a task more quickly.

Cram Session: To learn a new skill, language, tool, or weapon proficiency you must first engage in a cram session taking a total study time of 24 hours minus your Intelligence score. During that time you need access to a friend already trained in the proficiency, or a well-stocked library.

Activate at the end of the cram session (2 points). You gain proficiency in one skill, language, tool, or weapon until you complete a long rest. You can refresh this power without needing the lengthy cram session by spending the required points again at the end of each long rest as long as you refresh the power every day.

Quicker Tasks: If you use this power to complete some other task (2 points), you simply cut the time requirement of the task in half. Example tasks include learning a new spell, crafting an item, searching a crime scene for clues, traveling to another town with

your companions, and so on. If the task takes more than one day to complete, each day that you spend the point cost you progress at double the normal rate.

NINJA MOVES

When the need arises, you can call on uncanny agility reserves.

Activate when you roll a Dexterity check or save (2 points). You roll 3d20 and take the highest result, and you never have advantage or disadvantage on this roll. Any grapple or restraining conditions affecting you end. Until the end of your next turn, you can't be grappled, knocked prone, forcibly moved, or have your speed reduced, and any finesse melee or ranged attacks you make have advantage on the damage roll.

ONE STEP AHEAD

Somehow you can keep up with someone, no matter how fast or far they move.

Activate as your reaction (2 points) when a creature within 20 feet of you ends its turn further away from you. You disappear and reappear behind, inside, or under an object of your size or larger within 20 feet of the triggering creature (including around the corner of a wall). You can combine this power with Hide Anywhere if you like, to appear behind smaller objects. You can't use this power if there's no suitable object near the creature, if you are jailed, shackled, tied up, or have your movement restricted in any way, or if the target creature teleports.

PHANTOM FINGERS

What do you mean, 'hooves don't work that way.'? Mine do. You can't explain that!

This ability is always active, and has no activation cost. Things just seem to stick to your hooves, almost as if you had invisible claws like a dragon or griffon. While you have this ability your Dexterity score increases by 1 (to a maximum of 20).

PREHENSILE HAIR

Sometimes your mane just seems to have a mind of its own.

This power is always active and has no activation cost. You can use your mane or tail hair to interact with an object of 5 pounds or less at any time once per round, even if it's not your turn. This lets you perform two free object interactions per round, rather than just one. See the "Other Activity on your Turn" section on page 190 of the D&D 5th edition Player's Handbook.

PUPPY-DOG EYES

"Aren't you going to stay for dessert?" — Apple Bloom

Activate when you roll a Charisma check or save (2 points). You roll 3d20 and take the highest result, and you never have advantage or disadvantage on this roll. Until the end of your next turn, all opponents within 30 feet of you are Charmed by you, and you are treated as if you had a 20 Charisma.

REVERSE PSYCHOLOGY

You engage in a battle of wits and convince your opponent to take the action they didn't want to take in the first place.

Activate as your action (2 points). You engage in conversation with a NPC and use trickery and guile to convince them to take an action they normally wouldn't. Contest your Charisma (Deception) against the NPC's Wisdom (Insight). If you win, on the opponent's turn it takes the action you convinced them to do as long as it isn't immediately harmful to them or their friends. The use of this power goes above and beyond what can be accomplished simply by using Charisma (Persuasion) to persuade them.

For example, Pinkie Pie convinced a tomato vendor to give her a 50% discount, and she also persuaded Iron Will to come back tomorrow to collect Fluttershy's payment (at least until he heard Fluttershy). You could also con a guard into letting you and your friends past, dare a troll to lift a boulder (which happens to be blocking your exit) as a show of strength, or taunt a goblin leader into a one-on-one boxing match for the right to let you through their territory unharmed.

RIDE 'EM COWPONY

You leap on top of the beast and ride it around.

Activate as part of your movement (2 points). You can move into the space of a creature one or more sizes larger than you. The target creature receives no opportunity attacks for this movement, though others might. While you are in the creature's space you gain these benefits:

Whenever the target moves, you can use your reaction to move along with it. This movement does not provoke opportunity attacks.

You are Invisible to the target (although it knows exactly where you are) unless it has a long neck, eyes in the back of its head, or it senses without eyes (such as an ooze).

The target can use a bonus action to attempt to shake you off by contesting its Strength (Athletics) against your Dexterity (Acrobatics). If it wins the contest, you move to an adjacent space and fall prone.

ROLE PLAYER

A little mud can make a decent disguise, but a silver tongue really sells it.

Activate as your action (2 points) when no bystanders or opponents are watching you. You disguise yourself using materials available, equivalent in effectiveness to the Disguise Self spell, lasting for one hour. Like the spell, any creature who touches you can roll an Intelligence (Investigation) check as indicated by the spell. The check DC is 8 + your proficiency bonus + your Charisma bonus. If you are proficient in the disguise kit or deception skill, opponents have disadvantage on this check.

SCAREDY-CAT

Ohmygosh! Look out for that ferocious cragadile!

Activate as a bonus action (2 points). Contest your Charisma (Deception) against the Wisdom (Insight) of a creature within 30 feet. You have advantage on this check. If you win, you spook the target and move it 20 feet in any direction (even vertically). This works even if the target is climbing, flying, restrained, prone, or stunned. If you moved them vertically they can grab onto any objects overhead (DC 10 Strength save) and take no damage if they fall. Constructs are immune to this power. Your friends can voluntarily fail this contest.

If you spend 4 points and use your entire action to activate this power, you can affect all creatures within a 50-foot cone.

SIXTH SENSE

A twitchy tail? Something's about to go down.

Activate as your reaction (2 points) when you suffer a surprise attack from a creature, trap, or environmental hazard. The next attack made against you has disadvantage, and you have advantage on your next check or save needed to avoid a trap, hazard, or spell.

SKY HAULER

Pegasi and other flying creatures can extend their magic around objects they are harnessed to, enabling them to pull them through the sky.

Prerequisite: You must be capable of winged flight.

Activate when you are hitched to a cart, wagon, chariot, or other vehicle (1 point). If the object and its contents do not exceed your towing weight limit, you can pull the vehicle through the air at your full flying speed, as easily as if it were on the ground (see Chapter 6). You can even stop in place and hover with it. Multiple pegasi can use this power in unison to haul large carriages and wagons, combining their weight limits. The object is still subject to momentum, so if you stop suddenly it will want to continue moving.

The effect lasts a number of hours equal to 2 plus your Constitution bonus (minimum 1 hour). If the effect expires you can refresh it mid-flight by activating this power again. If you cannot refresh it or the weight of the object exceeds your drag limit (if too much is loaded into the cart), you must descend immediately and cannot gain altitude until the weight is reduced.

SNAP OUT OF IT

Sometimes all it takes to break someone out of a stupor is a firm wallop across the face.

Activate as your action (2 points), as you smack an adjacent friend. End any Charmed, Dazed, Frightened, Stressed, or Terrified condition affecting that friend. If they are suffering some other mind-affecting condition that allows saves or checks to end it, they can immediately make such an attempt for free.

TEN WINGPOWER

Flap your wings hard enough and you can knock your opponents down and blow them away.

Prerequisite: You must be capable of winged flight.

Activate as your action (2 points). Contest your Strength, Dexterity, or Constitution vs. the Strength of creatures in a 30-foot cone. Any creatures you beat are pushed 20 feet. If you beat them by 5 or more, they are also knocked prone. Gaseous or swarm creatures have disadvantage on this contest. Creatures one or more sizes larger than you have advantage. Any clouds (natural or magical) in the area are destroyed.

THE HORN KNOWS

"I had no idea where my horn was taking me. But unicorn magic doesn't happen without a reason." — Rarity

Prerequisite: You must be a member of a race that is capable of using arcane magic.

Activate as your action (2 points) and roll a DC 10 Wisdom (Insight) check. On a success, you receive a subtle hint from the GM on any subject. This might take the form of your horn(s) leading you somewhere, pointing at something or someone, or giving you a sudden mental picture.

THINKING CAP

When the need arises, you can call on your uncanny knowledge of trivia.

Activate when you roll an Intelligence check or save (2 points). You roll 3d20 and take the highest result, and you never have advantage or disadvantage on this roll. Until the end of your next turn, you are proficient in all weapons, skills, and tools, and any Intelligence-based spells or attacks you use have advantage on the damage roll.

TIME OUT

You grab your trusty whistle (or a nearby bird) and blow out a long, loud tweet, getting everyone's attention.

Activate as your action (2 points). Any combat or argument ends immediately. If anyone decides to take a hostile action, everyone re-rolls initiative first and then acts in that order. If you try to use this power a second time in the same battle, it has no effect.

WALL JUMP

You leap up and kick off a wall, enabling you to increase your jump height significantly.

Prerequisite: You must be proficient in Acrobatics or Athletics.

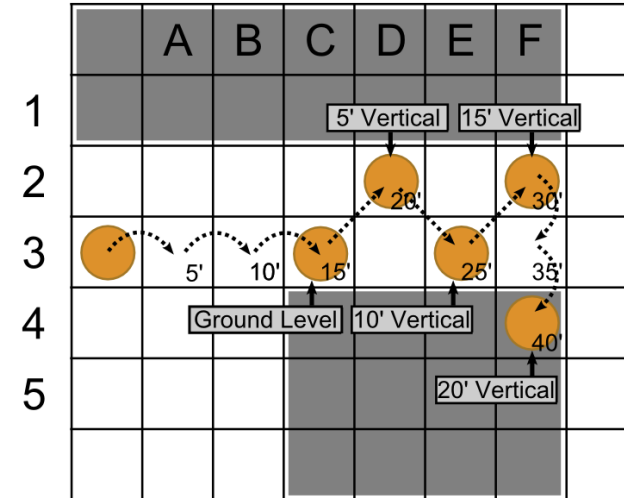
Activate as a part of your movement (2 points). Until the end of your turn, when you move at least 5' away from a wall, you can also safely move 5' vertically (either up or down). This lets you quickly jump between adjacent buildings to reach a roof, or safely jump down to the bottom of a pit.

When your turn ends, you do not fall. At the start of your next turn, you can choose to activate this power again and continue the wall jump. If you choose not to activate it again, you fall unless you use an ability such as *Don't Look Down*. The GM may also allow you to attempt a DC 10 or 15 Athletics or Acrobatics check to grab on to an object or creature nearby.

You can use wall jump on enormous creatures, but doing so provokes an opportunity attack.

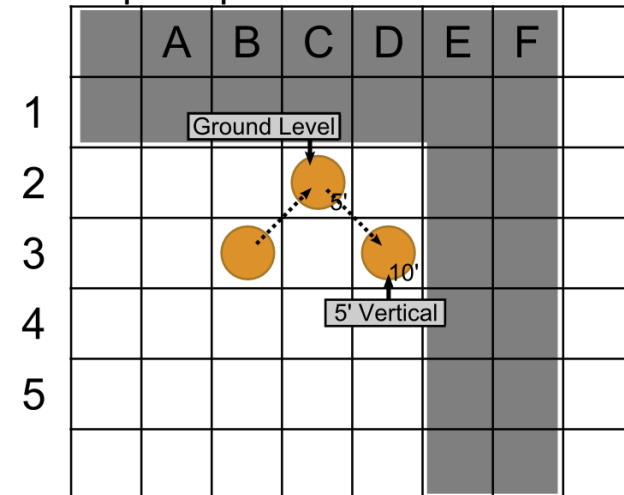
In Example 1 (see diagram), Applejack (Speed 40') wishes to jump onto the roof of the building on her right (20' high). She enters C3 and moves to D2, jumping off the building on her right. She's now 5' in the air. Moving from D2 to E3 she rises another 5' vertically, and is now 10 feet in the air. She jumps again from E3 to F2, rising to 15 feet in the air. Finally she jumps from F2 to F4, ending on the 20' high roof of the building.

Wall Jump: Example 1



In Example 2, Applejack starts in B3, then moves to C2. She jumps back and forth from C2 to D3 multiple times. With her speed of 40', she can jump a total of 35' vertically, since her first five feet of movement (from B3 to C2) were at ground level.

Wall Jump: Example 2



WIND SHIELD

You can use your wings to whip up a shield of air to blow away projectiles.

Activate as your action (4 points), or reaction (4 points) when someone makes a ranged attack against you. Until you move or use your action for something else, you beat your wings, generating a vortex of wind in a 30-foot cone. Creatures making ranged attacks through the cone (including any that triggered the use of this ability) have disadvantage. Creatures of Medium size and smaller must make a Strength (Athletics) check or be blown away from you, out of the cone. The DC is 8 + your proficiency bonus + your Strength, Dexterity, or Constitution bonus. Medium creatures have advantage on the check.

You cannot use this ability if you're unable to fly due to injury or exhaustion. On your turn, you can use a bonus action to point the cone a different direction.

YEEEOUCH!

Poked in the butt with something sharp, or suddenly notice you're on fire? Fight or Flight kicks in and you go flying.

Activate as your reaction when you take damage. You fly 30 feet in any direction, even vertically. This movement does not provoke opportunity attacks. If you're midair at the end of this movement you fall, although the GM may let you attempt a DC 10 or 15 Athletics or Acrobatics check to grab onto something.

CHAPTER 9: ZINGERS

ZINGER RULES

OVERVIEW

Zingers are an optional, one-time-use abilities that encourage teamwork while adding a CCG-like element of random fun to the game. They are similar to 4th edition D&D's Fortune Cards. Before the campaign begins, the GM should decide whether to use zingers or not (although it's easy to add or remove them later). If zingers are not in use, obviously those feats and other abilities that reference them should also not be used.

WHERE TO GET THEM?

Zinger pages will be linked in the description for the MLP:45e document, at cheezedoodle96.deviantart.com. Initial plans are for a new document full of them for each season of Friendship is Magic.

IN-GAME ACQUISITION

There are a number of ways to acquire zingers:

- Every player draws one zinger after taking a long rest. Some abilities allow extra cards to be drawn at this time.
- At the end of each game session the players should cast a secret vote (drop scraps of paper in a hat) for one of their fellow players for their efforts at making the game more enjoyable for everyone (whatever form that takes). The GM counts the votes and awards a zinger to the winner.
- At the end of each game session the GM should also award a zinger to a second player for their good roleplaying, problem-solving, or joke-telling.
- If there is an epic battle or challenge ahead, the GM may choose to award one or more zingers to each player as a means of boosting their preparedness.
- Zingers can be given away to other players (see below).

HAND SIZE LIMIT

Each player is limited to holding a maximum of three zingers at a time. If they find themselves with more than three for whatever reason, extras can be given away to other players or discarded if everyone is maxed out. On your turn (in combat) or any time (out of combat) you can give away a zinger to any other player who isn't maxed out. Many zingers allow you to play them on behalf of a friend, as well.

PLAYING ZINGERS

Each zinger card states when it can be played, and what type of action it takes to play it (if any). If an action type is not specified, it does not take any action to play it, although many cards have conditional requirements that need to be met in order to play them. Once a zinger is played, the card is sent to the discard pile unless it states otherwise. For extra fun, every player should read the zinger's quote out loud when they play it (or adapt it to the in-game situation at hand).

BENEFITS

Most zingers give you and/or your friends an immediate benefit. Often they're played to react to a situation to remove a condition or grant a second chance at something. Unless the card notes otherwise, you carry on as if the original result never happened. If the zinger grants a bonus to ability checks, remember that in 5th edition D&D that also applies to skill checks (since all skill checks are ability checks, but not all ability checks are skill checks).

SPECIAL KEYWORDS

In order to save space, some zingers use the following keywords/icons:

- **Bonus Draw:** When you draw this card, immediately draw an extra card.
- **Duration:** Once played, this card is discarded after this amount of time passes in-game (not real life). If it states next rest, it lasts until the next short or long rest is completed. If it states long rest, it lasts until the next long rest is completed.
- **Misfortune:** This type of zinger is harmful to the players. See below.

TOKENS

A number of zingers tell you to place tokens on them when played. Tokens can be glass beads, coins, candy, or other items you have handy. Unless otherwise specified, token cards and unspent tokens are discarded when you complete a short or long rest, or when the tokens are all removed.

MISFORTUNE CARDS

A few zingers are actually harmful. These usually instruct you to play them immediately when drawn, or give to the GM. They always have the Bonus Draw keyword, allowing you to draw a replacement.

OPTIONAL ZINGER RULES

EXPIRATION DATE

To prevent players from hoarding zingers, the GM can require all players to discard their zingers at the end of a long rest, before they draw their new one for the day.

GM ALWAYS DRAWS

Whenever the party draws zinger cards after a long rest, the GM draws one for every two player characters. The GM can then use these zingers on behalf of the players' opponents, helping to level the playing field. If you use this limit, the GM should have a hand size limit equal to the number of player characters.

HAND SIZE

The default limit of 3 zingers per player is arbitrary. This can be raised or lowered as the GM sees fit, although be careful not to hamstring feats that allow the drawing of extra zingers per day.

SCENE LIMIT

To prevent players from unloading a lot of zingers at once, the GM can limit each player to using a single zinger per combat encounter or non-combat challenge. They can still give their cards away to other players to use, however.

CREDITS & OTHER BORING STUFF

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TO-DO LIST:

Update Death domain to match info from 5e DMG.

CHANGELOG

VERSION 0.90

Initial beta release 6/29/14

VERSION 0.91 UPDATES

Update for Official Release of D&D 5th Edition Player's Handbook

General Changes

All references to the *Gossip* skill have been removed. See the chapter 4 updates section for details.

Chapter 2 & 3: Character Races

General Races

- Ability scores updated for all races to more closely match D&D 5e final release.
- Natural weapons reduced in damage die size, add finesse keyword.
- Most racial traits that granted advantage in a skill changed to proficiency in that skill, to match D&D 5e final release.
- *Slow Fall* ability of numerous races renamed to *Glide*.
- *Darkvision* and *Low Light Vision* racial traits updated to match D&D 5e final release.
- Races which had *Arcane Initiate* feat updated to the D&D 5e final version of that feat, *Magic Initiate*.

Earth Pony

- *Resilient* trait renamed due to a feat of the same name being in the D&D 5e PHB and also revised.
- *Everyone's Best Friend* racial trait revised.
- *Crafty* racial trait revised.

Pegasus Pony

- *Lightning Reflexes* added to Pennate pegasus.
- *Sunlight Sensitivity* removed from Nocturnus pegasus.

Unicorn Pony

- *Arcane Apprentice* trait allows an additional 1st-level spell.

Buffalo

- *Stampede* trait updated to account for D&D 5e final version's lack of a *charge* action.

Diamond Dog

- *Keen Nose* trait reworded.
- *Magic-Resistant* trait revised.

Donkey

- *Stubborn* trait now uses reaction.
- *Resilient* trait renamed due to a feat of the same name being in the D&D 5e PHB and also revised.

- *Brave* trait now also applies against effects that terrify.
- #### Dragon
- *Immature Wings* trait now allows multiple uses with exhaustion risk.
 - *Dragon Bloodline* trait updated to add a quickened breath option.

Griffon

- *Ferocious Roar's* frightened effect triggers on a save failed by 5 or more (was 10 or more).
- *Pounce* updated to account for D&D 5e final version's lack of a *charge* action.

Minotaur

- Removed 10' reach.
- Added new trait: *Orienteering Ace*.
- *Show Them That You Rock* trait revised.

Zebra

- *Astute Observer* updated to include saves against illusions.
- *Meditative Healing* now allows group healing.

Deerfolk

- *Ancient Pact* now includes divine classes (cleric, paladin) as well as primal classes (druid, ranger).
- *One With Nature* racial trait added.
- *Elusive* trait updated to work with new rules for *disengage* action.
- *Fey Step* removed, replaced with the D&D 5e wood elf's ability to hide while only lightly obscured.

Hippogriff

- Added missing *Sky Hauler* trait.

Kirin

- Racial traits revised to match any revised pony traits they were derived from.

Chapter 4: Character Options

General Domains

- Added an introductory section on the major power players of Equestria, with suggestions on how they interact with the domains and clerics/paladins.
- Domain capstone abilities moved down to 17th level, and damaging abilities added at 8th level to match D&D 5e final release domain abilities.
- Added a section for each of the official domains from the D&D 5th Edition Player's Handbook on how to use them in Equestria, some with house rules.

Chaos Domain

- Domain spells revised
- *Let Chaos Reign!* changed to once per short rest.
- *Wild Surge* self-damage clarified.

Love Domain

- New domain added

Moon Domain

- Domain spells revised
- *Righteous Zeal* domain feature added.

Shamanism Domain

- This domain received extensive revisions.

New Skills

- **Gossip:** In the D&D 5e playtest, the Search skill didn't really conflict with Gossip as a skill concept. In the final release of 5th edition, Search was renamed Investigation, and it has expanded to encompass similar game space. Therefore, Gossip has been removed. In its place, the Deception, Persuasion and Investigation skills should be used, depending on the need.

New Feats

- Many feats underwent extensive revisions. Please review any feats you chose from the previous version to see if they were updated.
- **Exceptional Skill:** Feat removed.

Chapter 5: Magic

Apprentice's Conjuration: Changed chance to notice to a flat DC 12.

Apprentice's Telekinesis: Re-worded for clarity.

Cloud Walk: Added Ritual keyword.

Come to Life: Modified berserk table to be less deadly.

Dust Devil: Changed from Strength save to Strength or Constitution save.

Eldritch Blast: Added this warlock spell to the Wizard spell list, because it fits the iconic MLP unicorn energy blast so well.

Fabricate: Cut this spell as it now appears in the D&D 5e Player's handbook.

Gossamer Wings: Cloudwalking ability is now lost when the wings are destroyed, to match the episode.

Reverse Gravity: Renamed to *Down Is Up* because the D&D 5e PHB has added its own version of the spell. Also reduced maximum duration to 1 minute.

Telekinesis: Reworded for clarity, increased some weight limits.

Chapter 6: Equipment

Added numerous new items, both custom and from the D&D 5e Player's Handbook.

Healer's Kit: Added new use for proficient users.

Cameras: Changed tool proficiency from film development kit to the camera itself.

Chapter 7: Gameplay

Help Up: Revised to work with the addition of bonus actions.

Overrun: Updated references to the Hustle action to Dash instead.

Chapter 8: Cartoon Physics

General: New power now learned at every 4th level. Additional points come slightly earlier, at the same 4-level interval.

Hold Your Horses: Updated to work with finalized 5e action economy.

Pancake Landing: Simplified and allowed for higher scaling.

Adrenaline Rush: Now benefits melee and thrown damage.

Afterburners: Removed Constitution check for 10x speed, simplified.

Ambush Bush: Activation is now a bonus action.

Fastball Special: Updated to allow for lack of a charge attack in D&D 5e.

Flank Check: Switched to a bonus action.

Hammerspace: Reduced cost to 1 point.

Level-Headed: Now also applies to Terrified.

Mischievous Critter: Switched to a bonus action.

Puppy-Dog Eyes: Changed Charisma attack modifier to granting a flat 20 Charisma for one round.

Ride 'Em Cowpony: Creatures can attempt to shake you off as a bonus action.

Scaredy-Cat: Switched to a bonus action, granted immunity to constructs.

Sixth Sense: Reduced to a single attack and check/save.

Wall Jump: Simplified jump distances.

VERSION 0.92 UPDATES

Update for MLP Season 3 and release of D&D 5th Edition DMG and Elemental Evil Player's Companions, with additional race balancing.

General Changes

- Replaced references to skill checks with ability checks. All skill checks are ability checks, but not all ability checks are skill checks.

Chapter 1: Q&A

Updated several references, and discussion on the current D&D product releases available.

Chapter 2: Canon Character Races

Andalusian: *People Pony* bonus now also applies to Charisma saves

Crystal Pony: Added psychic vulnerability.

Buffalo: *Stampede* damage now scales with level

Doberman: *Crafty* now also grants a bonus skill proficiency

Donkey: *Poison-Resistant* trait added

Dragon: *Dragon Breath* damage increased. *Snaky Tongue* and *Tail Grab* added to Dragon Bloodline options. *Scaly Hide* trait added. *Glide* renamed to *Slow Fall* to differentiate it from a superior ability other winged races possess. Natural weapon damage increased from 1d4 to 1d6.

Griffon: *Pounce* damage reduced slightly, but now scales with level.

Mastiff: *Armor Mastery* replaced with *Thick Hide*

Minotaur: Added *darkvision*, 60'. *Show Them That You Rock* damage now scales with level.

Unicorn: *Arcane Apprentice* now grants both a cantrip and a 1st-level spell.

Advanced Studies grants both a language and a skill or tool proficiency.

Chapter 3: Fanon Character Races

Changeling Orphan: Flight speed boosted to 40 feet, and added omitted *Sky Hauler* bonus cartoon physics ability

Hippogriff: As multicultural individuals, hippogriffs now receive a bonus language of their choice

Kirin: Added +1 Constitution bonus baseline, speed penalty removed, and breath weapon boosted to be equivalent to full dragons. Natural weapon damage increased from 1d4 to 1d6. Pegasus kirin flight speed reduced to 40 feet to compensate.

Chapter 4: Character Options

Cutie Marks: Complete revision of this section, added notes on how to tie them in to *Inspiration*

Cleric Options: Added a temporary sidebar discussing King Aspen.

Chaos Domain: *Let Chaos Reign!* reverted to once per long rest, to keep it in line with existing PHB domains. Added option to use Discordant Magic table.

Sorcerer Options: Added information on sorcerers in Equestria, including new options for the existing Wild Magic and Draconic Bloodline sorcerous origins, and the new Stormborn sorcerous origin.

New Skills & Skill Uses: Gossip function of Investigation skill now uses Charisma. Minor clarifications made to language of several skill uses.

New Feats: Several feats had minor language clarifications, others received more significant changes:

- **Agile Flyer:** Added *Gusty* ability (use of *Gust* cantrip).
- **All-Team Organizer:** Expert Advice can now affect saving throws.
- **Angelic Demeanor:** Loosened some requirements.
- **Connected Destiny:** Added a third benefit, *Unfinished Destiny*.
- **Cartoon Physique:** You can now learn multiple signature moves by taking the feat more than once.
- **Changeling Soldier:** You can now select Intelligence for the ability increase.
- **Critter Friend:** Added Animal Handling prerequisite, and temporary hit point benefit after rests.
- **Draconic Flight:** Added this new feat to let dragons fly full-time.
- **Draconic Might:** Updated to allow for kirin.
- **Embrace the Stars:** New feat added.
- **Essence of the Everfree:** New feat added.
- **Fade Away:** Renamed to Nature's Veil and expanded. You can also attempt to hide when using this ability.
- **Gale Force:** Added *Gusty* ability (use of *Gust* cantrip).
- **Kirin Heritage:** Eliminated this feat, as it is superseded by revised versions of *Draconic Might*, *Pegasus Pride*, *Salt of the Earth*, and new feat *Embrace the Stars*.
- **Mighty Flyer:** Added *Gusty* ability (use of *Gust* cantrip).
- **Pack Rat:** Can produce one inexpensive item between short rests.
- **Pegasus Pride:** New feat added.
- **Scaly Dragonhide:** Updated to account for dragons now getting an AC bonus, emulates physical armor.
- **Salt of the Earth:** Revised and balanced with *Draconic Might*, *Embrace the Stars*, and *Pegasus Pride*.
- **Selfless Protector:** *Stay on Your Hooves* now reduces you to 1 HP instead of reducing the damage taken by half.
- **Sophisticated Socialite:** Reduced to 2 skills to line up with other feats of the same type.

- **Virtuoso:** Changed the list of potential spell effects.
- **Weather Mastery:** Added *Gusty* ability (use of *Gust* cantrip).

Hindrances: Added this new sub-system and one hindrance to start with: Flight Camp Flunker.

Chapter 5: Magic

Added components to all spells

Added spell list for the sorcerer class

Apples to Oranges: Added this new spell

Dust Devil: Renamed to *Whirlwind* to avoid conflicting with the spell of the same name in the *Elemental Evil Player's Companion*.

Inseparable: Added this new spell

Overgrowth: Added this new spell

Rapid Teleport: Added this new spell

Telekinesis: Added ability to 3rd-level version to use on yourself as a reaction to eliminate falling damage

Time Hop: Added this new spell

Zip It!: Added this new spell

Chapter 6: Equipment

Added a section on currency types

Chapter 8: Cartoon Physics

Adrenaline Rush: When activated, ends any grapple or restraining conditions.

Afterburners: Modified to include an increased ground speed option and reduced the duration. This supersedes the deprecated *Running Wind-Up*.

Blend In: Added this new ability

Cram Session: This ability has been renamed and expanded into *Montage*

Eat My Dust: Added this new ability

Lead by Example: Added this new ability

Mischievous Critter: Added an option to interrupt spell concentration

Montage: Added this new ability, which expands on the deprecated *Cram Session*

Ninja Moves: When activated, ends any grapple or restraining conditions

Running Wind-Up: Removed. Superseded by the revised *Afterburners*

Wall Jump: Greatly simplified, and added visual examples

YEEEOUCH!: Added this new ability

VERSION 0.93 UPDATES

Update for MLP Season 4 & 5 (partial)

Chapter 1: Questions & Answers

Magic: Revised the Q&A on magic. Bard class is now open to all races.

Sources: Updated the list of source books available.

DM's Guild: Added a note on this new, valuable resource.

Chapter 2: Character Races

Flying races (general): Added a sentence on how exhaustion affects flight.

Natural weapons (general): Most natural weapons are now both finesse and heavy weapons. Use whichever is more advantageous.

Earth Pony: Earth pony characters were missing an ability score bonus. Now they receive +2 to one score and +1 to the other two.

Arabian: Fixed the wording of their ability score bonus (+2 to one, +1 to two)

Crystal Pony: *Crystal Heart Champion's* damage reduction is now equal to proficiency bonus.

Dragon: Added the *Breath Weapon Trick* and *Agile Feet* bloodline abilities, and renamed *Tail Grab* to *Prehensile Tail* and expanded it.

Griffon: Added a sidebar on griffon subraces.

Minotaur: *Show Them That You Rock* can now be used as a bonus action if you take the dash action on your turn. Bumped fist damage up to 1d6.

Yak: New race added

Chapter 3: Comic & Fanon Races

Boar: New race added

Deerfolk: *Elusive* ability of reindeer and white-tails is now triggered by any attack, not just melee. Added a sidebar on the topic of the MLP comic deer.

Half-Siren: New race added

Chapter 4: Character Options

Exemplar Bard: Exemplars now get a fighting style at level 1.

Investigator Background: Investigators lose proficiency in the camera film development kit/photographer's kit and gain proficiency in the disguise kit, and receive a free disguise kit.

Farmhoof: Added this new variant of the Folk Hero background.

Everfree Elixir: Added this new feat for deerfolk.

Sorcerer Options: Added a comment noting the alternate Storm origin in the *Sword Coast Adventurer's Guide*, as well as a mention of the Shadow origin appearing in the [Unearthed Arcana: Light, Dark, Underdark!](#) article.

Warlock Options: Added this new section.

Chapter 5: Magic

Warlock Spells: Added this missing section.

Lightning Spark: Added this new cantrip for druids, sorcerers, warlocks, and wizards.

Overgrowth: Added this new spell for druids and rangers.

Chapter 6: Equipment

Cameras: The change to camera making it a tool you can be proficient in has been reverted. Instead, the Camera Film Development Kit has been renamed to *Photographer's Kit*. Now you need proficiency in the Photographer's Kit in order to develop photos. All references to the camera as a tool have been changed to Photographer's Kit.

New items: snowshoes, itching powder, sneezing powder, sugar pine glue, toxic environment suit, fire proximity suit, life vest.

Tools: Added the full list of artisan's tools from the Player's Handbook (except cobbler's tools!), gaming sets, and musical instruments, as well as a number of new ones.

Chapter 7: Gameplay

Lassos: Added a section on lasso rules

New conditions: Removed the *marked* condition and all references to it.

Jumping: Added a humorous option for jumping off couches, beds, and sofas, and other springy objects to increase distance.

Chapter 8: Cartoon Physics

Added an optional slower advancement rate for slots and points.

Balloonmancy: New ability

Hidden Talent: New ability

Prehensile Hair: New ability

Role Player: New ability

Wind Shield: New ability

Chapter 9: Zingers

Finally added. Link to the actual printable sheets is under the deviantart entry for this file.