

# My Little Pony 5e Race Homebrew

## Ponies- Exotic Race

Ponies are an intelligent equine race of fey creatures originally from the world of Equus. They are fragile and naive, but they are bound by destiny to greatness and have a connection to the natural magic of the world unmatched by any other race.

## Natural Magic

All ponies possess some sort of magic, explicit or not. How it exactly manifests is dependant on the individual and, to a lesser degree, upon the exact subrace. Ponies feel a strong connection to the magic that flows through Equus, a connection only they possess. Away from their home plane, Ponies do not lose their magic, but they can sense this loss of connection and most common ponies would be set ill at ease. Adventuring types are more hardy, but still suffer from a longing to return to their rightful home.

## Harmony as culture

Ponies are quick to make friends, and quick to compromise, slow to anger and generally pure of intention and heart. They see themselves as guardians of the concept of Harmony, and strive toward that ideal. Even the most greedy and vicious pony is sure to have started down a path paved with nothing but good intentions.

## Destiny Bound

Ponies are branded by destiny on their flanks with a symbol of great significance to the individual. This 'Cutie Mark' is one of the hallmarks of the race, and the culture of harmony and destiny is built on the basis of this physical mark and the fate it signifies. It is the main way that magic flows through the pony, and due to their destiny many common ponies supernaturally talented.

# Pony Traits

## Ability Score modifiers

Ponies are fragile and naive compared to most humanoids, but are strong in character.

-1 CON

-1 WIS

+2 CHA

*Variant Rule: (For those who do not like negative stat modifiers) Instead, Ponies get +1 to CHA*

## Age

Ponies generally live to about 80 years, and are adults by age 12, or whenever they receive their Cutie Mark.

## Alignment

Ponies tend to the Good alignments, but this is far from universal.

## Size

Ponies are Medium size four legged creatures, standing about 3 feet tall at the shoulder.

## Speed

Being four legged has some advantages; the base speed of a pony is 40 feet.

## Destiny Bound

Ponies have a destiny emblazoned on their flank. Ponies have their Proficiency bonus start at +3. It increases as normal for your class.

*Variant Rule: Instead, ponies take a free feat.*

## Fingerless

Ponies do not possess the dexterous digits most humanoids use for so many tasks, instead they use their mouth for most manipulation. Their mouth is considered one hand for most intents and purposes. Somatic spells may use hooves instead.

## Languages

Ponies speak Equish and Common. Equish is a simple language of typical equine noises. Many other races can learn to read and understand it, but few have the vocal cords, or desire, to properly speak it. Especially since ponies usually make the effort to learn the local language.

## Vision

Ponies have normal vision and senses.

## Herbivores

Ponies mostly eat plants. Some have come to enjoy meat as a delicacy, but in general this is frowned upon.

## Subraces

There are three common pony subraces. Earth Ponies, Pegasi and Unicorns. There are also less common subraces that are practically non-existent outside of Equus or were born of ponies in other realms. These include Crystal ponies, Bat Ponies, Moth Ponies, and possibly Changelings. Finally there are Alicorns, with the strengths of all the common subraces, but they are so rare as to number in the single digits. They typically are held as demigod-rulers of Pony states, but most Alicorns deny their own divinity.

## Earth Ponies

Earth ponies may seem like the least magical of all ponies, and are truly the most common, but they are every bit as attuned to the magic of Equus as any other pony. They are adaptable and merry folk, but are firm believers in hard work.

### **Ability Score Modifier.**

Earth ponies are physically strong. They get +1 CON, -1 WIS, +1 STR, +2 CHA. This replaces the -1 CON and.

*Variant Rule: Earth Ponies get +1 STR, +1 CON, and +1 CHA*

### **Proficiencies**

Earth ponies are adaptable to most situations, and have various backgrounds and widely varied childhoods. Choose one martial Weapon, and one tool set to gain proficiency in. Pick any one skill to be trained in. *Variant Rule: In addition, Earth Ponies are proficient in unarmed strikes.*

### **Stout**

Earth Ponies have advantage on STR saving throws to be knocked prone.

### **Names**

Earth ponies have long lasting family names based on professions of their ancestors. Typically related families have related names, such as the Apple clan and the Pie clan.

## Unicorn Ponies

Unicorns are the most obviously magical of the common types of pony, and are generally studious and reserved. But do not mistake them for the haughty and arrogant elves, they are as gregarious as any other pony.

**Ability Score Modifier**

Unicorns are mentally gifted. They get +1 WIS, -1 CON, +2 CHA and +1 INT. This replaces the -1 WIS.

*Variant Rule: Unicorns get +1 INT +1 WIS and +1 CHA*

**Proficiencies.**

Unicorns know one additional Language. Also, take any cantrip from the Wizard class list. Use INT for it's spell casting ability.

**Explicit Magic**

Unicorns gain the *Horn Hand* cantrip. Their horn counts as an Arcane Focus.

**Names**

Unicorn names tend to be esoteric and expressive, and are commonly high level concepts or ideals the parents hold in high regard.

## Pegasus Ponies

Pegasi are athletic and gifted with the freedom of flight. They love friendly competition and can be playful and mischievous. But like all ponies, they're a harmonious group and never want to see a contest turn to a bitter feud. They possess a natural affinity for weather and the clouds, and back on Equus highly trained pegasi controlled the weather. Pegasi value freedom and love soaring high in the sky.

**Ability Score Modifier.**

Pegasi get -1 CON, -1 WIS and +2 CHA.

*Variant Rule: Pegasi get +1 CHA*

**Weathersense**

Pegasi are attuned to the weather and have advantage on any INT or WIS check relating to the weather.

**Flight**

Pegasi can fly with their undersized wings. Their innate magic allows them a flying speed of 45 feet, but not if they are wearing heavy armor.

**Cloudwalkers**

Pegasi treat clouds as if they were solid objects. They can sit or stand on them or push them around the sky. In Equus they can coax rain out of any cloud, as in the spell "create water." Only those with this racial trait may take the feat *Weather Control*.

**Names**

Pegasus names tend to be descriptive and utilitarian. They are usually given after birth, unlike most ponies, often based on skills exhibited in Flight school. Pegasi also have a matronymic, but rarely use it.

# Uncommon Subraces

## Bat Ponies

Bat ponies are dark looking relatives of Pegasi with bat like wings, ears and eyes. They can also fly and cloudwalk, though are far more comfortable near the ground.

### **Ability Score Modifier.**

Bat ponies get -1 WIS, +1 DEX, -1 CON and +2 CHA

*Variant Rule: Bat Ponies get +2 CHA*

### **Proficiencies**

Bat Ponies are usually raised in forest villages in Equus, but many hail from cave towns. They often deal with more hostile cave creatures and have come to learn how best to overcome them through guile and wit.

Gain training in Stealth and Perception.

### **Keen Senses.**

Bat Ponies have keen hearing and darkvision. They gain advantage on any perception check that relies on hearing.

### **Flight**

Bat Ponies can fly, but are not as adept at it as Pegasi. Bat Ponies have a flying speed of 30 feet and they must be in light or no armor.

### **Languages**

Bat ponies know Equish, Common and Undercommon

### **Lesser Cloudwalking**

Bat Ponies can treat clouds as solid ground and move them around. They can also take the Weather Control feat, but have no innate ability with weather.

## Crystal Ponies

Crystal Ponies are denizens of the far north of Equus. They lived in a splendorous Crystal Empire that only recently re-emerged. They are Earth Pony relatives and thus share much with their more common sister subrace, but they differ greatly in appearance. Their coats and manes shine like gemstones and are almost as hard, but under that hard shell are a broken race. Long kept in slavery, they still bear a mental scar from that ordeal.

### **Ability Modifier.**

Crystal Ponies are hardy folk. They gain +2 CON, -1 WIS, +2 CHA. This replaces the -1 CON

*Variant Rule: Crystal Ponies get +2 CON +1 CHA.*

### **Proficiencies.**

Nearly as adaptable as their common sisters, Crystal ponies gain training in one skill of their choice, one tool proficiency and one melee martial weapon proficiency.

### **Hard But Brittle**

Crystal Ponies have natural armor that gives them an innate +2 AC, but are vulnerable to Psychic damage. *Variant Rule: Instead Crystal ponies have advantage on saving throws for STR and CON and are resistant to Slashing and Piercing damage. However they are vulnerable to Psychic, Thunder and Force damage.*

### **Broken Psyches**

After spending nearly a millennia under the control of King Sombra, the Crystal Ponies are weary of Enchantment spells, and for good reason. When casting or being targeted by an enchantment spell the Crystal Pony is at disadvantage.

## **Zebras**

Hailing from the inner deserts of Equus, the Zebra are a mysterious subrace that seems to be related to ponies, though no one is sure. Certainly they are further removed than the others from the family tree. They are a secretive and somewhat primitive race, and few travel far from their homeland, even fewer dare leave Equus. Still, they have some form of Cutie Mark, and thus must be ponies, though their serious demeanor betrays no relation.

### **Ability Modifier.**

Zebras are world weary and suspicious, and lack the social understanding of most ponies. But they are fonts of wisdom. -1 CON -1 CHA, +2 WIS +1 STR. This replaces the +2 CHA and -1 WIS.

*Variant Rule: Zebra get +2 WIS +1 STR*

### **Proficiencies.**

Life in the desert is tough and demands knowledge of poisons and potions for any who live there. Gain training in Survival, and proficiency with potion and poison maker's tools.

### **Language**

Zebras speak Equish, Zebrican and Common. *Variant Rule: When speaking in Common the Zebra MUST speak in verse.*

### **Alchemic Adaptation**

While many Zebras are masters of crafting potions, nearly all are attuned to their use. Potions a Zebra drinks last twice as long, and Zebras get advantage on CON saving throws against poisons.

### **One with nature**

Choose one cantrip from the Druid list. Use WIS as the spell casting ability for this spell.

# Other Races of Equus

## Changelings

### Ability Modifier

Changelings have -1 CON, +1 DEX +1 CHA

*Variant Rule: +1 CHA*

### Age

Changeling Drones are adults in 2 days. They live up to 15 years.

### Size

Drones are about 3 feet tall, Medium.

### Speed

40 ft.

### Flight

Changelings are poor flyers, but can fly at a speed of 20 ft naturally, but only in no armor. If their “alter self” spell is mimicking a flying race, then their flight speed becomes that race’s flight speed instead.

### Vision

Changelings have darkvision.

### Languages

Drones speak Common, undercommon and Equish

### Natural Mimicry

Changelings can cast *Alter Self* on themselves once per short rest as a bonus action. At every third level they can cast it an additional time per short rest.

The also gain training in Stealth and Deception.

### Emotion Drain

Changelings feed on emotions, and do so with the cantrip *Emotion Drain*. A successful use of this cantrip on a target is enough to feed the Changeling for a day.

## Griffons

Griffons are a harsh but noble race, half Big Cat, half Bird of Prey. They hail from the eastern mountain tops of Equus and are far more war-like than the ponies they have all too often come into conflict with. But in recent times the Ponies and Griffons are steadfast friends and allies, recognizing the value of sharing the world peaceably. They tend to the neutral alignments, being self interested at worst, but are prone to fits of greed.

### Ability modifiers

Griffons are gruff, but physically fit -1 CHA +2 DEX +1 STR

*Variant rule: +1 STR +1 DEX*

### Age

Griffons reach adulthood at around 8 years and live to around 90.

**Size**

They are about 4 feet at the shoulder. Medium.

**Speed**

30 ft land. 40 ft if moving on all fours, but talons must be free.

**Flight**

Griffons raptor half gives them huge wings and they fly without magical assistance, and in any armor.

**Lesser Cloudwalker**

Griffons can treat clouds as solid ground and move them around. They can also take the Weather Control feat, but have no innate ability with weather.

**Vision**

Griffons have Darkvision and get advantage on any perception checks that deal with sight.

**Languages**

Griffons speak Griffin and Common

**Obligate Carnivore**

Griffons need to eat meat to survive, to the dismay of the herbivorous ponies, though they do enjoy many vegetarian dishes.

**Warrior Tradition**

Griffons are proficient with Spears, Glaives, Halberds, Lances, Light armor and Shields

## Minotaurs

**Ability Score Modifiers**

-1 WIS +2 STR +1 CON

**Age**

Minotaurs reach adulthood at about 15 years and live to be around 90

**Size**

Minotaurs stand at around 6 feet tall. They are medium creatures

**Speed**

Minotaurs move at 30 feet

**Vision**

Minotaurs have darkvision

**Languages**

Minotaurs speak Common, Undercommon and Bovine

**Maze Cunning**

When making investigate checks to find someone hiding indoors, or to find a certain location inside a structure (including the exit) Minotaurs roll at advantage

**Labyrinth Guardians**

Minotaurs are proficient in Great Axes, Greatswords, Mauls and shields.



## Diamond Dogs

### **Ability Score Modifier**

Diamond Dogs get +2 CON +1 STR -2 INT

*Variant Rule: They get +1 CON +1 STR*

### **Age**

Diamond Dogs are adults at age 12 and can live to about 80, though most die before the age of 60.

### **Size**

Diamond Dogs stand over 6 feet tall, but usually hunch over. They are medium creatures. Some breeds are Large sized, but they tend to be more beastial.

### **Speed**

Diamond dogs move at 30 feet above ground. They can also burrow through earth at 5 feet.

### **Vision**

Diamond Dogs have Darkvision

### **Languages**

Diamond Dogs speak common, undercommon and canine.

### **Gemcunning**

On any INT check involving gemstones, add your proficiency bonus to the roll. If you would already have the proficiency bonus, roll at advantage instead.

### **Keen Noses**

Roll at advantage on any Investigation check involving scent.

### **Underground Raiders**

Diamond Dogs are proficient with warhammers, maces, mauls, light and medium armor and shields.

## Deer

### **Ability Score Modifier**

Deer get -2 CON +2 WIS +2 DEX

*Variant Rule: Deer get +1 WIS +2 DEX*

### **Age**

Deer reach adulthood rapidly, at about 5 years, but live as long as ponies to about 80.

### **Size**

Deer are lithe and slender, less than 3 feet tall at the shoulder, but still medium sized

### **Speed**

Deer are swift and move a 45 feet

### **Vision**

Deer have normal vision

## **Languages**

Sylvan and Common. Choose one of the following as well: Equish, Canine, Zebrican, Griffin, Bovine

## **Forest Protectors**

Deer are at home in any forest, and cannot get lost in one except by magical means. They also get advantage on any perception or initiative roll within a forest.

# Goats

## **Ability Score Modifier**

Goats get +2 CON +1 DEX -1 INT

## **Age**

Goats reach adulthood at age 10 and live to around 70

## **Size**

Goats stand under 3 feet at the shoulder. They are medium sized.

## **Speed**

Goats move at 35 feet

## **Vision**

Goats have normal vision

## **Languages**

Goats speak bovine.

## **Omnivore**

Can eat nearly anything that will fit in their mouths.

## **Charge!**

Goats can ram an enemy in combat. This does 1d4 Bludgeoning damage, and the target must make a STR save of DC10 + your STR modifier.

## **Adaptable**

Goats can pick one simple weapon, one tool and one skill to gain proficiency in.

# Breezies

## **Ability Score Modifier**

-2 CON, +2 CHA

## **Age**

Breezies are adults at 5 years and live to about 50.

## **Size**

Breezies are Tiny Creatures no taller than 4 inches at the shoulder.

## **Speed**

Breezies move at 10 feet on land.

## **Flight**

Breezies fly at 20 feet.

## **Vision**

Breezies have normal vision.

## **Languages**

Breezies speak Sylvan and Common

## **Magic of the Winds**

Pick three cantrips that do not cause damage from any spell list. Use CHA as the spell casting ability for these spells.

# **Cattle**

## **Ability Score Modifiers**

+2 CON -1 DEX +1 STR

## **Age**

Cows reach adulthood at about 2 years and live to be around 50

## **Size**

Cows stand at around 4 feet tall at the shoulder They are medium creatures

## **Speed**

Cows move at 30 feet

## **Vision**

Cows have normal vision

## **Languages**

Cows speak Common and Bovine

## **Maize Cunning**

## **Labyrinth Guardians**

# Spells and Feats (WIP)

## ***Horn Hand***

*Conjuration cantrip*

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**Casting Time:** 1 bonus action

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**Range:** 10 feet

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**Components:** Horn required

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**Duration:** 1 minute

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A spectral, floating aura appears at a point you choose within range. The aura lasts for the duration or until you dismiss it as a bonus action. The aura vanishes if it is ever more than 10 feet away from you or if you cast this spell again.

You can use your bonus action to control the aura. You can use the aura to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. In short anything humanoid hands can do. Any skill checks that would use DEX instead use INT (or whatever your main class's spell casting ability is WIS or CHA.) You can move the aura up to 30 feet each time you use it and can split it into smaller auras (one split at a time) as to perform several tasks at once. The aura can't activate magic items, or carry more than 50 pounds in total. You can attack with the non split aura only, and use INT (or WIS or CHA if this is your main class's spell casting ability) for the attack and damage bonus.

## ***Emotion Drain***

Necromancy Cantrip

**Casting Time:** 1 action

**Range:** 10 ft

**Components:** S

**Duration:** Concentration, up to 10 minutes

You attempt drain an emotion from the target. They make a CON saving throw to avoid all damage. The effects depend on what emotion is drained.

Love: 1d4 psychic damage 1d4 necrotic damage, caster gains same amount of HP

Anger: 1d6 psychic damage. Does the same damage to CHA, which is regained upon a long rest.

Happiness: 1d8 Psychic damage, caster gains same amount of HP

Sadness: 1d6 psychic damage. Does the same damage to WIS, regained upon long rest

Hope: 2d4 psychic damage. CON save only halves damage

Despair: 1d6 necrotic damage. Does same damage to INT, regained upon long rest

## ***Weather Control***

Prerequisite: Cloudwalker Racial trait

You have trained and studied with the Pegasi masters to become a weather pony. You gain the following benefits. You can coax rain from any cloud, on Equus or not, and can use your action to cast the spells listed when your total levels are equal to the double the level of the spell plus one. The cloud is used as all components of the spell and any spell that destroys its material components also destroys the cloud. Use CHA as the Spell casting ability for these spells cast in this manner.

### **Spells**

Thunderclap, Thunderwave, Witchbolt, Gust of Wind, Lightning Bolt, Ice Storm