



# NIGHTMARE NIGHT

Shadowdark Supplement



Designed for use with

# ShadowDark RPG

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v0.1

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# FOREWORDS

Nightmare Night is a free Supplement for the role-playing game *Shadowdark*, based on a modified setting of the TV Show **My Little Pony: Friendship is Magic**.

## Time Frame

The game is set 250 years after the banishment of the older sister so it's not modern like the show but more medieval-like as a regular fantasy game.

## Tone of the Supplement

Since *Shadowdark* often leans toward a more grimdark or horror-themed experience (its cover should have given you some hints), this supplement is meant to follow that style (e.g. skulls, blood, gore). This means the supplement is intended for players with enough maturity to understand the nuances of fiction and engage with them, but to younger audiences, it might be rather unsettling.

All the situations presented are to be considered fictional and exist solely to support the overall “tone,” although some concepts, such as “ancestry distrust,” are actually present in the show. It is surprising how, the moment you leave these colorful equines without a caring leader, they immediately turn on each other (ask any Brony, they will confirm this).

Before starting any campaign or even a simple one-shot, take some time to talk with your GM or Players like any reasonable human being, so you can agree on which elements can be present and which should be toned down or simply ignored when playing.

## BOOKMARKS

The document uses bookmarks for an easy navigation.

## Knowledge About the Show

This document uses clear references to the original show, so those who have never followed it might have some difficulty understanding many of the concepts or names present in this supplement.

## Tools of Play

You'll need all the things required to play the regular game, i.e., a copy of the *Shadowdark* Core Rules, character sheet for every player, a set of dice, pen and paper, or anything equivalent if you are playing online.

## Extra Tools

The official *Shadowdark* Discord, because—why not?

Foundry VTT or Owlbear Rodeo for online games.

While Owlbear is free, it has limited functionality unless you pay a monthly subscription. This is good for those who just want a map and to roll some dice.

Foundry VTT is, instead, the most advanced Virtual Tabletop and even includes the *Shadowdark* System, but it has a cost (that you pay once), and hosting is not always guaranteed since it is based on your internet provider.

# Confounding Ponies

## Hooves and Claws

All equestrian species possess hooves, which are considered weapons that can be used in melee to deal 1d4 damage with a kick. Alternatively, they can perform a Stomp or a Buck, which instead deals 1d6 damage. A Stomp can only be performed against creatures in front of the Character, while a Buck can only be used against those behind. Both the Buck and the Stomp can only be performed if the Character remains stationary during their turn.

Equestrian species have a limited way to interact with items but are unable to use weapons. Those listed in their class description usually include exceptions for Unicorns since they can use Telekinesis.

Griffons have claws, which they can use in melee to deal 1d4 damage. Alternatively, they can perform a Swipe attack with both claws against those in front of the Character, which instead deals 1d6 damage. The Swipe attack can only be performed if the Character remains stationary during his turn.

Griffons' claws allow them to use tools of trade such as lock-picks, pencils, and even hold torches. They can technically use Small or One-handed weapons, but only while stationary, so they just prefer to fight with their claws most of the time, although some might carry throwing weapons like daggers.

Hooves and Claws count as Weapons for the Weapon Master Talent and also as eligible for those Weapons the Class can use, but they cannot be the target of spells that enchant weapons (e.g. Radiant Weapon).

Shields can't be used by equestrians or griffons.

## Beliefs replacing Alignments:

Alignments are replaced by Beliefs, since Law/Neutral/Chaos doesn't have much to do with the equestrian setting.

## Unicorn Telekinesis

All unicorns possess an innate ability to use magical telekinesis to hold and manipulate small items within arm's reach (or hoof reach) that are not heavier than a book or tome. Unicorns that pick a Class from this document are already limited to use certain weapons, but if you create a Unicorn by using Classes from other Supplements, Unicorns can only use weapons that can easily be wield in "one hand" like Long Sword, Maces, and Daggers, but no Polearms or anything that requires "Two Hands". While wielding weapons for combat through Telekinesis, Unicorns can't hold anything else with it.

Level 0 Unicorns can only wield "small" weapons like daggers, slings and knives, or anything that deals 1d4 damage.

Unicorns don't apply their Strength or Dexterity modifier when performing attacks with weapons they wield using telekinesis, instead they use 1d20 + Intelligence + Talent modifiers.

## Magic Schmagic:

Only unicorns can pick classes that can cast spells, such as the Spellblade or the Wizard.

## Gods and Religions:

Although there is only a single entity that considers itself a god or god-like creature, the setting has no gods to pray to for obtaining divine spells. Angels, demons, and devils are also non-existent, so any class associated with the divine, hell, or demonology can't be used when playing Nightmare Night. Religions are more of a new concept for equestrians and are mostly used for preaching, although followers of eldritch cults can be found.

## Other Classes:

There are various official and unofficial supplements that might add new classes, although not all of them are compatible with the Nightmare Night setting. Compatible classes are those with a generic theme, like the Bard, the Pit Fighter, and the Witch, while those related to gods, demons, and such have no use due to the aforementioned absence of such entities. The Warlock might be used if an eldritch patron is chosen, but it's up to the GM to decide.



# Character Creation

# Starting Levels

## Level 0 Characters

As explained on page 14 of the *Shadowdark Core Rules*, games might start with Level 0 characters, usually used for running a “Gauntlet” (see page 116 of the *Shadowdark Rules*), which is a variant of the concept known as the “funnel adventure,” where each player controls four Level 0 characters, since mortality is extreme. However, part of the fun is seeing how far they all go.

Level 0 characters are all regular folks, essentially what would usually be considered NPCs.

Due to the similarity among all d20 systems, it's easy to find funnel adventures online.

### Level 0 Characters starts with:

- Stats (*page 15 Shadowdark Rules*)
- Choice of Playable Race (*page 7*)
- HP are equal to their CON modifier (if positive otherwise it's just 1), plus any racial bonus.
- Background (*page 16*)
- Belief (*page 19*)
- Dramatic Event (*page 20*)
- Starting Gear (*page 23*)

LV 0 Characters level up if they survive their first adventure.

## Level 1 Characters

Level 1 Characters are meant for regular game sessions and adventures, and it's expected for them to have a progression and growth, although sometimes they just die. Such is life of the adventurer.

### Level 1 Characters starts with:

- Stats (*page 15 Shadowdark Rules*)
- Choice of Playable Race (*page 7*)
- Choice of Class (*page 9-15*) unless you are using the classes from the *Shadowdark Core Rules* (*page 18 to 24*) except for Priest.
- HP are equal to one roll of their Class Hit Point dice plus their CON modifier and any racial bonus. If the Character was previously at level 0 just add the Hit Point dice roll.
- Background (*page 16*)
- Belief (*page 19*)
- Dramatic Event (*page 20*)
- Known Languages (*page 22*)
- Starting Gear (*page 23*)



# Playable Races

## Donkey

*Donkeys are known for being stubborn and pragmatic, with a tendency to become grumpy when things don't go well and to hold grudges for a long time. Still, they will always put their work first and personal animosity second.*

You know the Canterlottian language

**Strong Back:** Start with +1 HP. Roll hit points for your first 3 levels with advantage. Increase the number of items you can carry by 3.



## Earth Pony

*Earth Ponies are the most common of all equestrian species. Hard workers with a natural resilience, they are known to be good farmers and carpenters. Most new villages and outposts are founded by Earth Ponies due to their ability to find the best soil to sow and skill to build new homes.*

You know the Canterlottian language

**Endurance:** Start with +1 HP. Roll hit points per level with advantage. Increase the number of items you can carry by 2.



## Griffon

*Griffons are almost as greedy as dragons, although they only crave gold, while dragons might hoard different treasures. Most Griffons will never do anything out of goodwill and always require a payment. However, dungeon-delving is known to be rather profitable (if you survive), so they are always interested in joining groups of adventurers, but don't expect sympathy from them.*

You know the Bergarter or I'da Yazik and the Canterlottian language.

Griffons can Fly (Near) and can use STR or DEX as modifier for their claw attacks.

**Bird of Prey:** Claw Attacks and Claw Swipes performed against surprised, fleeing or unaware creatures roll damage with advantage. It only applies to one single dice.





## Night Pegasus

*The Night Pegasi are considered a sub-species of the Pegasi, but their origin is rather unclear, even though some theorize they were created through dark magic. Night Pegasi have a more wild appearance, bat-like wings, and are even able to see through darkness. However, this comes at the cost of them becoming more unpredictable when the light goes out, especially if they are in a stressful situation.*

You know the Bergarter and/or Canterlottian language

Night Pegasi can Fly (Near) and can use STR or DEX as modifier for their hoof attacks.

**Night Blessing:** You can see through non-magical darkness in black and white, but you can't read through it, and any checks requiring precision (e.g. noticing hidden enemies) gain disadvantage.

Night Pegasi become instinctively more quiet while within total darkness and will even prefer to stay silent and even find a spot to hide rather than warn other non-Night Pegasi even for incoming danger, especially if it might compromise their position or attract unwanted attention.

This is also why they are often distrusted by other Equestrians.



## Pegasus

*The Pegasi are the second most common species to be found in Equestrian lands. Notorious for being competitive and athletic, they also have a history of being soldiers, warriors, and explorers, although they rely more on hit-and-run tactics than sustained assaults since they are not as resilient as the earth ponies. Even though some enjoy living on the ground, most of them live in floating cities called "Cloudsdales," away from the problems of what occurs beneath them.*

You know the Canterlottian and Cloudalis language

Pegasi can Fly (Near) and can use STR or DEX as modifier for their hoof attacks.

**Corpore Sano:** You gain advantage to Initiative checks and checks associated with athletic activities like jumping, swimming, etc.

## Unicorn

*The last of the three main Equestrian species, the Unicorns are the only ones with access to magic and the ability to manipulate things through telekinesis, thus putting them in a better position than any other. While many unicorns are usually part of the nobility or higher ranks of society, some prefer a more humble lifestyle, even if still within the comfort of civilization. Although they have easy access to magic, mastering the art of spellcasting is still something that requires years of practice, so in the end, very few even manage to learn a single spell.*

You know the Canterlottian and High Canterlottian language

Unicorns can choose Classes that allow to Cast spells like the Spellblade, Witch, Wizard, etc.

**Unicorn's Horn:** Unicorns can use their innate telekinesis (see page 4). Unicorns can try to use Scrolls and Wands even if they are not Spellcasters, through an INT or CHA check with a DC of 15. If the check is critically failed, use the spell mishap table. Unicorns with an INT score of 12 can learn an additional spell even if they are not Spellcasters: Illumination or Improved Telekinesis. A Unicorn with an INT score of 14 can learn both.

# Cataphract Class

The Cataphracts are those equestrians specialized in wearing heavy armor and charging their opponents to crush them. They are mostly composed of Donkeys or Earth Ponies since they can easily take advantage of their natural resilience and strength.

**Class Restriction:** Donkey and Earth Pony

**Weapons:** Heavy Lance, Jousting Lance

**Armors:** All Armors

**Hit Points:** 1d8 per Level

You gain advantage to STR checks used to bash things (e.g. jammed doors)

**Armored Assault:** When you perform a full movement in a straight line, without splitting, if the attack hits the target add extra damage equal to the gear slot value of the armor you are wearing.

**Bulwark:** Once per round, increase the AC of one ally to your side by 1 against a single melee attack, as long as you are not Surprised and are able to see it coming. You can use this talent for a number of times per combat equal to your WIS modifier (if positive, otherwise 1). An ally can receive the benefits of this talent only once per round.

**Unwavering:** Once per combat, when wearing a medium or heavy armor, reduce the damage from a melee or ranged weapon that hits you by 1 (min. 1). Damage from creatures smaller than you can be reduced to 0 in this way (e.g. a bite from a Giant Rat). Has no effect on elemental damage (e.g. Fire) or damage from magical or supernatural sources.

## Cataphract Talents

2d6	Effect
2	You can use Unwavering twice per Combat (reroll if duplicate)
3-6	+1 to melee attacks
7-9	+2 to Strength, Constitution or Wisdom stat
10-11	Choose one kind of armor. You get +1 AC from that armor
12	Choose a talent or +2 points to distribute to stats

# Field Healer Class

Field Healer is a simple term used to indicate those healers who received minimal military training and who often follow armies or groups of adventurers, patching wounds and attending to the sick.

**Weapons:** Club, Dagger, Sling, Stiletto

**Armors:** Leather Jerkin, Light and Medium Equestrian Armor, Primitive Armor

**Hit Points:** 1d6 per Level

**Craft Medicaments:** You can craft medical equipment (see page 27-28) with the right resources.

**Healing and Harm:** Once per Combat you can select a target either equestrian, griffon or bipedal creature. Make an INT check with a DC of 11 + creature's level: if successful the next time you deal damage to the target you obtain advantage to the roll.

**Medical Knowledge:** Gain Advantage the first time you attempt to stabilize a dying equestrian, griffon or bipedal creature. You also gain advantage to checks associated to medicine, treating wounds and identifying diseases or symptoms.

## Field Healer Talents

2d6	Effect
2	When you Stabilize, you also heal 1 hit point (reroll if duplicate)
3-6	You gain ADV when crafting a medicament of your choice
7-9	+2 to Constitution, Intelligence or Wisdom stat
10-11	+1 to melee or ranged attacks
12	Choose a talent or +2 points to distribute to stats



# Spellblade Class

Spellblades are those Unicorns who combine martial prowess with spellcasting. Although they drastically limit the number of spells they know, they are able to imbue their weapons with arcane energies.

**Class Restriction:** Unicorns only

**Weapons:** Dagger, Hand Axe, Long Sword, Mace, Rapier, Stiletto, Sling

**Armors:** Leather Jerkin, Light and Medium Equestrian Armor, Primitive Armor

**Hit Points:** 1d6 per Level

**Languages.** You know an additional common or rare language

**Spellcasting:** You can cast spellblade spells you know. You know two tier 1 spells of your choice from the spellblade spell list. You can only know a limited amount of spells but you can use wands and scrolls or similar items like a Wizard.

Starting from Level 3 when you gain a certain level, you can choose one new wizard spell to learn according to the spellblade spells table. For casting spells, see Spellcasting at page 44 of the *Shadowdark Core Rules*.

**Imbue Weapon:** You can imbue the energies of a spell in the weapon you are wielding. Cast the spell as usual and if you succeed, the spell has no effect but the imbued weapon obtains a +1 to melee and damage per spell's tier. Failing to imbue a weapon counts as failing to cast the spell used. Letting the weapon go nullifies the imbuing. Lasts for 1+INT rounds.

## Spellblade Talents

2d6	Effect
2	Imbue Weapon lasts for 2 extra rounds (re-roll if duplicate)
3-6	+1 to melee
7-9	+2 to Constitution, Dexterity or Intelligence stat
10-11	+1 to spellblade spellcasting checks
12	Choose a talent or +2 points to distribute to stats

# Spellblade Known Spells

Level	Tier 1	Tier 2	Tier 3
1	2	-	-
2	2	-	-
3	2	1	-
4	2	2	-
5	2	2	1
6	3	2	2
7	3	2	2
8	3	2	2
9	3	3	2
10	3	3	2



# Traveling Erudite Class

Traveling Erudites spend most of their lives studying and expanding their academic knowledge, but have then decided to actually see the world and help others with what they have learned so far, while aiming to learn more in the field rather than from dusty tomes.

**Weapons:** Dagger, Sling, Stiletto

**Armors:** Leather Jerkin, Light Equestrian Armor, Primitive Armor

**Hit Points:** 1d4 per Level

**Languages.** You know the High Canterlottian, an additional common language and an additional rare language

**Academic Education:** You have an academic knowledge regarding various subjects which grants you advantage to associated checks. Select 2+INT modifier (if positive) of the following: Alchemy, Anatomy, Architecture, Astronomy, Botany, Cooking, Geography, Heraldry and Nobility, History, Literature, Military, Monsters and Creatures, Myths and Legends, Philosophy, Poetry, Speleology, Zoology.

**Know thy Enemy:** When you encounter a monster or uncommon creature you can make an INT check with a DC of 11 + creature's level. If successful you can obtain or grant to one of your allies within close distance, one of the following:

- Advantage to resist effects (e.g. hypnotic gaze, venomous breath)
- Advantage when rolling for damage for a single attack
- Knowledge about traits (e.g. immunities or special abilities) within GM's discretion.

You can use this talent 3 times then regain the uses after a rest.

**Mentorship:** When an ally makes an INT, WIS or CHA stat check you can grant advantage as long as it's related to something covered by your academic knowledge. You can use this talent for a number of times equal to your INT modifier (if positive, otherwise 1), then regain the uses after a rest. The Ally must be able to understand you or grasp the concept you are explaining, otherwise this Talent will have no effect.

## Traveling Erudite Talents

2d6	Effect
2	+1 to melee or ranged attacks
3-6	Gain one additional Academic Knowledge
7-9	+2 to Intelligence, Wisdom or Charisma stat
10-11	Gain one additional use of Know thy Enemy.
12	Choose a talent or +2 points to distribute to stats



# Wildling Class

Wildlings are those who are used to living far from equestrian civilization and are constantly challenged by monstrous creatures and terrible hazards. Wildlings often help adventuring parties traverse dangerous zones and environments, but their savage nature makes them unpredictable.

**Weapons:** Club, Dagger, Javelin, Sling

**Armors:** Leather Jerkin, Light Equestrian Armor, Primitive Armor

**Hit Points:** 1d8 per Level

**Frenzy:** When you are reduced to half your total HP, you roll with advantage when dealing damage with melee weapons for 5 Rounds. You can use this talent 1 time then regain the uses after a rest.

**Primal Endurance:** You gain advantage to checks against poison and paralysis.

**Survivor:** You gain advantage on checks associated with hunting, keeping watch from potential encounters and to avoid being surprised.

## Wildling Talents

2d6	Effect
2	Gain an additional use of Frenzy (reroll if duplicate)
3-6	+1 to melee or ranged attacks
7-9	+2 to Strength, Constitution or Intelligence
10-11	Choose one kind of armor. You get +1 AC from that armor
12	Choose a talent or +2 points to distribute to stats

# Winged Legionnaire Class

Even if not as strong as Earth Ponies or able to attune to the arcane weave like Unicorns, Pegasi have always been a rather combative breed of equestrians who soared the skies. Winged Legionnaires are those Pegasi who train to hone their martial prowess and flight skills for use in war or to fend off any threat. Night Pegasi also train in a similar way, although they call themselves “Shadow Legionnaires,” while Griffons just train to become better mercenaries without using fancy names.

**Class Restriction:** Griffon, Night Pegasus, Pegasus

**Weapons:** Javelin, Sling

**Armors:** Leather Jerkin, Light Equestrian Armor, Primitive Armor

**Hit Points:** 1d6 per Level

**Aerial Mastery:** Increase your Fly movement to double near. You gain advantage to CON checks associated with recovering stability while flying.

**Military Training:** You gain advantage on INT checks associated with military knowledge and tactics.

**Momentum:** As long as you moved during your turn (even with split movement), you gain a +1 to your hoof attacks (remember that Stomp and Buck can only be performed while remaining stationary).

**Press the Attack:** When you hit an opponent with a melee attack, the first ally to perform an attack on the same target gains a +1 to the roll. You can use this talent a number of times equal to your WIS modifier (if positive; otherwise, 1). An ally can receive the benefits of this talent only once per round. You regain uses after a full rest.

## Winged Legionnaire Talents

2d6	Effect
2	+1 AC vs the first ranged attack while Flying (re-roll if duplicate)
3-6	+1 to melee or ranged attacks
7-9	+2 to Dexterity, Constitution or Wisdom stat
10-11	Gain an additional use of Press the Attack
12	Choose a talent or +2 points to distribute to stats

# Background

## Donkey and Earth Pony Background

### 1d12 Details

- |    |   |
|----|---|
| 1  | <b>Wanderer.</b> You have no home and only travel to satiate your wanderlust                        |
| 2  | <b>Scavenger.</b> You scour old ruins seeking for anything useful to recover                        |
| 3  | <b>Street Urchin.</b> You grew in poverty and used to look out only for yourself or few friends     |
| 4  | <b>Orphan.</b> Your parents died when you were still a foal or filly                                |
| 5  | <b>Hired Worker.</b> You get paid to partake into different jobs (usually hauling heavy stuff)      |
| 6  | <b>Farmer.</b> A rather common job but without it, others will starve                               |
| 7  | <b>Settler.</b> The edge of the wilderness is dangerous, but we must take back what we lost         |
| 8  | <b>Mercenary.</b> The rich squabble but then it's the poor people who die in their wars             |
| 9  | <b>Soil Tilter.</b> You tilt the soil by dragging a plow. It ain't much but it's honest work        |
| 10 | <b>Herbalist.</b> Many underestimate the importance of how to use what nature offers                |
| 11 | <b>Rat-catcher.</b> A dead rat will no longer eat the crop, spread diseases and bite the younglings |
| 12 | <b>Militia.</b> You received a rudimentary military training and tasked to intervene when required  |

## Griffon Background

### 1d12 Details

- |    |  |
|----|--|
| 1  | <b>Orphan.</b> Your parents died, who cares. What matter is how much gold you can make             |
| 2  | <b>Grave Robber.</b> Stealing from the dead is illegal only if you get caught                      |
| 3  | <b>Barber-surgeon.</b> Being able to patch-up soldiers and peasants is a guaranteed job            |
| 4  | <b>Scavenger.</b> A lot of ruins still have many valuable things waiting to be sold                |
| 5  | <b>Rat-catcher.</b> They pay you to hunt your own meal? Equestrians are crazy                      |
| 6  | <b>Mercenary.</b> The best work is the one where you get paid to hurt others                       |
| 7  | <b>Artisan.</b> Crafting is something that not everyone can truly master like a griffon            |
| 8  | <b>Street Urchin.</b> The merciless streets of a large city are the best teachers in the world     |
| 9  | <b>Hunter.</b> The oldest griffon profession even before dawn of civilization. Or maybe the second |
| 10 | <b>Messenger.</b> You get paid to deliver stuff by flying from one place to another                |
| 11 | <b>Treasure Hunter.</b> You can legally steal stuff from ancient civilizations and even get paid   |
| 12 | <b>Tax-collector.</b> Griffons mastered the art of taxation way before anyone else                 |



# Night Pegasus Background

## 1d12 Details

- 1 **Graveyard Keeper.** Sometimes the dead won't rest, especially if disturbed by the living
- 2 **Bounty Hunter.** You hunt not monsters but other equestrians. Civilization is weird.
- 3 **Rat-catcher.** Not as prestigious as a Hunter but still important
- 4 **Orphan.** All orphans are dear to the Princess of the Night
- 5 **Delver.** Many feel uneasy when exploring caves or dungeons but you feel at home
- 6 **Hunter.** The most prestigious career you could aspire to become
- 7 **Scavenger.** Nothing goes to waste and everything can be used again
- 8 **Street Urchin.** Monsters are not only in the wilderness but even within civilization
- 9 **Pathfinder.** Only the fool and the brave can find a way through the wilderness
- 10 **Omen-seeker.** The bones know. Listen carefully and they will reveal your path
- 11 **Bug Herder.** There is no cattle in the underground but there is always an alternative
- 12 **Messenger.** A rather simple job where contact with others is minimal. Which is good

# Pegasus Background

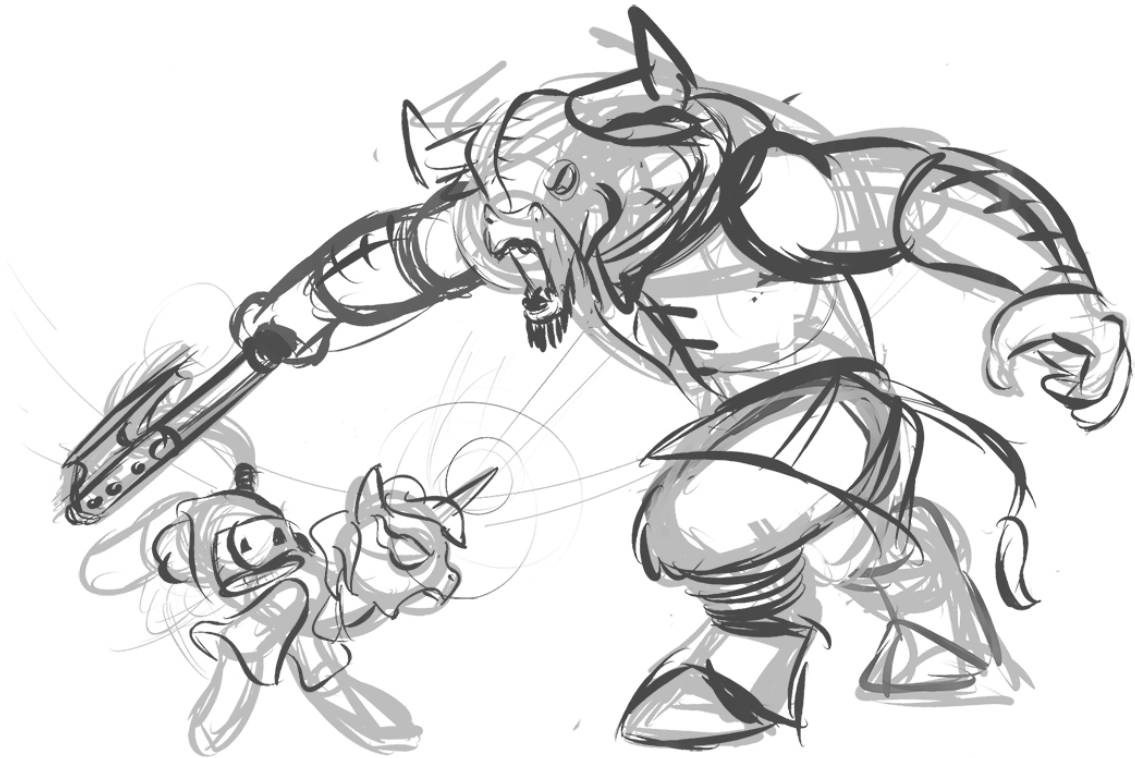
## 1d12 Details

- 1 **Orphan.** Your parents are gone but this won't stop you from becoming the best
- 2 **Storm Chaser.** A fundamental job for the maintenance of a Cloudsdale, but very dangerous
- 3 **Wanderer.** You are used to wander from town to town, free from all responsibilities
- 4 **Street Urchin.** You can witness the true nature of people when they have nothing to lose
- 5 **Messenger.** A job which requires speed, resilience and precision
- 6 **Soldier.** Military traditions are part of the pegasi culture since the dawn of civilization
- 7 **Explorer.** Dangerous adventures and thrilling encounters await those brave enough to dare
- 8 **Speed Freak.** Pegasi love speed but you crave it to the extreme (it's not an addiction)
- 9 **Town Crier.** News and information are important, and the faster they travel the better
- 10 **Scavenger.** It's not really about the loot, but the thrill of competition with other scavengers
- 11 **Cloudsdale Citizen.** Living in a cloudsdale is way better than living among the dirt
- 12 **Gambler.** The thrill of the win-or-lose is so good! And no: you don't have a problem with it

# Unicorn Background

## 1d12 Details

- |    |  |
|----|--|
| 1  | <b>Courtier.</b> The life at court might appear safe, but words are often quite dangerous        |
| 2  | <b>Dungeoneer.</b> You have knowledge about mechanisms, contraptions and locks                   |
| 3  | <b>Herbalist.</b> You study the effects and applications of plants, herbs and fungi              |
| 4  | <b>Soldier.</b> Knowledge is half the battle. The other half is violence                         |
| 5  | <b>Scholar.</b> Scholars dedicate their life to different subjects or specialize in a single one |
| 6  | <b>Artisan.</b> Telekinesis can be quite precise for crafting all kind of things                 |
| 7  | <b>Apprentice.</b> Not all apprentices become wizards, but it's an interesting experience        |
| 8  | <b>Explorer.</b> Although dangerous, the explorer is an important figure for society             |
| 9  | <b>Healer.</b> You studied anatomy and medicine for many years for a prestigious career          |
| 10 | <b>Blue Blood.</b> You are not exactly a noble, but still related to nobility in a way           |
| 11 | <b>Orphan.</b> Unicorn orphans are sent to learn a new career in their early years               |
| 12 | <b>Trickster.</b> You are no wizard but you know how to put up a spectacle                       |



# Belief

Belief is used to replace the alignment system, giving characters something they believe in or what simply motivates them at the end of the day.

## EQUESTRIAN BELIEFS

1d20	Belief
1	Entropy
2	Cleansing
3	Pride
4	Thrive
5	Community
6	Duty
7	Trust No One
8	Law
9	Knowledge
10	Family
11	Nobility
12	War
13	Sacrifice
14	Survival
15	Honor
16	Profit
17	Magic
18	Tradition
19	Freedom
20	Friends

## GRIFFON BELIEFS

1d6	Belief
1	Power
2	War
3	Money
4	Profit
5	Might makes Right
6	Trust No One

## NIGHT PEGASUS BELIEF

1d8	Belief
1	Family
2	Duty
3	Entropy
4	Hunt
5	Survival of the Fittest
6	Might Makes Right
7	Tradition
8	Sacrifice

# Dramatic Event

Everyone had one or more dramatic events occurring during their lives, and while most of the will end up defining someone's personality, these are also used by supernatural events and entities as a different type of challenge to overcome.

Horror stories and movies often use the trope of the character which went through a dramatic event, suddenly reviving it or seeing those who were part of the event and usually died appear (as hallucinations or vision) in key moments as distraction or as a warning for danger.

A dramatic event can also be used by a player to have the character react in certain ways to specific situations although is up to interpretation.

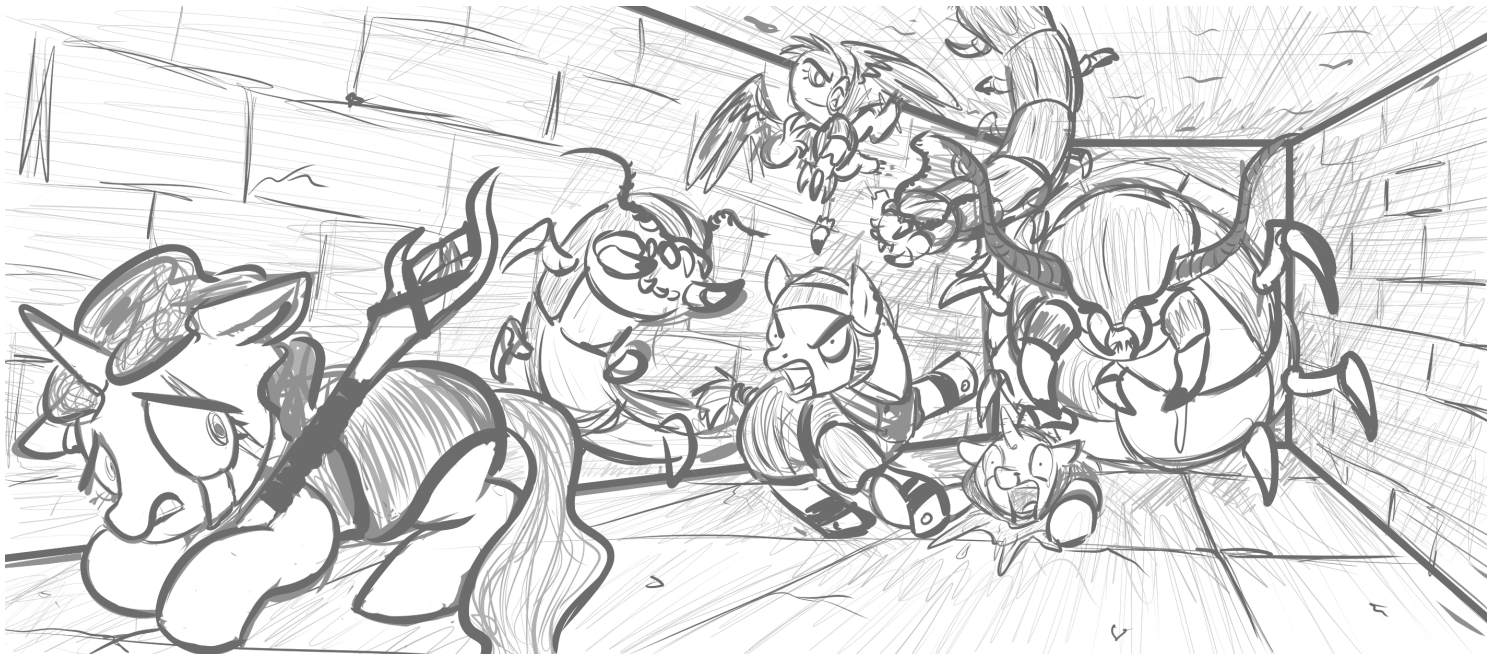
As stated before, it is important to be on the same page with your GM or players about the type of Dramatic Event they might receive. Although most people are probably fine with all the misery their characters can endure, some might be more sensitive or feel uneasy with the result, so as always, talk about it while creating the character.

## Facing the Trauma

There are occasions when, during an adventure, random event or encounter, the dramatic event of a character's past might return to haunt them, or a sudden memory might be rekindled by something that is happening to other NPCs or even characters.

This is usually a good way to create interesting plot hooks or roleplay prompts, and it is even possible for a character to go through them and learn to slowly let go of the past or heal from such memories.

A GM can reward 1-3 XP when dramatic events are successfully handled by characters, even more than once, but it is usually something that should involve roleplay and even span more than one session.



<b>1d20</b>	<b>Dramatic Event</b>
1	The place where I lived was decimated by a plague
2	When I was younger, me and other kids were tormented by a Hag
3	My parents vanished and I've never seen them since
4	I saw the dead rise from the grave and I fled
5	Someone (not family or friend) died because I made a mistake at my job
6	Our Moltenlamp broke and people turned on each other
7	I got lost in the woods and barely survived
8	I endured famine for years
9	One parent died, the other became overly protective
10	I witnessed the horrors of war
11	I was chased by a monster as a kid
12	I'm the only survivor of a previous group of adventurers
13	Our Moltenlamp broke and our town/city was ravaged by monsters
14	Death of someone I knew
15	Me and my friends got lost in an everfree forest. Only I returned
16	The place where I lived was set on fire while I was inside of it
17	Life was miserable due to brigands or invaders
18	Death of a Friend
19	I almost drowned
20	I barely survived a Natural Disaster

<b>1d6</b>	<b>Death of Someone I knew</b>	<b>Family Member or Friend Death</b>
1	Aunt or Uncle	Natural Disaster
2	Cousin	Drowning
3	Brother or Sister	Killed by a monster
4	Mather or Father	Robbery went wrong
5	Beloved one	Disease
6	Grandparent	Accident



# Languages

## Common Languages

Language	Who Speaks it
Bergarter	Diamond Dogs, Griffons and Night Pegasi
Canterlottian	Equestrian Races (except Zebras)
Cloudalis	Harpies, Pegasi
I'da Yazyk	Crystal Ponies, Griffons and Yaks
High Canterlottian	Alicorns, Crystal Ponies, Hippogriffs, Unicorns and Zebras

High Canterlottian is a more archaic version of modern Canterlottian and is often used when addressing the nobility or within academic environment. The reason why Zebras know the High Canterlottian instead of regular Canterlottian is because those scholars and erudite who taught them wanted to make a good impression with the Canterlottian nobility.

## Rare Languages

Language	Who Speaks it
A'athalis	Crystal Ponies
Arabarenn	Abyssinians, Saddle Arabians
Nisian	Minotaurs
Shaebii	Abyssinians, Sabitians, Zebras
Sowhali	Zebras

The A'athalis is actually a dead language no longer used since a millennia ago, yet it's still possible to find it within ancient ruins in the frozen north.

# Starting Gear

Characters starts with 2d6x5 Golden Bits to buy gear (see page 24), except for Wildlings which starts with the following equipment:

## Wildling Kit:

- Primitive Armor
- Saddlebag
- Travel Ration (x4)
- Waterskin
- 2d4+5 Copper Bits

Level 0 Characters start with a saddlebag, clothes based on their background and an additional item from the following list:

1d12	Item
1	Lock Pick
2	Lantern
3	1d4 Bandages
4	Waterskin
5	Flint and steel
6	Rope
7	Shovel
8	Travel Ration
9	Crowbar
10	Gaming Dice
11	Torch
12	Leather Jerkin



# Gear

## Currencies:

The only currency used is simply called “bits”.

Bits are divided into 3 different metals:  
Copper Bits (CB), Silver Bits (SB) and Golden Bits (GB).

1 Golden Bit is worth 10 SB or 100 CB.

1 Silver Bit is worth 10 CB.

## Armor

Armor	Cost	Gear Slots	AC	Properties
Leather Jerkin	5 GB	1	11 + DEX mod	-
Light Equestrian Armor	10 GB	1	12 + DEX mod	-
Medium Equestrian Armor	50 GB	2	14 + DEX mod	Disadv Swim
Heavy Equestrian Armor	200 GB	3	17	No Swim
Primitive Armor	-	1	11 + DEX mod	-
Lunar Silver Armor	x4	-1	-	-

The armors described above are intended to be worn by equestrian races and griffons and not by other bipedal creatures, such as Abyssinians or Minotaurs.

Primitive Armors can't be bought, since they are crafted through rough materials.



# Weapons

Weapon	Cost	Type	Range	Damage	Properties
Club	5 CB	M	C	1d4	-
Cutlass	7 GB	M	C	1d6	F
Dagger	5 SB	M/R	C/N	1d4	Th
Half-spear	7 GB	M	C	1d6	-
Hand Axe	6 GB	M	C	1d8	-
Heavy Lance	30 GB	M	C	1d10	A
Horseshoes	8 GB	M	C	-	C, Pair
Javelin	5 GB	M/R	C/N	1d6	S, Th
Jousting Lance	20 GB	M	C	1d6	A, Fragile
Long Sword	10 GB	M	C	1d8	-
Mace	8 GB	M	C	1d8	-
Rapier	9 GB	M	C	1d6	F, S
Reinforced Claws	8 GB	M	C	-	C, Pair
Short Sword	5 GB	M	C	1d6	-
Sling	1 SB	R	C/F	1d6	S, Th
Stiletto	2 GB	M	C	1d4	S

## Attached (A):

Both Heavy and Jousting lances are attached to the user's body and can only be used when charging an opponent.

## Covering (C):

Horseshoes and Reinforced Claws are made to cover the hoof or claw of the user and while worn they will increase the dice of damage dealt by hooves and claws by 1 category, for example performing a kick will deal 1d6 damage instead of 1d4, while a stomp 1d8. Horseshoes make it difficult (if not impossible) to interact with simple tools, while Reinforced Claws cause disadvantage on checks associated with the use of claws that require precision, such as picking locks, etc. Even if classified as a weapon, you can't gain Weapon Mastery with this item, but you can enchant it with magic.

## Finesse (F):

You can use your Strength or Dexterity modifier when attacking with this weapon.

## Fragile:

Jousting lances are meant to break during a jousting clash, which is actually required to score points. If used during regular combat, each time you hit, roll a d6: on a result of 1, 2, or 3, the lance breaks. If you score a Critical Hit, the lance automatically breaks.

## Pair:

The price of the weapon is for two items.

## Striking (S):

When you score a Critical Hit, change the base weapon damage to 1d8, but Backstab only adds the standard damage die.

# Equipment

Gear	Cost	Quantity per Gear Slot
Bandoleer	2 SB	1 (first one free to carry)
Bedroll	4 CB	1
Crowbar	5 SB	1
Flint and Steel	5 SB	1 (first one free to carry)
Flying Goggles	6 SB	1
Gaming Cards	1 SB	1 (first one free to carry)
Gaming Dice	5 CB	1 (first one free to carry)
Harvester Pouch	2 SB	1 (first one free to carry)
Herbalist Tools	5 GB	1
Lantern	5 SB	1
Lantern Oil (Flask)	2 SB	2
Lock Pick	1 SB	3
Mortar and Pestle	3 GB	1
Portable Pot	5 GB	1
Pouch (Bitterweed)	6 CB	1 (first one free to carry)
Rope, 9m	5 SB	1
Rope, 18m	1 GB	1
Saddlebag (single)	8 CB	2
Scroll Case	2 SB	1 (first one free to carry)
Shovel	3 SB	1
Smoking Pipe	8 CB	1 (first one free to carry)
Soap	4 CB	1 (first one free to carry)
Tent (Small)	2 SB	1
Tent	4 SB	1
Travel Ration	8 CB	2
Torch	3 SP	1
Waterskin	8 CB	1
Whetstone	2 CB	1 (first one free to carry)

# Medical Equipment

Medical Equipment	Cost	Creation DC	Quantity per Gear Slot
Bandage	5 CB	-	5
Healer's Bag	5 GB	-	1
Healing Balm	15 SB	15	2
Healing Draught	30 GB	16	1
Healing Salve	-	11	-
Remedy (x)	50 GB	13	1
Tonic	10 GB	14	1
Tonic (Lesser)	3 GB	12	1

**Bandage:** Bandages are required to perform First Aid and Treat Wounds on someone. They can be crafted with clean cloth.

**Healer's Bag:** A Healer's Bag is used to contain medical equipment, reducing its Gear Slot to 0. It can contain up to 5 Bandages and 2 Healing Balms but only one Healing Draught, Healing Potion, or Remedy.

**Healing Balm:** A single dose can be used along with a bandage when treating wounds, allowing the user to heal 1 additional HP regardless of whether the check is successful or not. Each container holds 5 doses. It can be created by using 5 healing reagents and a mortar and pestle, but it takes 6 hours for the reagents to properly mix.

**Healing Draught:** Drinking the draught allows a creature to recover 2 HP per level. It can be created by using 15 healing reagents, a mortar and pestle, and a cooking pot for nearly 12 hours.

**Healing Salve:** A salve can be applied instead of a bandage, or alongside one, allowing the target to heal 1 HP per level. However, it must be used within 5 minutes, or it will dry up or simply lose its properties. It can be created using 3 healing reagents, while a mortar and pestle are optional. Cannot be used with a Healing Balm.

**Remedy (x):** A remedy can be drunk or applied to cure Poison, Sleep, or Paralysis. The cured ailment is specified within the brackets. Remedy creation requires at least 10 healing reagents, as well as specific reagents such as venom glands for a remedy against poison. It's up to the GM to decide. A remedy must be cooked in a pot for 5 hours.

## **Crafting Medical Equipment**

Characters with knowledge about medicine due to their class (e.g., Field Healer and Traveling Erudite) or background (e.g., Barber-Surgeon) can attempt to create medical equipment with an Intelligence Check, as long as they have the required resources.

To simplify things, “healing reagents” can be anything the GM deems appropriate, but usually include plants, moss, herbs, and fungi.

Gathering healing resources can be done with an Intelligence Check by those with knowledge about herbalism or nature or by those skilled in survival in the wilderness.

A GM can decide how difficult it is to find a specific reagent in an area (DC 11, 15, or 18), while the quantity found is usually 1d4.

Herbalist Tools allow a correct harvesting of healing reagents and even to preserve them for some time.

# Alchemical Equipment

Alchemical Equipment	Cost	Creation DC	Quantity per Gear Slot
Acid Vial	5 GB	14	2
Bog-o-bomb	3 GB	12	2
Flaming Sphere	5 GB	14	2
Frog Elixir	2 GB	13	2
Inquiring Salve	8 GB	14	1
Lotion	1d20 GB	12	2
Smoke Sphere	8 GB	13	2
Tonic	10 GB	15	1
Tonic (Lesser)	3 GB	12	1

**Acid Vial.** Can be used as a throwing weapon which deals 1d6 acid damage on impact. The vials shatters regardless of the attack hitting the target or not. Can melt small fragile items.

**Bog-o-bomb.** This sphere made of leather can be used as throwing weapon and will release a nauseating gas on impact. All creatures within a near-sized cube where the sphere landed must perform a CON check with a DC of 14 or become nauseated by the horrible smell. The gas lasts for 5 minutes, double if the gas is released inside a smaller area or lesser if used in the outside with enough wind to disperse it. Animals or creature with a stronger sense of smell might flee away from the area.

**Flaming Sphere.** Can be used as a throwing weapon which deals 1d6 fire damage on impact. The vials shatters regardless of the attack hitting the target or not. Can incinerate small fragile items.

**Frog Elixir.** Once drunk, the elixir will slowly change the scent of the user, becoming less conspicuous and more murky for one hour. Drinking too many elixirs might cause stomach ache and rashes.

**Inquisitive Salve.** An inquisitive salve is made with the dust of pulverized arcane crystals, and is mostly used by those with an affinity or knowledge of magic, to better help them studying magical sources, such as identifying magic items or better understanding the nature of an enchanted rune. Contains 5 doses.

**Lotion.** A simple vanity item, mostly used to maintain coat, mane or feathers clean and healthy, which can also help with dandruff or similar minor inconveniences. Different lotions are used for different parts. Contains 10 doses.



**Smoke Sphere.** Can be used as a throwing weapon which deals 1 damage on impact, which shatters it. Once broken the sphere releases a small cloud of smoke in a close-sized cube where the sphere landed.

Mostly used during tricks of magic or to confuse pursuers, if the smoke is breathed can cause a fit of coughing. The smoke quickly dissipates once released.

**Tonic.** Tonics are made to strengthen the immunity system of those who drink them, granting advantage to CON checks against non-magical diseases for 6 hours, while lesser version only remain effective for 1 hour instead.

# Magic and Spells

# Spell Mishaps

The following tables are shared by all spellcasting classes, replacing those from the *Shadowdark Core Rules*.

## TIER 1-2 MISHAP

1d12	Effect
------	--------

- |    |   |
|----|---|
| 1  | Your horn overheats and you can't cast spells for 2d4 hours   |
| 2  | You lose all the hair from your mane and tail (it can grow back, reroll if duplicate)   |
| 3  | You get a slight headache, increasing the DC of spellcasting checks by 1 for 1 hour   |
| 4  | You start sneezing colorful bubbles from time to time. The effect lasts for 1d4 hours.  |
| 5  | The arcane backlash zaps you for 1d8 damage. If you reach 0 HP you faint but are automatically stabilized.  |
| 6  | Your horn hurts and you gain disadvantage for casting spells for 1 hour   |
| 7  | You feel sickly and gain disadvantage to CON checks for 2 hours   |
| 8  | Your mane and tail will change color to an unnatural pitch black for a week. Reroll if duplicate  |
| 9  | You snuff out all sources of light from torches, lanterns, spells, glowing mushrooms and small gem formations. Has no effect on spells of Tier 3 or higher. |
| 10 | You start to uncontrollably cackle for 2d4 rounds, making a lot of noise and suffering disadvantage to any stat check which requires concentration          |
| 11 | You briefly phase in and out the Dreamscape. A Lesser Spell Sludge will appear at close distance from you within 2d4 Rounds                                 |
| 12 | You can't cast the spell anymore for a whole week   |

## TIER 3-4 MISHAP

### 1d12 Effect

- |    |  |
|----|--|
| 1  | Roll twice and combine the effects (reroll any further 1s)   |
| 2  | You set yourself on fire   |
| 3  | Every time you cast a spell you must pass a WIS check with a DV of 15. If failed you cast a random spell to a random target of the same tier you know, chosen by the GM. If you know only one spell from such tier you instead zap yourself for 2d4 damage.  |
| 4  | Your mane and tail will change color to an unnatural pitch black for 2 weeks. Reroll if duplicate  |
| 5  | You partially phase in the dreamscape for few seconds then return to normality. Within the next 24 hours a Spell Sludge will emerge at near distance from you.   |
| 6  | The arcane backlash zaps you and all near creatures by 2d6 damage.   |
| 7  | You feel strange. Every time you or someone within near range casts a spell or uses a scroll, you must pass a CON check with a DC of 15. If failed you start vomiting black ichor for 1d4 rounds. The ichor evaporates within 1 hour but will leave a stain. |
| 8  | You partially severed the link with the arcane weave and are unable to cast spells of the same tier list for 24 hours  |
| 9  | You are branded by an arcane scar. Every time you cast the spell that caused the mishap, you must pass a CON check with a DC of 15 or suffer 1d4 damage. Can be healed only through a ritual.  |
| 10 | You fall on the ground with convulsions while your body and mind suddenly mutates, forcing you to reroll all your stats. This effect remains active for 1 day.   |
| 11 | A random Magic Item within far range will stop functioning for 24 hours. Has no effect on powerful magic items or artifacts.   |
| 12 | The spell is cast against anyone and yourself within near range  |

# TIER 5 MISHAP

## 1d12 Effect

- |    |  |
|----|--|
| 1  | Roll twice and combine the effects (reroll any further 1s)   |
| 2  | Your mane and tail will change color to an unnatural pitch black for 2 months.<br>Reroll if duplicate  |
| 3  | You start to randomly teleport or swap places with other creatures within far range of you for the next 1d4+1 Hours. The GM decides when and with whom.  |
| 4  | You vanish into the dreamscape for 1 minute then return back. Within the next 6 hours a Greater Spell Sludge will emerge at near distance from you.  |
| 5  | Minor arcane anomalies start to appear everywhere in a sphere of far range within the point you stood when you obtained this result for the next 24 hours. There is a 50% chance that the anomalies will become permanent. |
| 6  | You emit a sphere of magical darkness in a close range from you for 1d4+1 hours.   |
| 7  | You suffer disadvantage when casting spells of tier 2 or higher.<br>The effect lasts for 24 hours.   |
| 8  | A random Magic Item within near range loses all its properties forever   |
| 9  | You severed the link with the arcane weave and are unable to cast spells for the next 24 hours   |
| 10 | You become more frail: damage rolls against you obtain advantage for 24 hours  |
| 11 | The spell is cast against everyone else within far range   |
| 12 | You tear a hole in reality. Eldritch creatures will emerge from it until is closed   |

# Spellblade Spell List

## Tier 1

- **Arcane Beam**
- **Blaze**
- *Detect Magic*
- *Feather Fall*
- **Flash Deflection**
- **Frostbite**
- **Illuminate**
- **Improved Telekinesis**
- **Jolt**
- *Magic Missile*

## Tier 2

- *Acid Arrow*
- **Arcane Hold**
- **Bubble of Silence**
- **Flash Teleport**
- **Frost Strike**
- **Gravitational Snare**
- *Invisibility*
- *Knock*
- **Molten Strike**
- *Mirror Image*
- **Radiant Weapon**
- **Thunderstruck**
- *Web*



## Tier 3

- **Circle of Protection**
- **Cloud Walk**
- *Dispel Magic*
- *Fireball*
- *Lightning Bolt*
- **Polar Shroud**
- *Sending*

# Wizard Spell List

## Tier 1

- *Alarm*
- **Amplify Voice**
- **Arcane Beam**
- **Blaze**
- **Charm**
- **Dancing Quill**
- *Detect Magic*
- *Feather Fall*
- **Flash Deflection**
- **Frostbite**
- *Hold Portal*
- **Illuminate**
- **Improved Telekinesis**
- **Jolt**
- **Lullaby**
- *Mage Armor*
- *Magic Missile*
- **Reorganize**

## Tier 2

- *Acid Arrow*
- **Arcane Hold**
- **Bubble of Silence**
- **Flash Teleport**
- **Frost Strike**
- **Glittering Dust**
- **Gravitational Snare**
- **Grease**
- **Illusory Disguise**
- *Invisibility*
- *Knock*
- *Levitate*
- **Molten Strike**
- *Mirror Image*
- **Radiant Weapon**
- **Thunderstruck**
- *Web*

## Tier 3

- **Arcane Shield**
- **Circle of Protection**
- **Cloud Walk**
- **Conjure Arcane Servant**
- *Dispel Magic*
- *Fabricate*
- *Fireball*
- *Illusion*
- *Lightning Bolt*
- **Polar Shroud**
- *Protection from Energy*
- **Razzle-dazzle**
- *Sending*

## Tier 4

- *Arcane Eye*
- *Confusion*
- *Control Water*
- **Dew Wings**
- **Dream Catcher**
- **Impervious Defense**
- **Invisible Veil**
- **Irradiate**
- **Mass Stasis**
- *Pass Wall*
- *Stoneskin*

## Tier 5

- *Antimagic Shell*
- **Arcane Surge**
- **Flesh to Stone**
- *Hold Monster*
- *Prismatic Orb*
- **Reverse Gravity**
- *Teleport*

# Tier 1 Spells

## AMPLIFY VOICE

Tier 1, wizard

**Duration:** 5 minutes

**Range:** Near

The voice of a creature of your choice, even yourself, is magically amplified and can be clearly heard up to far distance as if it was close to the listener. If you Crit the spell check, the duration is increased to 10 minutes.

## ARCANE BEAM

Tier 1, spellblade, wizard

**Duration:** Instant

**Range:** Far

A glowing beam of arcane energies streaks from your horn, dealing 1d6 damage to one target. If you Crit the spell check, roll damage with advantage.

## BLAZE

Tier 1, spellblade, wizard

**Duration:** Instant

**Range:** Close

You unleash a circle of flame that roars out to a close area around where you stand. Creatures within the area of effect take 1d6 fire damage. The spell isn't powerful enough to start a fire but can easily burn parchments, melt candles, incinerate flies and light up torches.

## CHARM

Tier 1, wizard

**Duration:** 8 Hours

**Range:** Near

You magically beguile a living equestrian, griffon or bipedal creature (e.g. Abyssinian, Diamond Dog or Harpy) of level 2 or less within near range, who views you as a close friend for the duration. The spell ends if you or your allies do anything that the target might perceive as dangerous or hostile towards it. The target knows you magically charmed it after the spell ends.

## DANCING QUILL

Tier 1, wizard

**Duration:** Focus

**Range:** Double close

You magically enchant a quill or pencil to write down everything you dictate on a paper sheet, a scroll, an open book or tome. You can move around while the pencil writes but you can't go further than double close. If you make mistake you can instruct the quill or pencil to "cancel" certain points, in which the pencil will simply draw a line above the words you want. If you are using ink then it must be placed near the quill or pencil which will automatically tip from it. The spell is rather simple so you don't need to roll a spellcasting check every turn as long as you are not in a stressful situation or in combat.



## FLASH DEFLECTION

Tier 1, spellblade, wizard

**Duration:** Focus

**Range:** Self

While you focus, the next time a ranged Tier 1 spell targets you, you and the opposite caster make a spellcasting check. If you obtain a higher result, the spell is deflected and has no effect, and this spell ends. If you Crit the spellcasting check, the spell is sent back to the opponent. Can deflect spells deflected in the same way 'till someone fails the check but for each deflection, the spell damage is increased by 1.

## FROSTBITE

Tier 1, spellblade, wizard

**Duration:** Instant

**Range:** Close

You unleash a circle of cold air to a close area around where you stand. Creatures within the area of effect take 1d6 cold damage, and liquids contained in small items such as potions and bottles will freeze for 1d4 rounds.

## ILLUMINATE

Tier 1, spellblade, wizard

**Duration:** Focus

**Range:** Self

You emit a bright light, similar to a torch from your horn as long as you focus. The spell is rather simple so you don't need to roll a spellcasting check every turn as long as you are not in a stressful situation or in combat.

The spell slowly overheats your horn so after an hour you must end it and wait at least 10 minutes. If an effect or talent tries to snuff any source of light, this one included, you can attempt to resist it with a counter INT check except against creatures of at least 2 levels higher than you. GM can always deny the check is the effect is from powerful sources.

## IMPROVED TELEKINESIS

Tier 1, spellblade, wizard

**Duration:** Focus

**Range:** Self

You strengthen the telekinesis of your horn, allowing you to carry up to 20 gear slots of mundane equipment such as books, empty bags, quills, tools etc, but nothing too heavy such as armors or anything heavier than a dagger. The equipment floats within hoof reach above your back. The spell is rather simple so you don't need to roll a spellcasting check every turn as long as you are not in a stressful situation or in combat. If you are startled the spell immediately breaks.

## JOLT

Tier 1, spellblade, wizard

**Duration:** Instant

**Range:** Close

You unleash a circle of electricity to a close area around where you stand. Creatures within the area of effect take 1d6 electrical damage. Creatures partially or completely submerged in water (yourself included) will suffer 1 extra electrical damage.

## LULLABY

Tier 1, wizard

**Duration:** Focus

**Range:** Self

You emit a lullaby that can be heard by anyone within near range from you. Choose a number of living creatures within range up to your level. Those creatures fall into a deep sleep if they are LV 2 or less. Vigorous shaking or being injured wakes them.

If you crit the spellcasting check you can select an additional number of creatures equal to your CHA modifier if positive.

Has no effect on Eldritch and Nightmare creatures. If used on fillies and foals, two of them count as a single creature.

## REORGANIZE

Tier 1, wizard

**Duration:** 10 Minutes

**Range:** Near

You concentrate and extend the reach of your telekinesis in a near-sized cube centered on the point from where the spell was cast.

While you are inside such area you can use the telekinesis to grab a number of items, not heavier than a book or tome, equal to your Intelligence and have them move with a precise order or remain afloat where you prefer. The spell can be used to reorganize one or more bookshelves within the spell's range although you can also pile the books and paper sheets one atop of the other as you prefer. Even if you don't need to make spellcasting checks, you still need to focus your attention to the spell or it will immediately cease. You can still walk around in the area of effect and talk with brief sentences.

# Tier 2 Spells

## ARCANE HOLD

Tier 2, wizard

**Duration:** Focus

**Range:** Near

You magically block one living equestrian, griffon or bipedal creature of LV 4 or less you can see within range. The creature will simply stand still and be unable to do anything except for looking around with its eyes.

If used against flying or hovering creatures they will immediately fall down but suffer half of the fall damage. If there is nothing beneath a flying creature, the spell will end the moment the creature falls outside the spell's reach but its considered to have lost its flying stability.

## BUBBLE OF SILENCE

Tier 2, spellblade, wizard

**Duration:** Focus

**Range:** Self

While you focus, you generate a semi-sphere which covers a double-close area around you.

Any sound emitted within the sphere can't be heard from the outside although the sphere itself can be clearly seen even in the dark.

The bubble is rather fragile so any damage from incoming spells will pop it with ease or even moving.

## FLASH TELEPORT

Tier 2, spellblade, wizard

**Duration:** Focus

**Range:** Self

While you focus, the first time any incoming attack, or spell you can see is close to hit you, the spell will immediately teleport you in an open space within near range that you can see, thus ending the spell. If you were running or falling you still maintain the momentum.

Casting the spell is rather tiresome, so for each consecutive cast increase the DC by 1 unless you wait at least 5 rounds.

## FROST STRIKE

Tier 2, spellblade, wizard

**Duration:** Instant

**Range:** Near

You generate an orb of cold energies above a target at near distance from it. The orb then casts down a beam of cold energies against the target, in a straight line, dealing 2d6 cold damage. If you crit the spellcasting check you gain advantage to a single dice of damage.

## GLITTERING DUST

Tier 2, wizard

**Duration:** 5 Minutes

**Range:** Near

You cast a puff of magical dust that fills a near-sized cube extending from you.

Most of the dust will partially float in the air while some will lay on the ground. The dust faintly glows even in the dark but any creature which moves through the area of the spell will be partially covered by it, leaving a trail which can be clearly seen for 1d4 minutes. If you crit the spellcasting check, the duration of the trail is doubled. A strong wind can blow off the dust while snow might cover the dust on the ground.

## GREASE

Tier 2, wizard

**Duration:** 5 Minutes

**Range:** Near

A tasteless oily substance will emerge from the ground on a point within the spell's range. The substance will cover a near-sized square on the floor for the duration of the spell.

Creatures which move through the area covered by the grease must perform a DEX check with a DC of 14 where if failed they will slip and fall down, ending their movement action. Creatures moving slowly reduce the DC to 11 while those running will roll with disadvantage.

## GRAVITATIONAL SNARE

Tier 2, spellblade, wizard

**Duration:** 10 Rounds

**Range:** Near

Select an equestrian-sized creature (or smaller) within near range that you can see. Every time the creature tries to fly, it must perform a CON Check with a DC of 14. If the check is failed, the creature is considered to lose its flight stability and is forced to land immediately or be considered falling. If the creature obtains a critical failure, it's unable to fly for the duration of the spell.

## ILLUSORY DISGUISE

Tier 2, wizard

**Duration:** Focus

**Range:** Self

You can modify certain details of your own body through illusory magic, allowing you to change the color of your coat, eyes, mane and tail, to appear taller or shorter, to be slightly thinner or chubbier and so on. Those who might know you could have a vague feeling to still knowing you somehow. You don't need to roll a spellcasting check to maintain the illusion as long as you are not in combat or in a stressful situation. The illusion doesn't changes the shape of your shadow or your actual weight.

## MOLTEN STRIKE

Tier 2, spellblade, wizard

**Duration:** Instant

**Range:** Near

You generate an orb of blazing energies above a target at near distance from it. The orb then casts down a beam of fire energies against the target, in a straight line, dealing 2d6 fire damage. If you crit the spellcasting check you gain advantage to a single dice of damage.

## THUNDERSTRUCK

Tier 2, spellblade, wizard

**Duration:** Instant

**Range:** Near

You generate an orb of electrical energies above a target at near distance from it. The orb then casts down a beam of electricity against the target, in a straight line, dealing 2d6 electrical damage. If you crit the spellcasting check you gain advantage to a single dice of damage.

## RADIANT WEAPON

Tier 2, spellblade, wizard

**Duration:** 5 Rounds

**Range:** Self

You empower a weapon you are wielding with radiant energies. The weapon deals 1d4 additional radiant damage increased to 1d6 against Dark Creatures, Eldritch, Nightmares and Undeads.

Has no effect if the weapon is already receiving bonus to damage from other spells like Imbue Weapon. If you crit the spellcasting check, the duration is increased to 10 rounds.

# Tier 3 Spells

## ARCANE SHIELD

Tier 3, wizard

**Duration:** Focus

**Range:** Self

You generate semi-sphere made of arcane energies which covers an area of double close range around you. The shield prevents creatures, attacks and spells who deal direct damage to pass through it and is considered to have 30 HP. If you crit the spellcasting check, the shield's HP is increased to 45. The shield lasts as long as you focus or when is reduced to 0 HP. Creatures don't need to roll to hit the shield. You can't move while the spell is active but you can still talk.

## CIRCLE OF PROTECTION

Tier 3, wizard

**Duration:** 1d4+1 Hours

**Range:** Close

Through magical energies you draw a circle on the ground which covers a near-sized cube area. When the spell is cast you can chose between Dark Creatures, Eldritch, Nightmares or Undeads.

While the spell is active LV 4 creatures of your choice can't traverse the circle. Those inside the circle gain advantage to resist effects caused by the creatures selected. Creatures of LV 5 and higher can try to breach the circle with a check of 1d20 plus their LV against a DC of 10 plus your LV. Every time they fail the check, the DC is lowered by 1. Once the circle is breached the spell ends. If you crit the spellcasting check, increase the duration to 2d4+2 hours.

## CLOUD WALK

Tier 3, wizard

**Duration:** 12 hours

**Range:** Close

A creature of your choice, even yourself, will be able to walk on clouds as if it was a pegasus or griffon. You can cast the spell on a total number of creatures equal to your INT modifier if positive, otherwise 1. If you crit the spellcasting check, the duration is increased to 18 hours.

## CONJURE ARCANE SERVANT

Tier 3, wizard

**Duration:** 6 Hours

**Range:** Close

You conjure an Arcane Servant on an occupied point within the spell's range. The servant is under your control and is able to perform simple tasks as you command while those too complex will be too hard to understand. If you crit the spellcasting check, the duration is increased to 12 hours.

## POLAR SHROUD

Tier 3, wizard

**Duration:** Instant

**Range:** Near

You emit a pulse of cold energies which propagates in all directions. Any other creature in a near-sized cube centered on you take 3d6 cold damage. The spell can freeze water and liquids contained in small items like bottles and potions, but the ice generated isn't strong enough to allow creatures to walk over it. The brine generated by the spell will cover everything on the ground but it will quickly melt if the temperature is high enough.

## RAZZLE-DAZZLE

Tier 3, wizard

**Duration:** Focus

**Range:** Close

The spell influences a near-sized cube area where you can generate various different illusions such as fireworks, sounds, smoke, lights and everything that is often used for a magical spectacle. You can make illusions follow other creatures performing inside the area, such as attaching a rainbow trail to the tail of acrobats or to camouflage ropes used to allow "levitation" so the spectators will not notice them. Everything generated by the spell can be clearly identified as illusory except by those with an INT and/or WIS modifier of -2 or lower. You don't need to roll to focus each round unless you are in a stressful situation or combat. If another creature knows the same spell, you can cast it at the same time, increasing the overall area to double near or to allow more complex choreographic illusions. The spell can be maintained up to 1 hour.

# Tier 4 Spells

## DEW WINGS

Tier 4, wizard

**Duration:** 12 Hours

**Range:** Close

You choose a single creature, even yourself, of about equestrian-size. A pair of wings will appear on the target's back, similar to those of a butterfly. The target gains the ability to fly at near speed and can even stand on clouds like a pegasus or griffon. If you crit the spellcasting check, the target also obtains advantage to checks associated to performance activities such as ballet, poetry etc.

## DREAM CATCHER

Tier 4, wizard

**Duration:** 8 Hours

**Range:** Close

You create a dream catcher made of arcane energies which will silently float on a point within the spell's range. The dream catcher will protect a creature sleeping underneath it, blocking bad dreams and even spells which influence the dreamscape or dreams from creatures of LV 7 or less. Creatures of LV 8 or higher can try to pierce the Dream Catcher with a check by rolling 1d20 plus their spellcasting modifier against a DC of 8 plus the caster's level and if they succeed, the dream catcher will break. You can create a number of dream catchers equal to your INT modifier. You will be aware if a creature tries to breach a dream catcher you created.

## IMPERVIOUS DEFENSE

Tier 4, wizard

**Duration:** Focus

**Range:** Self

While you focus, the next time a spell that deals damage targets you, a protective barrier of arcane energies will automatically be generated around you. The barrier blocks any Tier 4 and lower spell but can also be used to block special attacks from certain monsters, like eye-beams or the breath attack of a Dragon. In this case, you must perform a Spellcasting Check with a DC of 8 plus the creature's level where a failure will cause the attack to break the barrier and hit you. Once the barrier is generated, it will last until the end of the round, but while inside it, you cannot do anything else.

## INVISIBLE VEIL

Tier 4, wizard

**Duration:** 10 Rounds

**Range:** Self

You and a creature within close range of your choice will become invisible for the spell's duration. If the other creature moves outside the range, attacks or casts a spell it will immediately become visible. If you crit the spellcasting check, the duration is increased to 15 rounds. Note: A GM can allow you and the target creature to "move together" to remain invisible during combat as long as the other doesn't do anything else, but you will use the lowest initiative between the two.



## IRRADIATE

Tier 4, wizard

**Duration:** 1 hour

**Range:** Self

You radiate light from your body, although it is not strong enough to cause discomfort to those who observe you directly. A near-sized area around you counts as daylight, causing Dark Creatures, Eldritch, Nightmare and Undead creatures to suffer 1d4 damage per round. In addition, LV 3 (and lower) Dark Creatures, Eldritch, Nightmare and Undead creatures will always try to stay away from the illuminated area, but more powerful creatures might still decide to enter the zone of light if angered or provoked. Greater Nightmares will instead prioritize you as the target of their abilities and attacks as long as the spell is active.

Creatures blinded by daylight are also affected by this spell.

## MASS STASIS

Tier 4, wizard

**Duration:** Focus

**Range:** Near

You emit a pulse of arcane energies which propagates in all directions. Any other creature in a near-sized cube centered on you will be immediately enveloped by a sort of arcane aura, blocking any movements although still allowing to look around with the eyes or talk. While the spell is active the creatures affected can't do nothing but can also ignore up to 20 points of damage from any source. If there is nothing beneath a flying creature caught by the spell, the effect will end the moment the creature falls outside the spell's reach but its considered to have lost its flying stability.

# Tier 5 Spells

## ARCANE SURGE

Tier 5, wizard

**Duration:** Instant

**Range:** Double Near

You emit a powerful beam of arcane energies from your horn. The beam hits all items and creatures in a straight line within its range, which will suffer 2d8+20 arcane damage.

If you hit an Arcane Shield, add your INT modifier to the damage dealt to it.

This spell is rather powerful and you can cast it a number of times equal to your CON modifier, if positive otherwise 1, before it causes your horn to overheat, preventing any consecutive cast of any spell for 4 hours. Waiting one hour between the casts without overheating allows the horn to cool down.

## FLESH TO STONE

Tier 5, wizard

**Duration:** Until reversed

**Range:** Near

You emit a colorless beam against a target. Any living creature of LV 6 or less will be automatically turned into stone, while those of LV 7 or higher are allowed to make a CON check with a DC of 10 plus your level to resist.

Creatures without flesh are immune to this spell although zombies or similar undeads might be still affected by it. Dispel magic isn't guaranteed to work and completely smashing the statue of a creature will slain it with no remedy.

## GRAVITATIONAL SHIFT

Tier 5, wizard

**Duration:** Focus

**Range:** Self

You drastically reduce the gravity in a near-sized cube centered on you. Creatures inside the area of effect are able to jump very high and land without suffering any damage although jumps higher than double close distance require a STR or DEX check to correctly balance themselves otherwise they'll end up tumbling on the ground when they land. Projectiles, throwing weapons and flying creatures entering the area will lose all their momentum but anything which gets enough force applied while already inside the low gravity zone will instead keep it. Anything that leaves the area of the spell, or when it ends, will slowly float down for one round but then the effect will vanish which might cause a creature to suffer fall damage. If you crit the spellcasting check, you gain perfect control of your movements inside the area.

# Game Master

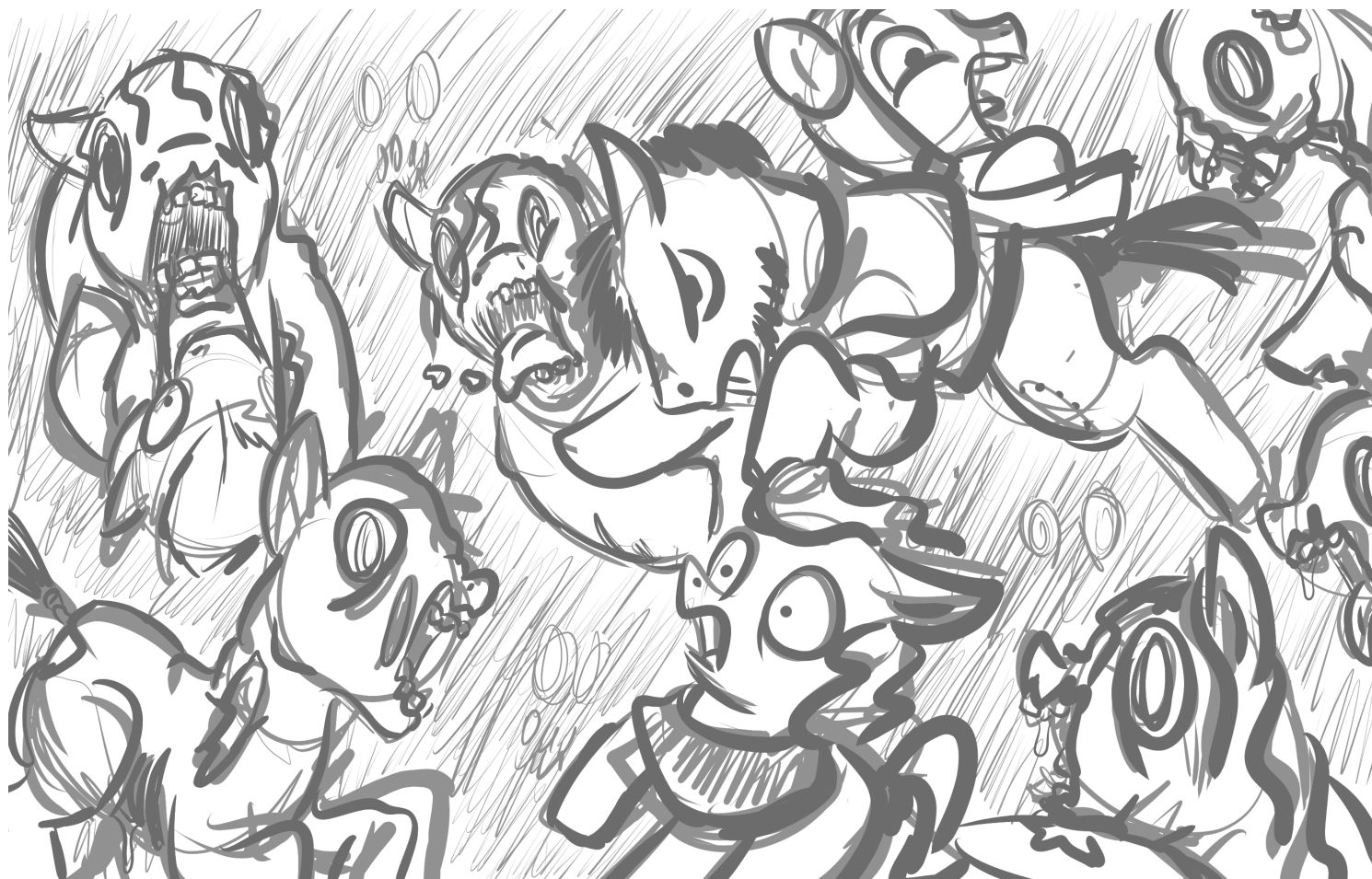
# Mode of Play

An additional Mode of Play that you can chose, but is also used as base for the supplement.

## NIGHTMARE MODE

- Treasure doesn't give XP directly
- Torches last 1 hour in game time, not IRL time
- No Luck Tokens
- No Blessings
- Death Timer is 1+CON if positive, otherwise it's just 1
- Stat checks should occur more often
- Simple traps can be spotted by just searching in the right way. More complex traps require experience and actual checks.
- Distrust and despise is often added as a negative modifier to reaction checks with NPCs (either a -1 to -2).\*

\*Hostile result doesn't necessarily means "attack", but might also indicate that an NPC could call authorities, denounce the characters for any reason, spread false rumors, etc.



# Rule Changes

## Obtaining Titles

Titles are not obtained by leveling but instead can be earned by accomplishing impressive feats or by defeating certain foes, while some are simply granted by ranks in a certain organization or given by a local population based on one's behavior. An earth pony notorious for his impressive strength and tendency to trample his foes might be called "The Crusher," while an exceptionally resilient pegasi might be called "The Unbroken."

Participating in tournaments might also grant titles such as "Champion" for a certain period of time, while slaying a dragon might grant the title "Dragon Slayer."

Not all titles will be glorious or impressive, as the common folk are notorious for creating titles or surnames as mockery for those they don't like, such as "Lazy Eye," "Foal Face," or "The Ugly."

This also allows Characters to have different levels of fame in different villages or cities, causing the populace to have varied opinions and reactions. For example, a character who is considered a hero for saving fillies and foals from a burning orphanage might be mocked in a village because, when he was still a new adventurer, he earned the nickname "Frog-Licker."

## Treating Wounds

It's possible to use bandages and similar medical items (see page 27) to treat wounds after a creature has suffered damage.

By using 1 bandage, a character can perform a Treat Wounds action, which is a DC 13 INT check. If successful, the bandage is applied (and consumed), and the target regains 2 HP per level.

Bandages are also used to stabilize.

You can't treat wounds if a creature is dying, which means you must stabilize it first, as explained on page 89 of the *Shadowdark Core Rules*.

Technically, only characters with Medical Knowledge should treat wounds and use all medical items, but a GM can allow their use for specific items in certain situations—such as a shaman knowing how to apply a Healing Salve—so it's up to their discretion.

# Experience

## Rewarding Experience:

XP are obtained by solving certain encounters, puzzles or after a thematic fight such as a final showdown or a boss fight. The range is still between 1 to 3 XP.

Treasure doesn't give XP directly, since it's already covered by Carousing, but it's still possible to gain XP if a specific treasure or loot was the final goal of exploring a dungeon or similar place or if Characters were lucky enough to find or access to a secret treasure.

Encounters solved through roleplay and/or team effort should also grant XP, to encourage a different mindset rather than going "murderhobo" (a term used to indicate players who just kill monsters). Using backgrounds and similar details for roleplaying is also encouraged.

### *Example:*

*The party finds a room guarded by a pair of Diamond Dogs. The players decide that two of them will distract the guards through friendly banter and some game of dice, since one was a soldier and the other a street urchin. Meanwhile a third Character looks around for an alternative access and notices that the guarded room can be accessed through a small window, so they try to go through it without making noise. Once inside, the Character notices another Diamond Dog which is sleeping near a small chest. The Character will attempt to silently open it, grab the loot (5 GB) and then return to the others.*

The previous example is a good way to teach your players that sometimes improvisation or clever problem solving is encouraged, because if the treasure is just the goal, they could have just decided to kill everyone and move on or even worse, they might think that the treasure was not worth the effort.

## [Optional] XP Treasure Table:

If you still want to use the core rules, here's a table with an actual estimated value of which a treasure grants XP instead of vague terminology. The amount is based not only on coins but can also include other treasures like gems, bejeweled weapons, statuettes, etc.

- **Poor (0 XP):** 0 - 10 GB
- **Normal (1 XP):** 11 - 199 GB
- **Fabulous (3 XP):** 200 - 999 GB
- **Legendary (10 XP):** 1,000+ GB

# Carousing Alternatives

## Alternatives to Carousing

The following rules can be used as alternative to carousing, which involves the character doing something other than just drinking and visiting taverns. The amount of bits a character can spend also depends on the place they are currently in, so for example a town can only offer something up to 30 GB while a Metropolis can allow all sort of things.

## Skill Honing

This activity is focused on the Character training alone to refine their abilities. Can be done in every place but the results are not as good as training with others or specific teachers.

Can be done up to level 4.

Spending	Description	Bonus
30 GB	The character spends a week training alone with their own gear	+0
80 GB	The character trains for a week but also spends money for a better comfort when resting	+1
180 GB	The Character trains for a week while resting at a comfortable place. They will actively spend extra money for gear, locations but also will offer a round or two in a tavern when relaxing (either to strangers or the party)	+2

1d6	Skill Honing Outcome	XP
1	Even if you learned something, you feel like you have wasted your time. Next attempt gets a -1 to the roll (min. 1).	1
2-3	The week passed without anything of note happening	2
4	Although you learned enough, you hurt yourself somehow. Lose 1 HP per level at the end of the week.	2
5	The week passed and you are rather satisfied with the results	3
6	You learned a lot during this week and feel rather confident. Next attempt gains a +1 to the roll	3
7	You met an NPC of one level lower than yours who is also honing their skills in a similar way as yours, so you spent some time giving each other tips and improving the routine.	4
8+	You really outdid yourself this time and you feel very confident in your results. The first time you will train with a Teacher, gain a +1 to the roll	5

## Studying

This activity allows to study and research for new knowledge, which is always useful for those who prefer to use their brain rather than brawn. Studying requires to have access to a library or tomes and books related to the studied subject. Having access to academies or places of learning can also help. Can be done up to level 6.

Spending	Description	Bonus
30 GB	The character spends a week studying alone with their own gear	+0
100 GB	The character studies in a small library for two weeks and regularly borrows books to be studied privately or pays to remain overnight when the library closes	+1
300 GB	The Character has access at a regular library for two weeks, spends money to borrow additional books and also rests in a place for a better comfort	+2
600 GB	The Character has access at a large library for a month, spends money to borrow additional books, rests in a tavern for a better comfort and even pays to assist to specific lessons at the local university or similar places.	+3
900 GB	Same as above but the character has access to the same library of where they study and often pays teachers for private lessons	+4
1d6	Studying Outcome	XP
1	At the end of your studies you feel like you had difficulties learning. Next attempt gets a -1 to the roll (min. 1).	1
2-3	A regular study session	2
4	A good study session but apparently another NPC who is studying the same thing seems to be jealous of your progress	2
5-6	A good study session	3
7	While studying you met an NPC of one level lower who is also studying the same thing you do	3
8	You studied hard but also spent a lot of nights barely sleeping and you feel extremely tired. You need at least 1d4 days of full rest otherwise you'll get disadvantage on all checks	4
9	You studied well but at some point you had a heated argument with another scholar. Make a DC 14 INT, WIS or CHA check. If failed the discussion didn't end well and local authorities will have to check on you.	4
10+	You really outdid yourself this time and you feel very confident in your results. The first time you will train with a Teacher, gain a +1 to the roll	5



## Training

Training is similar to Skill honing but you actually train with other students or under the tutelage of a mentor, teacher or veteran. Training has the better outcomes but requires more coins and can only be partaken in cities and metropolis unless you are lucky enough to find a retired master who might teach you a trick or two. Trainers only accept Characters at Lv 3 or higher.

Spending	Description	Bonus
150 GB	The average spending for a week with a trainer, which also includes resting at an adequate place such as a tavern	+1
400 GB	The average spending for a month with a trainer, which also includes resting at an adequate place such as a tavern	+2
800 GB	Same as above but training with a specialized trainer	+3
1500 GB	The average spending for a month with someone who's considered a master trainer, an exceptional teacher and so on. It includes resting at an adequate place such as a tavern	+4

1d8	Training Outcome	XP
1-2	An average training session, but you could do better next time	2
3-4	The training was good but the trainer has to leave for 1d4 weeks	3
5	You trained hard but also had an argument with the trainer and you are too stubborn to admit you were wrong (or they are). Next time you train add a -1 (min 1)	3
6	You tried to train too hard despite common sense and hurt yourself. Lose 2 HP per level at the end of the training session and you'll need time to recover	4
7	While training you either provoked one of the other students or someone got mad at you for some reason. Watch your back	4
8	You are clearly making progress and the trainer is satisfied by your effort. Next time you train with the same trainer add +1	5
9	The trainer is satisfied with your progression but wants you to prove yourself before further training. Either defeat someone at your level or complete an adventure	5
10	Your progress and training seem to have attracted the attention of important figures, up to GM discretion	5
11+	You really worked hard, kid, and these are the results you truly deserve	6

## Tournaments and Competitions

There are many types of tournaments, with different challenges and rewards. Tournaments are a type of carousing that require a fee to participate, but the outcome is decided by a specific stat check, such as Strength for dueling, Constitution for jousting, and so on. Tournaments grant a limited amount of XP based on the character's performance, but they can also grant prizes and titles. Competitions are instead something less complex and usually occur during local festivities and celebrations, such as drinking contests or hoof wrestling. Although the rewards might be limited, they can help with the character's reputation.

Although in some occasions XP is not granted, the first time a character participates in a specific competition or a tournament, they will gain 1 XP regardless due to the overall experience, but any further participation will follow the rules as usual.

### Example: Drinking Contest

This competition occurs during a fair or festivity in a village or small town.

Depending on the size of the hosting place, the event can be free; otherwise, it might cost up to 5 SB.

The rules are rather simple: participants must drink cider or mead until only one remains standing, while throwing up, fainting, or just giving up will disqualify the contestant.

Each round, a contestant will have to drink a full mug, then make a DC 8 CON check. If passed, they can continue to the next round, while if failed, they will either have a bad reaction and lose. Every mug consumed increases the DC by 1, up to 18. Winning grants 1 XP and increases the reputation of the winner within the place.

- Cataphracts, Warriors, and Wildlings gain a +2 to the check.
- Thieves, Spell Blades, and Winged Legionnaires gain a +1 to the check.
- Donkeys, Earth Ponies, and Griffons gain a +1 to the check.

A GM can also grant a bonus to certain NPCs to increase the challenge.

## Wizardry Challenges

While tournaments are for brutes who can only swing a sword or stomp their hooves, wizardry challenges are the true test of wit—or at least that's what wizards and mages think. Wizardry challenges are usually only possible in large cities or metropolises, since the cost of having a structure to host such events is rather high due to the necessary protective spells, security measures, and so on.

### Example: Mage Trials

This type of challenge resembles a sort of archery contest, with the exception that spellcasters use spells to hit different targets, some even moving or teleporting around. The cost is usually between 5 to 10 GB, and these trials are typically performed within cities or metropolises, since they can afford it.

If a participant can't cast spells that can target from a long distance (e.g., Magic Missile or Arcane Beam), they will be given a training wand for 5 SB; otherwise, they can't participate.

Each turn, all participants must hit a certain number of targets before time runs out. This is resolved with a DC 8 INT check, and participants also add half their total level (rounded down, minimum 1).

Using a training wand imposes a -1 to the check.

The DC increases by 1 each round, up to 18, and anyone who fails is disqualified until only one remains.

Winning grants 2 XP (placing second or third only 1 XP) and increases the reputation of the winner within the place.

# Random NPC Generation

The following tables can be used to randomly generate NPCs on the fly, for those GMs who needs it. Note that some results for occupations already have stats listed in the Creature Compendium, so either use Bookmarks or the search function.

1d6	Race
1	Donkey
2	Night Pegasus
3	Pegasus
4	Earth Pony
5	Unicorn
6	Griffon

1d12	Earth Pony or Donkey Occupation
1	Beggar (Lv 0)
2	Wanderer (Lv 0)
3	Peasant (Lv 0)
4	Hired Worker (Lv 0)
5	Farmer (Lv 0)
6	Forager (Lv 0)
7	Scavenger (Lv 1)
8	Militia (Lv 1)
9	Herbalist (Lv 1)
10	Scoundrel (Lv 1)
11	Wildling (Lv 2)
12	Mercenary (Lv 3)

1d12	Griffon Occupation
1	Beggar (Lv 0)
2	Wanderer (Lv 0)
3	Grave Robber (Lv 1)
4	Artisan (Lv 1)
5	Rat-catcher (Lv 2)
6	Scavenger (Lv 2)
7	Hunter (Lv 2)
8	Messenger (Lv 2)
9	Ruffian (Lv 2)
10	Barber-surgeon (Lv 2)
11	Mercenary (Lv 3)
12	Treasure Hunter (Lv 3)

1d12	Night Pegasi Occupation
1	Factotum (Lv 0)
2	Bug-catcher (Lv 0)
3	Wanderer (Lv 0)
4	Scavenger (Lv 1)
5	Messenger (Lv 1)
6	Rat-catcher (Lv 1)
7	Omen-seeker (Lv 1)
8	Delver (Lv 2)
9	Wildling (Lv 2)
10	Hunter (Lv 3)
11	Pathfinder (Lv 3)
12	Bounty Hunter (Lv 3)

<b>1d12</b>	<b>Pegasi Occupation</b>
1	Cloudsdale Citizen (Lv 0)
2	Gambler (Lv 0)
3	Wanderer (Lv 0)
4	Slacker (Lv 0)
5	Peasant (Lv 0)
6	Messenger (Lv 1)
7	Scavenger (Lv 1)
8	Militia (Lv 1)
9	Storm Chaser (Lv 1)
10	Speed Freak (Lv 2)
11	Explorer (Lv 2)
12	Mercenary (Lv 3)

<b>1d12</b>	<b>Unicorn Occupation</b>
1	Factotum (Lv 0)
2	Wanderer (Lv 0)
3	Peasant (Lv 0)
4	Trickster (Lv 1)
5	Artisan (Lv 1)
6	Herbalist (Lv 1)
7	Scholar (Lv 1)
8	Explorer (Lv 2)
9	Courtier (Lv 2)
10	Healer (Lv 2)
11	Apprentice Wizard or Witch (Lv 2)
12	Mercenary (Lv 3)

<b>1d20</b>	<b>Behavior</b>
1	Shy
2	Orderly
3	Rude
4	Patient
5	Broody
6	Untrustworthy
7	Hot-head
8	Arrogant
9	Rational
10	Irreverent
11	Rough
12	Rebellious
13	Overconfident
14	Extrovert
15	Compliant
16	Endearing
17	Serious
18	Gullible
19	Messy
20	Cheerful

1d20	Quirk
1	Becomes paranoid if things go not as expected
2	Likes to mind its own business
3	Often quotes proverbs
4	Has a good or bad sense of humor
5	Likes to listen to tales and stories
6	Acts as a Big Brother or Big Sister
7	Thinks carefully before speaking its mind
8	It's very superstitious
9	Likes to talk about itself
10	Has a vivid imagination or a poor imagination
11	Tends to be blunt with others
12	Every occasion is an excuse to drink
13	Workaholic
14	Tends to hum when bored
15	Is rather optimistic or pessimistic
16	Is good at remembering unusual details about people met
17	Easy to anger, but always tries to calm down
18	Swears often
19	Pretends everything is fine even when distressed
20	Doesn't trust the rich or the poor

Some quirks might have might offer two different options. In such case just roll a d100 and use a 50/50 chance for one and another.

## Quick Stats Reference

AC, HP, ATK and Stat have a minimum and maximum value that you can assign as you prefer.

Lv	AC	HP	ATK	Stat
0	9-11	1-3	-2, +0	-4, +1
1	10-11	2-5	-1, +1	-3, +1
2	11-12	6-11	+0, +2	-2, +2
3	13-14	12-15	+2, +3	-2, +3



# Treasure and Loot

# Treasure Tables

## TREASURE 0-3

1d100

Part 1

1-2

Copper Mug (2 CB)

3-4

Pouch of Bitterweed (6 CB)

5-6

Smoking Pipe (8 CB)

7-8

Waterskin (8 CB)

9-10

Pouch containing 2d4+2 CB

11-12

A Copper Necklace worth 2d6+2 CB

13-14

Piece of silver (1 SB)

15-16

Bandoleer (2 SB)

17-18

Rusty Lantern (2 SB)

19-20

Torch (3 SB)

21-22

Fancy gaming dice (5 SB)

23-24

Crowbar (5 SB)

25-26

Rope, 9m (5 SB)

27-28

Pouch containing 1d4+3 Baby Blue Sapphires (1 SB each)

29-30

Book of Adventurous Tales (10 SB)

31-32

Tattered pouch containing 2d4+2 SB

33-34

Healing Balm (15 SB)

35-36

1d4 Wolf Hide (20 SB each)

37-38

Lucky Charm made of silver and copper, worth 4 GB

39-40

Herbalist Tools (5 GB)

41-42

Bejeweled Dagger (5 GB)

43-44

Carved Hunting Horn (6 GB)

45-46

Dusty, Light Equestrian Armor dyed black (10 GB)

47-48

Tonic (10 GB)

49-50

Bejeweled Brooch worth 3d4+1 GB

<b>1d100</b>	<b>Part 2</b>
51-52	2d6+2 GB inside a moldy wooden box
53-54	Glowpaz Necklace worth 2d4+4 GB
55-56	Golden bowl (15 GB)
57-58	Upper Class equestrian vest (15 GB)
59-60	Obsidian statuette of an equestrian noble (15 GB)
61-62	A Silver Necklace worth 3d6+2 GB
63-64	Exquisite Chalice (20 GB)
65-66	Finely decorated Long Sword (20 GB)
67-68	Bottle of expensive wine (20 GB)
69-70	Fine set of ivory game pieces (25 GB)
71-72	Noble Equestrian Vest (25 GB)
73-74	Light cloak woven of spider silk (25 GB)
75-76	Pearl (30 GB)
77-78	Healing Draught (30 GB)
79-80	Fragment of a sapphire (30 GB)
81-82	Silk roll worth 30 GB
83-84	Silver-and-gold circlet (40 GB)
85-86	Crystal Statuette worth 45 GB
87-88	Equestrian Gala Dress (45 GB)
89-90	Tier-1 spell scroll (50 GB)
91-92	Flawed emerald (60 GB)
93-94	Two lustrous pearls (40 GB each)
95-96	Potion of Invisibility (80 GB)
97-98	+1 armor (benefit, curse) (150 GB + armor cost)
99-100	+1 magic weapon (benefit) (200 GB + weapon cost)



## TREASURE 4-6

1d100

Part 1

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3-4

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11-12

13-14

15-16

17-18

19-20

21-22

23-24

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99-100

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## TREASURE 7-9

1d100

Part 1

1-2

3-4

5-6

7-8

9-10

11-12

13-14

15-16

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19-20

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23-24

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97-98

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99-100

# TREASURE 10+

1d100

Part 1

1-2

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5-6

7-8

9-10

11-12

13-14

15-16

17-18

19-20

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23-24

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99-100

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# Magic Items

## ARMOR TYPE

2d6	Result
2	Primitive Armor
3-4	Leather Jerkin
5-8	Light Equestrian Armor
9-11	Medium Equestrian Armor
12	Heavy Equestrian Armor

Armor bonus is the same as page 184 of the *Shadowdark Core Rules*.

## TIER 1 SPELL SCROLLS

1d20	Effect
1	Charm
2	<i>Hold Portal</i>
3	Illuminate
4	<i>Mage Armor</i>
5	<i>Detect Magic</i>
6	Jolt
7	Improved Telekinesis
8	Frostbite
9-10	<i>Magic Missile</i>
11-12	Arcane Beam
13	Blaze
14	Dancing Quill
15	Lullaby
16	Flash Deflection
17	Reorganize
18	Amplify Voice
19	<i>Alarm</i>
20	<i>Feather Fall</i>

## TIER 2 SPELL SCROLLS

1d20	Effect
1	Bubble of Silence
2	<i>Mirror Image</i>
3	<i>Levitate</i>
4	Radiant Weapon
5	<i>Knock</i>
6	Arcane Hold
7	Grease
8	<i>Acid Arrow</i>
9-10	Frost Strike
11-12	Molten Strike
13	Thunderstruck
14	Glittering Dust
15	<i>Invisibility</i>
16	<i>Web</i>
17-18	Flash Teleport
19	Gravitational Snare
20	Illusory Disguise

## WEAPON TYPE

1d20	Result
1-2	Javelin
3	Heavy Lance
4	Stiletto
5	Half-spear
6	Hand Axe
7-10	Reinforced Claw (Pair)
11-14	Horseshoe (Pair)
15	Long Sword
16-17	Dagger
18	Short Sword
19	Mace
20	Rapier

Weapon bonus is the same as page 292 of the *Shadowdark Core Rules*.



# Rules for Adventure

# Oppressing Darkness

The Oppressing Darkness is a strange phenomena which scholars assume it's linked to the Nether or the Garden of Shadows.

While many Creatures are afraid of the dark as a sort of primeval memory about danger, the Oppressing Darkness has the capacity to unnerve even those animals and creatures with a nocturnal lifestyle, due to its supernatural origin.

The Oppressing Darkness can not be seen but perceived by those more sensitive towards unnatural occurrences.

Dungeons are the most common place where an Oppressing Darkness might lurk, but even certain phenomena caused by Arcane Anomalies might materialize such unnatural presence and then have it vanish in an instant after some time.

1d6	Effect
1	The darkness calls! You crave violence, which can only be satiated if you attack a living creature within one minute, even allies.
2	The darkness stirs! You have the urge to stand still in complete silence and ignore anything that doesn't concern you. You can even cower to appear less conspicuous or slowly move away if combat starts.
3-4	The darkness prowls! Find a spot to hide and wait until light is restored.
5	The darkness hungers! You have the urge to flee from this place and return to a safer spot or a light source.
6	The Moon shines. You manage to keep your cool and can act as you wish, but you must repeat the check after a number of minutes equal to your WIS modifier (if positive, otherwise 1) if darkness persists.

# Dungeon Generation

Use the following tables for randomly generating a dungeon while it's been explored or before the player enters.

## Measurements

Notice that the tables will use "squares" as unit of measurements since most dungeon maps are drawn on a grid, so it's purely for reference, especially if you are drawing it for others to see. A square is commonly 5x5 ft or 1,5 x 1,5 m. Example: If you obtain a 6x5 medium room, it means it's a room 6 squares wide and 5 high (or vice versa).

1d6	Room Size	Corridor Length A	Corridor Length B
1	Large	2x5x5 (L Shape)	1x4x2x4 (S Shape)
2	Medium	1x3	2x6x5 (+ Shape)
3	Large	1x5x3 (T Shape)	1x3x2 (L Shape)
4	Medium	1x3x3x3 (S Shape)	1x7
5	Small	1x7x7 (+ Shape)	1x5x4 (T Shape)
6	Medium	2x5	2x7

1d6	Small Rooms	Medium Rooms	Large Rooms
1	3x5	5x7	9x9
2	3x4x4 (L Shape)	6x5	5x10x10 (L Shape)
3	3x4	3x7x7 (T Shape)	7x7
4	3x3	6x6	8x8
5	3x5	4x7x7 (L Shape)	7x9
6	2x4x4 (T Shape)	4x7	5x7x9 (T Shape)

1d6	Additional Doors*	Locked?	Trapped?
1	None	Locked	Yes
2	None	Jammed	Yes
3	1	Just Closed	No
4	1	Just Closed	No
5	2	Just Closed	No
6	3	Just Closed	No

*\*If the Dungeon is based on a Cave-like system, replace doors with passages. By passage is simple intended an opening which allows a transition from a room to another or from a room to a corridor.*

## Locked Door

Locked doors need to be opened with a specific key or by lock-picking.

## Jammed Door

The door is not closed by a lock but it's blocked somehow.

In some cases there is a mechanism that actively blocks the door but which require to find a lever, button or something similar, while in other cases it just need a STR check to be bashed open.

## Random Difficulty Checks

To randomly set a DC for something, like doors, traps and similar obstacles, you can either use  $8+1d4$ ,  $8+1d6$  or even  $8+1d8$

Otherwise the list of standardized DCs is listed on page 81 of the *Shadowdark Core Rules*.



# Rules for Traps

## Trap Categories

Traps are divided into three categories:

Rudimentary, Standard, and Deadly.

This method streamlines who can find them, how much time is required and also allows groups without a Thief to deal with them.

### Rudimentary Traps

- Can be detected and disarmed by everyone.
- Don't require too much time (1 to 5 minutes) to be found and disarmed.
- Mostly consist of traps that are easy to spot like a tripwire.
- Characters taking their time only take one whole Turn to find and disarm Rudimentary Traps.
- Characters in a hurry can perform two stat checks with a DC of 11: one to find the trap and the other to disarm it.

### Standard Traps

- Can be detected and disarmed by those with a Class or Background which justifies their knowledge.
- They usually require a certain amount of time (5 to 20 minutes) to be found and disarmed.
- Characters taking their time will require two to three Turns to find and disarm Standard Traps.
- The DC for those in a hurry is between 12 and 15.

### Dangerous Traps

- Can only be detected and disarmed by those with a specific knowledge from their Class.
- They usually require lot of time (30 to 60 minutes) to be dealt with.
- Characters taking their time will require five to ten Turns to find and disarm a Dangerous Trap.
- The DC for those in a hurry is between 15 and 18.

### Using Stats

For characters in a hurry, they can either use INT or WIS to detect a trap: Intelligence means that the character relies on knowledge they have gained through studies and training, while Wisdom represents careful observation of details such as the smell of oil for incendiary traps or noticing corrosion caused by acid.

To disarm a trap, a character can use either DEX or INT: Dexterity represents a character who manages to disarm the trap through a delicate procedure (usually blocking the trap rather than disarming it), while Intelligence involves a solution based on logic and tools that actually disarms or dismantles the trap completely or is used for Magical Traps.

### [Optional] Classic Trap Interaction

Is up to the GM to decide if they will simply allow to roll for trap detection and disarm, rather than just let people disarm everything, which makes traps sort of pointless. This is something that should be discussed before starting the game.

## **Failing to Disarm and Consequences**

When rolling to disarm traps, the following should be taken into consideration:

- Failing to disarm a trap by rolling a 1 will always trigger it.
- Failing to disarm a Rudimentary or Standard trap will not trigger it the first time it occurs. Consecutive failures will instead trigger it.
- Failing to disarm a Dangerous Trap automatically triggers it.

## **Magical or Mechanical**

To have some variety, knowing if a trap is magical or mechanical is useful for allowing different classes to approach traps in different ways.

Mechanical traps always consist of contraptions that can be dealt with using practical solutions, like blocking a pressure plate with a metal piton.

Magical traps, on the other hand, can be analyzed and countered through magic or by cleverly using items or the environment, such as identifying magical runes and applying a temporary countermeasure to them with a Spellcasting check.

## **Avoiding the Trap**

Another alternative is to avoid a trap where possible, usually by pointing out the trigger and then telling the members of the group how to avoid it, such as moving over a tripwire or only stepping on plaques with a specific symbol while avoiding the others, which will cause flames to erupt.

The only downside is that the trap will still be there if the group needs to backtrack, especially if they are in a hurry.

## **Trap Knowledge**

While Thieves are the class that specializes in finding and disarming traps, others might also have some chances to do so. This is useful to prevent Thieves from being a required class and to let other classes compensate, although Thieves also get Advantage on trap-related actions.

### **Spellblade:**

Due to their basic magical training, Spellblades might be able to detect and disarm magical traps up to Standard difficulty, although the DC should be higher for them.

### **Traveling Erudite:**

A Traveling Erudite might have the knowledge to detect and disarm either mechanical or magical traps up to Standard difficulty, but only if their studies specialize in such matters. This also means they might lack any trap-related knowledge entirely.

### **Wildling:**

Wildlings have no knowledge of magic or contraptions but are usually skilled survivors and might be able to notice strange details, allowing them to detect and disarm traps that rely more on a natural environment (up to Standard difficulty). However, the DC should be higher for them.

### **Wizards:**

Wizards should be able to detect and disarm magical traps up to Standard difficulty and, in some cases, even Dangerous traps if their level is high enough.

## Trap Examples

The following are examples for different traps which a GM can use to better understand how different trap works and could be disarmed, thus knowing what to tell players when they are searching for them.

### Blazing Torch

**Type:** Standard, Mechanical

**Trigger:** Pressure Plate

**Damage:** 2d6

This trap is typically placed in a room or corridor with multiple torches hanging on one or both walls. One of the torches functions as part of the trap, concealing a small metallic nozzle that sprays either flammable oil or gas, which ignites upon contact with the flame, creating a burst of fire. The trap is usually activated by a pressure plate, opening a door, or interacting with certain objects.

Detecting the trap can be done by identifying the trigger, which requires knowledge of mechanisms or contraptions. However, a more subtle way to notice it is by observing that the torch used for ignition is more worn than the others or has been replaced recently. It is also possible to spot the tiny nozzle hidden behind the torch.

Disarming the trap can be done by blocking the pressure plate, removing the torch (unless it is locked in place) and attempting to break or unscrew the nozzle itself.

### Guarding Runes

**Type:** Rudimentary, Magical

**Trigger:** Movement

**Damage:** 1d8

This type of trap is commonly found in ancient temples, caves inhabited by more tribalistic equestrians, or places where witches or hags might hide. The runes appear to be simply painted on walls or even the floor, and most of them have no meaning. However, some contain actual spells that activate when certain conditions are met—usually when an intruder moves over or close to the rune—causing it to suddenly activate and zap the victim with a surge of arcane energy. Noticing the runes is easy with sufficient illumination, but identifying them requires at least a rudimentary understanding of magic. While Wizards or other specialized spellcasters should find this task easy, Spell Blades and Traveling Erudite might also have a chance to recognize them. Unicorns with a background involving the study of magic may also attempt to identify them. Once spotted, it is possible to point out which runes are dangerous or even attempt to dispel them with a spellcasting check (DC 11 or 12), although only those with a Spellcasting Class are permitted to do so.

## Silent Rest

**Type:** Dangerous, Mechanical

**Trigger:** Environment

**Damage:** Deadly Gas

A simple yet deadly trap that is difficult to notice. This trap is usually placed in important rooms such as tombs or treasure vaults, where it is crucial not to damage what is kept inside. The type of trigger may vary, ranging from pressure plates placed around specific points (e.g., near a treasure chest or a tomb) to simply entering the room without using certain precautions, such as a specific key or a secret combination. The room will slowly fill with a venomous gas whose effects are not immediate enough to alarm intruders but can have dire consequences for those who keep breathing it. The gas forces a CON check with a DC of 15 or even 18 after a few minutes. Failing the check lowers the creature's CON by 1d4, with repeated checks required every minute. Rolling a natural 1 results in the victim fainting, sealing their fate unless they are rescued in time. Finding and disarming the trap is also rather complex, if not impossible. A Character with an eye for detail might notice a thin, strange patina covering the room's furniture, caused by the gas settling after 24 hours, while others might notice a strange coloring from the chemical interaction between the gas and the environment. In some cases, it is possible to find the corpses of previous intruders (either mummified or preserved) lying on the floor without any clear sign of what killed them, requiring careful examination. Thieves or characters experienced in alchemy might notice a faint scent in the room that can be associated with venomous gases. Blocking the trap is complicated since it may require to quickly identifying the points where the gas is emitted or the mechanism that releases it. When the trap triggers, it is also common for any entrance to become blocked.

## Swinging Spikes

**Type:** Rudimentary, Mechanical

**Trigger:** Tripwire

**Damage:** 1d8

This trap, made with branches and sharpened sticks, is either kept in tension until triggered by a tripwire, causing it to swing, or positioned to use gravity and momentum, swinging like a pendulum to hit whoever is in its way. Traps like these are usually made by hunters or survivalists, primarily to hunt animals or deter unaware intruders, but paying attention can help notice the tripwire.

The trap can simply be avoided by stepping over the tripwire with care or disarmed by cutting the tripwire while standing in a spot where the trap will not reach the character. Once sprung, the trap becomes harmless.



### **The Floor is Lava**

**Type:** Dangerous, Magical

**Trigger:** Weight

**Damage:** 2d4

A rather cruel trap invented by the Sabitians, which involves primordial fears and the projection of the mind over the body. Rooms and corridors with this type of trap usually present a floor made of slabs of obsidian with golden veins. The whole area is enchanted, but it remains inactive until a certain weight threshold is exceeded, usually a couple of Equestrian-sized creatures or just one wearing heavy armor. When activated, all creatures inside the room or corridor are forced to perform a WIS check with a DC of 16 or experience the sensation that the floor is slowly melting and turning into lava. The whole experience is very painful, although any external observer will see no difference other than the victims screaming in pain.

For each round that passes, those who failed the check will suffer 2d4 damage due to the pain they feel and will believe that they are slowly sinking into the lava. If they are dragged away from the floor, the pain will stop, as will the sensation, but when touched, they will still feel hot even though no sign of burning can be seen. Victims suffering from the effect of the trap can only perform one action if they pass a WIS check with a DC of 14, otherwise, they will simply wail, scream, or cry for help. Performing any check while suffering from the trap always incurs disadvantage (except for the WIS check required to act). Detecting the trap before it's triggered is rather difficult, since when inactive, the arcane aura is too feeble to be noticed with Detect Magic, and disarming it also requires a Wizard or a skilled spellcaster to counteract the magic affecting those who activated it.

### **The Spotlight**

**Type:** Standard, Magical

**Trigger:** Light Interaction

**Damage:** None

An apparently innocuous ray of light illuminates a specific point in a room, such as a doorway or an item like a sphere on a pedestal. Those who try to traverse or touch the light will feel a strange sensation and must succeed on a DC 15 check by rolling a d20 and adding their level. If the check is failed, the victim gains disadvantage on any check associated with their highest stat for 12 hours, increased to 24 hours if the check is failed by rolling a 1. Wizards and other spellcasting classes can notice that the light emitted has a magical nature or detect the presence of arcane runes near the point where the light originates and where it illuminates. Examining the runes reveals that the ray of light is actually a conduit for arcane energies, and interacting with it causes negative effects. Traveling Erudites and Spell Blades can also theorize about such effects, although with less precision. The trap can be disarmed or at least temporarily interrupted by performing a spellcasting check with a DC 14. Using mirrors or similar reflective surfaces to deflect the light has only a 50% chance of working; otherwise, the light will simply be randomly reflected onto someone within near range.

# Diseases

## Apple Blight

This type of disease mostly affects trees but owes its name to the fact that it was first documented affecting the trees of an apple orchard. The disease can spread to ponies if they eat the apples from an infected tree, but it usually only causes fever, stomach aches, and sporadic rashes on the body. According to folklore, it only affects earth ponies.

## Blue Flu

This little-known disease of magical origin presents rather simple symptoms such as exhaustion and a runny nose, but it owes its name to causing the coat and mane of a creature to turn completely blue. The color will only persist while the disease lasts, but once cured or when it runs its course, the coat and mane will slowly return to their original appearance within 1d4+1 days. For equestrians and griffons with a naturally blue coat and/or mane, it's usually harder to notice at first and is easily mistaken for a generic cold, but the disease slowly changes those colors to a more sickly variant. The only documented cases have been observed inside Arcane Anomalies.

## Dragon Greed

Dragon Greed is a common mental condition that many dragons have, but it is also the name of an illness of magical origin that affects the mind and body of the host. Dragon Greed, also known as Griffon Greed, is a magical disease that takes time to be noticed, and the first symptoms are just an unusual obsession with gold, which the affected victim will start to crave similar to an obsession. The more the disease progresses, the worse the effects, so it's usually extremely important to cure it as soon as possible.

As already explained, the first stage involves the host slowly developing an obsession with gold, which only close friends and family members will typically notice. The second stage causes the host to become more aggressive and reduces their WIS score by 2. The third and final stage induces physical and mental anguish, or even pain, in the host if they do not get into contact with at least a small hoard of gold for four to eight hours per day. The pain becomes so unbearable that if the disease is not cured, it can lead to death.

### **Feather Flu**

Feather Flu is a disease that only affects Griffons and Pegasi and causes slight exhaustion while also making the feathers of the host more fragile, causing them to fall off from time to time. A Griffon or Pegasus affected will suffer disadvantage on any check that requires physical exertion and will either only be able to fly short distances or not fly at all. If left untreated, it can cause permanent damage to the host's wings, while if cured it will simply take its course, and then the host will regrow its feathers within a month. It has been observed that those Pegasi and Griffons who had it when they were kids and were cured, are often immune to it once they become adults. It has no effect on Night Pegasi due to their lack of feathers.

### **Mold Rot**

This type of disease is contracted by touching or inhaling spores released by certain types of bloated fungi or moss. Mold Rot causes fever within 10 minutes, while gray-green spots will appear on the victim's body. The victim's CON and CHA are reduced by 1d4, and a DC 11 CON check is required every day; failure causes a further loss of 1d4 CON and 1 CHA.

A creature reduced to 0 CON dies.

It can be treated by resting, regularly washing the body, and receiving special medical treatments, such as tonics and brews. While treated, the CON check gains advantage.

### **Neighfever**

Another common disease that causes uncontrollable sneezing, a runny nose, and sporadic exhaustion but can be easily cured with adequate rest and by drinking a lot of water to avoid dehydration. It causes disadvantage on any stat check that requires focus or concentration and on spellcasting checks.

### **Placid Grey**

A terrible disease of magical origin, Placid Grey is commonly contracted within Arcane Anomalies aligned with earth magic, as well as from the bite of a young cockatrice, but it is also commonly found in rock farms, although the reason for this is still unknown. The symptoms of the first stage include a sort of apathy or laziness in the host, while the second stage causes the coat and mane of the host to become grayer, and the skin to feel coarse to the touch. The third stage causes the limbs of the host to become stiff, while the body begins to lose patches of its coat, which are quickly replaced by a calloused formation of the skin, similar to a rock or a stone. This stage is painful for the host, who will usually never complain directly, although they will often smirk or grimace. The last stage is the hardest to cure and will slowly turn the host into a stone statue completely, which ultimately will kill them.

Since it is unclear how contagious the disease might be, those infected are usually quarantined from others, and those who perish are then placed in specific places called "Placid Graves," where their family can visit to mourn from time to time.

Only recently, it was noticed that even though the disease has a higher fatality rate among younglings, those who are cured in time will become immune once they reach adulthood, although they will still retain their gray coloration and apathetic behavior.

### **Pony Pox**

A common disease that causes sneezing, coughing, a sense of exhaustion, and the appearance of spots over the host's body. It is easily treated within a few days of rest and keeping the host warm, but if neglected, it can cause complications and even worse conditions.

### **Sewer Tremors**

This disease is commonly contracted when venturing into filthy places such as abandoned ruins, dungeons, old sewers, and swamps. As the name suggests, the disease causes sporadic tremors, a sense of weariness, fever, and difficulty sleeping. An infected creature is forced to roll with disadvantage when performing stat checks used for exploration, such as noticing hidden creatures or disarming traps, but also for spellcasting checks. If treated with rest, warmth, and the appropriate medicament, it can be easily cured, but if neglected, it can worsen to the point of causing respiratory complications or even death. The average DC is usually between 10 and 15.

### **Swamp Fever**

A bizarre disease of magical origin that has almost no known cure, although according to ancient texts, it seems that a cure was found by a mare of medicine known as Meadowbrook, but after her disappearance, this knowledge was lost. The first stage of the disease causes the host to have a constant sense of dizziness and feel exhausted. The second stage leads to the appearance of orange spots on the body, coughing bubbles, and often sneezing sparks of electricity. The third stage renders the host too weak to do anything, while brambles and roots begin to grow from the orange spots. If not cured, the final stage will cause the victim to completely turn into what is commonly known as a weeping willow.

### **The Spurs**

The Spurs is another disease that can be contracted in filthy places or by being bitten by certain infected creatures. It causes the infected body parts to swell and then grow buboes, which cause pain when the creature moves. The most common areas for the buboes to appear are around the hooves or on the legs, forcing a victim to be able to move only up to a close distance. When moving, the victim is also forced to make a CON check with a DC of 12, or the pain will be too sharp to allow movement for 1d4+1 rounds and will cause disadvantage to any attack and damage rolls when using their hooves to attack. If treated, recovery takes between one to three months, but if neglected, it will cause immense pain and may even require amputation of any infected limb.

### **Vermin Rot**

A lethal disease commonly caused by the bite of infected rats, which usually populate the sewers of cities and metropolises. This was the reason why the profession of the Rat Catcher was created by Griffons, who wanted to make some quick bits by chasing rodents.

The victim is forced to perform a CON check every day with a variable DC between 9 and 15, where a failure causes fever, a sense of exhaustion, sporadic body tremors, and 1d4 CON damage. If the check is successful once, the CON loss ceases, but the fever still requires rest and treatment. Otherwise, the disease might regain strength and force additional checks. A creature who reaches a CON value of 0 dies.

# Something Happens

## EXPLORATION HAPPENINGS

1d100	Part 1
1-2	Earthquake!
3-4	A buzzing swarm of flies suddenly reaches the party
5-6	Glowing eyes spy upon the party, covered by the local environment
7-8	Someone is sobbing somewhere
9-10	An equestrian messenger is seen flying in the sky
11-12	A party member must pass a DC 12 CON check or start coughing blood without apparent explanation. Once the coughing fit passes, all is apparently fine
13-14	Broken crates are found scattered all around. Nothing is salvageable
15-16	1d4+1 Reanimated Skeletons raise from the ground and attack!
17-18	There is movement within the vegetation
19-20	Tattered clothes are found the nearby vegetation or rocks
21-22	The whole party has a sudden sensation of uneasiness
23-24	Claw markings can be seen on local trees or plants
25-26	The shadows of this area seems to converge towards the group, but light sources push them back
27-28	Local vegetation has eldritch eyes growing on them
29-30	The rations of one of the party members are found infested by maggots
31-32	Weather changes to rain for 1d4+2 hours, or the rain stops
33-34	Something scared a heard of animals and the party is on their path
35-36	A foul smell of rot fills the air
37-38	Grisly remains of an animal are found
39-40	A rock with strange arcane runes is found
41-42	A monster appears!
43-44	One of the party members suddenly hears a voice calling them
45-46	Corpses of brigands are found laying on the ground
47-48	Bandit Ambush!
49-50	A thick fog raises for 1d4+1 hours or vanishes

51-52	A strange mold covers almost everything in this area
53-54	The party enters an area where everything is covered in webs
55-56	One of the Character has the feeling that they are followed
57-58	Shadowy figures spy on the party from distance
59-60	A party member suddenly revives the memory of their dramatic event as if they were actually there
61-62	A sudden scream of terror is heard
63-64	A murder of ravens observes the party from atop the surrounding trees
65-66	A monster appears!
67-68	Weather changes to windy for 1d4 hours, or the wind stops
69-70	Corpses of peasants are found within the nearby vegetation
71-72	There is blood everywhere but no corpses to be found
73-74	A storm suddenly starts, lasting for 2d4 hours
75-76	Whispers can be heard but the direction they are from is unclear
77-78	The party finds 1d4+1 corpses of griffons or equestrians who seems to have been summary executed. 50% that if investigated they will raise as reanimated zombies
79-80	A party member notices a faint light source in the distance, which then vanishes
81-82	Wildlings Ambush!
83-84	A tear through reality opens and a Spell Sludge emerges
85-86	Tiny petrified animals are found scattered within the vegetation
87-88	A pile of bones, placed to make a sort of grim effigy, is found
89-90	A party member notices a spot where something might have been buried in
91-92	Pools of black ichor are found in this area
93-94	Strange wooden fetishes are found hanging from trees or plants
95-96	A party member suddenly casts no shadow for 2d4 hours
97-98	Blood rains from the sky for 5 minutes, then suddenly stops
99-100	The air suddenly fills with static energy. A random party member must pass a DC 14 DEX check or being struck by a lightning which deals 2d8 damage. If reduced to 0 HP, it's stabilized but will not wake up for 2d10 hours.

# DUNGEON HAPPENINGS

1d100

Part 1

1-2	A secret passage suddenly opens...
3-4	The party finds a group of dead adventurers. At closer inspection they look like them but when touched they crumble to dust.
5-6	Tattered remains of an ancient banner are found
7-8	A party member notices something scribbled on the walls that seems like a warning
9-10	Shadowy figures appear standing still in random places, but vanish soon after
11-12	The dungeon starts to shake and tremble! All party members must pass a DC 12 DEX check or suffer 1d4 damage from falling debris
13-14	The whole party has a sudden sensation of uneasiness
15-16	A buzzing swarm of flies suddenly reaches the party
17-18	A party member must pass a DC 13 WIS check or feel the urge to eat
19-20	A pouch containing 2d4+2 CB is found but all the coins are deformed and worthless
21-22	All light sources are suddenly snuffed off. Spells that grant light require an INT DC 15 check to remain active or they will flicker then immediately end.
23-24	A party member notices what appears to be a walled up door
25-26	Claw markings can be seen on walls and the ground
27-28	The mummified corpse of an adventurer is found partially covered by a strange mold. DC 12 CON check or be infected with Mold Rot (page 80)
29-30	From the shadows a claw of darkness suddenly emerges trying to strike a character from behind. It has an attack modifier of +1d4 and deals 1d6 damage.
31-32	A party member has the sensation of tiny insects crawling all over their body, but at a closer inspection, none are found
33-34	Gas suddenly bursts from a crack on the ground. One party member must pass a DC 12 Con check or suffer 1d4 damage and become poisoned (can't heal).
35-36	Fresh water is dripping from small hole on a wall
37-38	The last door the party went through suddenly closes with a slam
39-40	Skittering noises can be heard coming from inside the walls
41-42	One of the party members suddenly hears a voice calling them
43-44	A sudden scream of terror is heard
45-46	Blood starts dripping from the ceiling but then stops
47-48	Something has startled a swarm of bats which will pass through the area
49-50	A party member notices a strange symbol being carved on one of the walls

**1d100****Part 2**

51-52	A foul smell of rot fills the air
53-54	The party enters an area where everything is covered in webs
55-56	One of the Character has the feeling that they are followed
57-58	A strange green ooze starts dripping from the walls
59-60	A party member suddenly revives the memory of their dramatic event as if they were actually there
61-62	A burst of spores forces whoever breaths them a DC 13 CON check or be infected with Swamp Fever (page 81)
63-64	A monster appears!
65-66	A party member must pass a DC 15 WIS check or suddenly see everyone as an enemy for 2 rounds.
67-68	A swarm of rats emerges from the cracks of a wall but will flee after two rounds
69-70	A miasma suddenly fills the room. All party members must pass a DC 13 Con or roll checks with disadvantage for 1 hour.
71-72	There is blood everywhere but no corpses to be found
73-74	The sound of something crunching is heard by one or two party members. One of the next room will have a pile of munched bones in it.
75-76	Whispers can be heard but the direction they are from is unclear
77-78	Pools of black ichor are found in this area
79-80	Torches and lamps burn twice as fast thus halving their duration
81-82	A party member suddenly casts no shadow for 2d4 hours
83-84	A tear through reality opens and a Spell Sludge emerges
85-86	A pile of gore is on the floor, but a single golden bit can be found inside of it
87-88	A pile of bones, placed to make a sort of grim effigy, is found
89-90	A party member must pass a DC 13 WIS check or become claustrophobic for 1d4 minutes
91-92	The dungeon starts to shake and tremble while the floor partially collapses. DC 13 DEX check to avoid falling down (deal between 1d4 to 1d8 damage)
93-94	The party encounters another party who is trying to flee this place. They are all of one level lower (min 1) and have lost at least 2 HP per level.
95-96	A party member must pass a DC 13 WIS check or when other speaks they will only hear gibberish words for one hour
97-98	A strange mold covers almost everything in this area
99-100	Roll some random dice behind the GM screen, pretend to scribble down something on your notes while shaking your head. If players ask something just say "You'll see"



# Random Encounters

## ARCANE WASTELAND

1d100

Part 1

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99-100

# ARCTIC

**1d100**

**Part 1**

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**1d100**

**Part 2**

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97-98

99-100

# EVERFREE FOREST

1d100

Part 1

1-2	A Gaunt looms over the distorted trees of this everfree forest
3-4	Bright red roses grow from the pools of blood of animals impaled by sharp branches
5-6	A random NPC is sitting inside a hollow tree, biting off its own flesh while cackling
7-8	A stone altar is in the middle of a barren meadow. Fresh blood is spilled over it
9-10	A Unicorn Witch (Raven Coven) is spying on the party
11-12	Guts and innards have been used to adorn various dead trees in this area
13-14	The party finds a slab of cut stone with a hole carved in it, filled with bloody entrails
15-16	Pools of water are found. If drink DC 14 CON or be infected with Sewer Tremors
17-18	1d4+1 Blade Spiders stalk the party
19-20	Something startled a swarm of 2d6 Dire Vampire Fruit Bats
21-22	Robed unicorns are carving their own flesh with knives as a strange ritual
23-24	The corpse of a randomly generated npc is found completely bled dry
25-26	There are many ponds in this area. 25% a Swamp Monster is resting here
27-28	The charred body of a unicorn is found, probably caused by a spell mishap
29-30	It suddenly starts to rain but the drops fall upwards instead of downwards
31-32	Grisly remains of animals are found on the ground, forming a strange symbol
33-34	An Equestrian Omen Seeker, who carved strange symbols over its flesh, hides in this zone
35-36	A strange pillar made of an unknown material presents eldritch carving over it
37-38	Pools of black ichor are found in this area
39-40	A dead deer is found near a rock, blood is everywhere as if its belly had exploded
41-42	Plants and trees in this area are partially melted by the acid of 1d4+1 Ochre Jelly
43-44	A pack of 2d4+1 Barghest stalks the area
45-46	A patch of poison joke is found
47-48	At least 6 rudimentary impaling traps are hidden everywhere in the area
49-50	2d4+3 Reanimated Zombies emerge from the ground, attacking everyone

**1d100****Part 2**

51-52	The path ahead is a large thorn field
53-54	1d4+1 Hollow Treants suddenly reanimate and attack
55-56	The party encounters a Randomly Generated NPC (50% they went insane)
57-58	The area suddenly changes to resemble a scene from a dramatic event of a Character
59-60	Burial grounds. If disturbed, the dead will rise (2d6+2 Reanimated Skeletons)
61-62	The cackling laugh of a Hollow Jester can be heard
63-64	A pack of 2d4 Timberwolves stalks the party
65-66	A giant scorpion has a nest somewhere in this area. The creature has 20 HP
67-68	1d4+1 Shadows of equestrians stand still around an unlit campfire
69-70	A buzzing sound comes from a hive of Flash Bees, hanging from a tree
71-72	The skeleton of a boar is found in a pool of blood as if it was stripped of all its flesh
73-74	Edible mushrooms grow in this area along with 2d4+2 dormant Twisted Fungi
75-76	Two Griffon Hunters are found dead: apparently they ripped each other apart
77-78	Some of the trees present claw markings but instead of sap, blood is pouring from them
79-80	2d4 Root Effigy suddenly attack the party
81-82	The party realizes they are walking over 1d4 bloody vines, which immediately attack
83-84	Skulls of equestrians can be found partially hidden everywhere in this area
85-86	One of the distorted trees is revealed to be a Butcher Tree
87-88	A Shambling Mound emerges from the ground
89-90	A randomly generated npc is found dead with an expression of pure terror
91-92	2d4 Will-o-wisps appear in the distance, partially covered by the trees
93-94	1d4 cockatrices emerge from the bushes
95-96	A Bugbear suddenly emerges from the trees with a terrifying roar
97-98	The Ghost of a dead equestrian wanders silently in this area
99-100	An entrance to a cave is found. 80% there's an Ursa Minor, otherwise an Ursa Major

# FOREST

1d100

Part 1

1-2	2d6+2 giant spiders fill this part of the forest with thick webs
3-4	A scavenging owlbear snorts around in the overgrowth
5-6	1d4+1 Hound Mercenaries have captured 1d4+2 equestrian peasants
7-8	Some of the trees in this area have been torn apart by something big
9-10	An equestrian wildling is found gravely wounded by a creature
11-12	An ancient, rotted tree snaps and falls toward the characters
13-14	A frothing dire wolf staggers into sight and growls
15-16	1d4 boars flee a hunting party of 1d4+1 griffon hunters
17-18	Two gangs (1d4+2 each) of opposing Griffon Brigands are fighting each other
19-20	1d4+2 Night Pegasi Hunters are eating something, perched over a dead tree
21-22	A giant snake coils in the mud of a dried-out riverbed
23-24	1d4 snarling badgers burst out of their hidden den
25-26	The party encounters a Minotaur Lumberjack, but there is a 30% they've gone insane
27-28	The party encounters a Randomly Generated NPC
29-30	2d4 Vampire fruit bats are sleeping among the branches of a tree
31-32	The saddlebag of a Pegasus Messenger is found, but most of its content is scattered
33-34	The party encounters 1d4 foragers (they are either neutral or suspicious)
35-36	Part of the area is covered by a sickly mold. DC 12 CON or be infected by Mold Rot
37-38	A pack of 2d6 mangy wolves snap at the characters and retreat out of reach
39-40	The ground caves in and 1d4+3 Pug Scouts jump out, trying to take prisoners
41-42	The party finds an encampment which apparently has been suddenly abandoned
43-44	Hoof prints can be noticed by those with enough experience
45-46	A randomly generated NPC in a dangling web cocoon thrashes and screams
47-48	1d4 giant spiders scuttle along the tree boughs
49-50	1d4 rusty bear traps spring out from beneath the leaf litter

51-52	A catgut wire triggers a wide, falling net hidden above
53-54	Animal tracks can be spotted in this area
55-56	2d4 reanimated skeletons suddenly raise from the ground and attack
57-58	A centipede swarm writhes out of the muddy ground
59-60	1d4+2 Equestrian bandits are chasing 1d4 Equestrian Peasants through the forest
61-62	A massive, half-buried stone head peeks from the earth
63-64	The party finds a place who is probably used as burial grounds by wildlings
65-66	2d4 Equestrian bandits lie in wait for their next targets
67-68	1d4 Randomly generated peasants have lost their way in the woods
69-70	The corpse of a Randomly Generated NPC is found
71-72	Pools of water are found. If drink, 50% DC 12 CON or be infected with Sewer Tremors
73-74	1d4 giant frogs try to grab 1d6 vampire fruit bats with their tongues
75-76	1d4+2 root effigies suddenly animate, surrounding the party
77-78	1d4 fresh tombs are found by a party member. Who knows what's buried inside
79-80	A small campfire can be found in this area. It's still warm
81-82	The party encounters 1d4+2 equestrian wildlings
83-84	A party member finds gnawed bones nearby some bushes
85-86	A shambling mound crashes up the side of a small ravine
87-88	The corpse of a pegasus messenger is found impaled on the branch of a tree
89-90	An old watchtower in ruins might offer shelter
91-92	A mantichore prowls in these woods
93-94	The entrance to a dungeons is found, but the gate needs to be opened
95-96	A wanted poster of a criminal is lying on the ground, partially worn by the weather
97-98	Crimson roses sprout around a weathered statue of an unknown mare
99-100	A Phoenix has made a nest in this area and is very territorial



# MOUNTAIN

**1d100**

**Part 1**

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97-98

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99-100

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# MUSHROOM FOREST

1d100

Part 1

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99-100

# PLAINS

1d100

Part 1

1-2	A squad of 10 Equestrian Cataphracts is charging a group of 2d4 Mercenaries
3-4	A Minotaur Philosopher is sitting atop a tall pillar, contemplating life
5-6	A shadow ripples over the grass like a dark stain
7-8	The party encounters a Unicorn Omen Seeker
9-10	A small molten lamp rises in the middle of a large pond, making the water pleasantly warm
11-12	A storm starts and after 2 hours, an airship can be briefly seen sailing through it. The storm lasts for 1d4+1 more hours then ends, but the airship is gone.
13-14	The party casually encounters a Griffon Treasure Hunter. Or maybe there is no coincidence
15-16	A desperate cry is heard from the distance
17-18	The party encounters a flamboyant Equestrian Trickster with their small wagon
19-20	1d4+2 Pegasi Speed Freaks swoop down and pass very close above the party, at high speed, to then fly up again laughing like maniacs
21-22	The ground caves in and 1d4+3 Pug Scouts jump out, trying to take prisoners
23-24	The party encounters an equestrian traveling merchant, escorted by 2 guards
25-26	A Minotaur Mercenary (20 HP) is looking for someone to challenge
27-28	The party notices the corpses of bandits in a small ditch
29-30	Rune-etched stones reveal the presence of an ancient barrow
31-32	The group has the sensation of being followed but nobody is around
33-34	A pack of wild dogs (use the stats of a mastiff) is roaming in this area
35-36	1d4+2 dead equestrians are found with their heads replaced by carved pumpkins
37-38	5 Reanimated Skeletons suddenly raise from the ground at near distance while another group with a different heraldry raises at the opposite side. Both groups move towards each other to fight but the party is right into the middle.
39-40	1d4+2 Griffon Scavengers are playing a game of dice, sitting on a large rock
41-42	A storm suddenly starts and lasts for 1d4+2 hours or the sky clears
43-44	A party member notices a field of large edible fungi in the distance
45-46	Animal tracks can be spotted in this area
47-48	A group of 1d4+1 Randomly Generated Scavengers are sitting around a campfire
49-50	2d4 Equestrian Bandits lie in wait for their next targets

**1d100****Part 2**

51-52	The party encounters 1d4 Equestrian Foragers
53-54	It starts to rain for 1d4+2 hours or the sky clears
55-56	A menhir is surrounded by an inconspicuously large pumpkin patch
57-58	A Randomly Generated NPC is traveling in the opposite direction of the party
59-60	An Ophiotaurus and its mate are nesting within a group of rocks
61-62	A gang of 2d4+2 Bandits is robbing a group of 2d4 Equestrian travelers
63-64	A hole into the ground is actually the den of a Giant Centipede
65-66	2d4+3 Equestrian Peasants are traveling by themselves along with 2 Militia
67-68	1d4+1 Reanimated Zombie suddenly raise from the ground, wearing tattered peasant clothes.
69-70	An abandoned watchtower can be seen not too far from where the party is
71-72	A large pond is home of 1d4 Giant Frogs
73-74	An abandoned cart is found, with smashed crates scattered all around
75-76	2d4+1 Griffon Mercenaries are chasing 2d4 Randomly Generated Equestrians. 50% for one side to be brigands
77-78	Two Unicorn Apprentice Wizards are arguing and throwing insults at each other
79-80	A small moltenlamp gives shelter to a simple encampment, but nobody is here
81-82	A party member notices a small orchard of zap apples in the distance. Fruit Bats peacefully sleep among the branches
83-84	A Pegasus messenger is taking a break on a tree or big rock
85-86	A group of 10 Equestrian Guards is patrolling this area
87-88	The ghost of an equestrian mare can be heard sobbing in the distance
89-90	The grass in this area is surprisingly taller than the average equestrian
91-92	The party encounters an equestrian traveling merchant being robbed by 1d4+2 Griffon Brigands
93-94	A pirate airship appears from the clouds above, while 2d4 Harpy Pirates jump down, looking for prisoners
95-96	A The wagon of a Donkey Tax Collector, escorted by 6 Earth Pony Royal Guards, is traveling along a road
97-98	A Pegasus Messenger is being chased by a Griffon Messenger
99-100	An adult dragon can be seen flying in the sky

# SWAMP

1d100

Part 1

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99-100



# Creature Compendium

# NPCs

## Abyssinians

*The Abyssinians are a race of cat-like bipedal creatures who live in the Mysterious South, close to the Bone-dry Desert. Their kingdom is rather small so they don't travel much except for those who become merchants or adventurers.*

### ABYSSINIAN BLADE DANCER

*The blade dancers combine the martial discipline with the spectacle of exotic dances involving scimitars and daggers*

**AC 15, HP 13, ATK 2 scimitar +3 (1d8) or 1 throwing knife +4 (1d4), MV near, S +1, D +3, C +2, I +2, W +2, Ch +2, LV 3**

**Feline Adaptation.** Gains advantage to checks associated to stealth, climbing and acrobatics.

Can still see well in conditions of dim or suffused light, but not in complete darkness.

### ABYSSINIAN RASCAL

*The average Abyssinian is used to live by the day, sometimes working at a simple job and sometime committing simple acts of thievery just to get something to eat or coins for booze and gambling.*

**AC 12, HP 6, ATK 1 scimitar +2 (1d6), MV near, S +0, D +3, C +1, I +2, W +1, Ch +1, LV 2**

**Feline Adaptation.** Gains advantage to checks associated to stealth, climbing and acrobatics.

Can still see well in conditions of dim or suffused light, but not in complete darkness.

### ABYSSINIAN MERCENARY

*Some Abyssinians decide to become mercenaries to visit different lands or just to not pay the debts they accumulated in their hometowns.*

**AC 13, HP 8, ATK 1 scimitar +2 (1d6), MV near, S +1, D +2, C +2, I +1, W +1, Ch +0, LV 2**

**Feline Adaptation.** Gains advantage to checks associated to stealth, climbing and acrobatics.

Can still see well in conditions of dim or suffused light, but not in complete darkness.

## Canterlottian Delegates

The Delegates of the Princess of the Night are those in charge to collect the yearly tithes, keep an eye on the various rulers and to inform the Princess of anything important. While most of them are bureaucrats or emissaries, others are instead skilled warriors and spies.

### JUSTICAR

*Justicars are unicorns sent to observe the progress of an ongoing war, evaluate the work of the various barons and dukes of keeping their lands under control and to eventually settle disputes or to judge crimes which require an unbiased solution. Justicars can also send Shadowbolts and Tithe Collectors to perform specific tasks or to punish unruling individuals, but also to place bounties over criminals or to create specific delegations of individuals aimed to take down dangerous monsters. Justicars always operate by themselves but if it occurs that two Justicars reach the same destination, it means the situation is dire or that the Princess of the Night is extremely displeased. Justicars are considered above the law, but will always try to abide to it as long as it doesn't interfere with their work and can even impose exceptions if needed. Going against the operate of a Justicar is considered a grave crime everywhere and even rulers can be swiftly executed by one.*

**AC 16, HP 28, ATK 2** war hammer +5 (1d8) or hoof kick +5 (1d6), **MV** near, **S** +1, **D** +2, **C** +2, **I** +3, **W** +3, **Ch** +3, **LV 6**

Knows two of the following Spells: Dispel Magic, Flash Deflection, Flash Teleport or Lunar Strike.

### Nightmare Surge

Once per combat can emit a pulse of dark energies which propagates in all directions within near range. All sentient creatures must perform a WIS check with a DC of 15 or suffer 2d4 damage. If the WIS check is failed by rolling a 1, the creature will also become frightened for one hour. Orphans will automatically become frightened by this effect. If used on Fillies and Foals, the surge deals no damage but will frighten them automatically. Counts as a Nightmare effect.

## SHADOWBOLT

*Shadowbolts are Pegasi and Night Pegasi trained to be elite spies and skilled infiltrators, but which can also stand their ground in a fight. All Shadowbolts are orphans and all are devoted only to the Princess of the Night although Night Pegasi tend to become overly zealous in their assignments. Shadowbolts have a rivalry towards Wonderbolts, which sometimes leads to violence, since they see them as a waste of potential but also due to the intrinsic competitive nature of pegasi. Shadowbolts can partially travel through the Garden of Shadows which leaves on them a strange aura of uneasiness for anyone else.*

**AC 15, HP 25, ATK 2** hooves +5 (1d6) or 1 buck/stomp +5 (1d8), **MV** near or double near (Fly), **S** +2, **D** +3, **C** +2, **I** +1, **W** +2, **Ch** +1, **LV 6**

### Aerial Control.

Obtains advantage to checks associated to regain stability while flying.

### Dark Adapted.

### Shadow Step.

A Shadowbolt can use shadows to move in between the material plane and the Garden of Shadows for a short period of time. A Shadowbolt can “enter” inside a shadow large enough and vanish, only to appear during their next turn, in any place within near range as long as its also covered by a shadow.

Can only be done for a number of times equal to the Shadowbolt's WIS modifier, before requiring a rest.

## TITHE COLLECTOR

*Tithe Collectors are heavily armored earth ponies sent to collect tithes and protect the cargo from bandits and monsters. In some occasions they are sent in groups to punish specific individuals or to support specific operations which involve a generous use of violence. A Tithe Collector is only interested into performing his task and will usually ignore anything else as long as it doesn't interfere.*

**AC 17, HP 30, ATK 2** hooves +5 (1d6) or 1 buck/stomp +5 (1d8), **MV** near, **S** +4, **D** +2, **C** +3, **I** +1, **W** +2, **Ch** +1, **LV 6**

### Shadow Bulwark

Once per Combat, a Tithe Collector can only be damaged by lunar silver weapons or magical sources (+2 Weapons and LV 3+ spells) for two rounds.

## Diamond Dogs

Although being part of the same race, Diamond Dogs are divided into three different breeds: the Pug, the Hound and the Mastiff. Pugs are small but still vicious, the Mastiff are the largest breed but not the brightest while the Hounds are the most agile and charismatic.

### PUG SCOUT

*The pug breed is excellent for exploration and espionage due to their smaller size, so they can easily infiltrate behind enemy lines and report their observations.*

**AC 12, HP 9, ATK 1 dagger +2 (1d4) or 1 sling (double near) +2 (1d6), MV near, S +1, D +1, C +1, I +1, W +1, Ch -1, LV 2**

**Excavator.** Diamond Dogs can dig through soft ground although not as fast to be used for movement during combat. They can set up tunnels in a specific area to suddenly emerge and take others by surprise although such tunnels never last long enough and will eventually collapse on themselves.

### HOUND MERCENARY

*Due to the bizarre equestrian politics, there is always a conflict somewhere, from small scale skirmishes for futile reasons to all-out wars. This allows various races to be hired as mercenaries and the Diamond Dogs are no exception, although paid in gems instead of gold because that's what they truly desire.*

**AC 13, HP 14, ATK 2 sword +3 (1d6) or 1 javelin (near) +3 (1d8), MV near, S +2, D +2, C +2, I +1, W +0, Ch +2, LV 3**

**Excavator.**

## MASTIFF GUARD

*The mastiff breed excels in resilience and loyalty, which makes them perfect candidates to become guards or heavily armored troops.*

**AC 15, HP 20, ATK 2 spear +3 (1d6), MV near, S +3, D +0, C +3, I -1, W +2, Ch -2, LV 4**

**Excavator.**

### PUG SHARPSHOOTER

*The sling is an extremely underrated weapon, mostly seen as a joke until a well placed shot is capable to crush a skull of an unfortunate equestrian.*

**AC 14, HP 18, ATK 2 short sword +3 (1d6) or sling (double near) +3 (1d6), MV near, S +1, D +3, C +2, I +1, W +1, Ch -1, LV 4**

**Excavator.**

**Skull Crusher.** Scores a critical hit with a natural result of 19 or 20 when using a sling. The crit deals 3 dice of damage instead of 2.

### HOUND MARAUDER

*Hound Marauders are usually experienced mercenaries who decided to start their own companies or to just desert from an army and pillage whatever they can before fleeing. Some even find a place to hide in the wilderness becoming a dangerous nuisance for the locals.*

**AC 14, HP 19, ATK 2 sword +3 (1d8) or 1 javelin (near) +3 (1d8), MV near, S +3, D +1, C +3, I +1, W +2, Ch +1, LV 4**

**Excavator.**

**Pack Leader.** If fighting in group, one hound is always the leader (+1HP). As long as the leader is alive, all other Hound Marauders gain advantage on morale checks.

# MASTIFF REAVER

*Only the biggest and meanest of mastiffs can become a Reaver: heavily armored and wielding a two-handed weapon called "Fell-blade" with ease, they can cut through the enemy like a hot knife cuts through butter.*

**AC 17, HP 35, ATK 3 fell-blade +5 (2d6),  
MV near, S +4, D +1, C +3, I +0, W +3, Ch +2,  
LV 7**

**Excavator.**

**Cleave.** If the reaver hits with a melee attack, it can perform an additional attack against another creature in melee range. This additional attack doesn't further generates more attacks. Can be used while splitting movement.



# Equestrians

## DONKEY TAX COLLECTOR

*It is common knowledge that Donkeys become tax collectors, and according to folklore this is due to their innate sense of law. The truth is simply that Donkeys are more thoughtful and methodical in their ways, so they are more keen to understand the intricacies and pitfalls of bureaucracy, while other equestrians usually get frustrated or simply don't want to be bothered to read every clause—especially Pegasi, due to their nature. Despite being hated by many, tax collectors are necessary for regulating the flow of money, but also to ensure that there will be money to be used to pay workers and such. While some tax collectors might try to gain something extra to their advantage, the heavy scrutiny applied by other bureaucrats usually prevents frauds of large magnitude, even if those of lesser notice might be ignored or just allowed to be.*

**AC 11** (Leather Jerkin), **HP 5**, **ATK 1** hoof +0 (1d4), **MV** near, **S +0**, **D +0**, **C +1**, **I +2**, **W +2**, **Ch +2**, **LV 1**

## EARTH PONY ROYAL GUARD

*Earth Pony Royal Guards focus their training on resilience of both mind and body to the point that they can sustain grievous injuries and still be willing to fight.*

**AC 17** (Heavy Armor), **HP 28**, **ATK 3** hoof +5 (1d6) or 2 buck/stomp +5 (1d8) **MV** near, **S +3**, **D +1**, **C +3**, **I +1**, **W +2**, **Ch +2**, **LV 6**

**Once More Unto the Breach.** When reduced to 5 HP or less, once per rest, the Royal Guard can perform a morale check (DC 14). If successful they will immediately recover 4 HP.

Can only be used again after a full recovery.

**Teamwork.** When in a team of 2 or more, Royal Guards roll with advantage the first morale check they have to perform, once per hour.

## EQUESTRIAN BANDIT

*Banditry is a common practice by those less fortunate, who might have lost everything for one reason or another or were just born poor and knew nothing but poverty for their entire lives. Others become bandits for personal reasons or just because they don't want to work at a tedious job.*

**AC 12** (Leather Jerkin), **HP 5**, **ATK 1** hoof +1 (1d4) or buck/stomp +1 (1d6) **MV** near, **S +1**, **D +1**, **C +1**, **I -1**, **W +0**, **Ch -1**, **LV 1**

## EQUESTRIAN CATAPHRACT

*Cataphracts undergo harsh training which aims to increase their strength and resilience, but also to become one with their armor and crush their enemies.*

**AC 17** (Heavy Armor), **HP 25**, **ATK 2** hoof +4 (1d6) or buck/stomp +4 (1d8) or heavy lance +4 (1d10) **MV** near, **S +4**, **D +1**, **C +4**, **I +1**, **W +2**, **Ch +1**, **LV 5**

**Armored Assault.** If a cataphract performs a full movement in a straight line without splitting movement, it will deal +3 damage with their first melee attack.

**Unwavering.** Once per combat, can reduce the damage from a melee or ranged weapon by 1 (min. 1). Damage from creatures smaller than you can be reduced to 0 in this way (e.g. a bite from a Giant Rat). Has no effect on elemental damage (e.g. Fire) or damage from magical or supernatural sources.

## EQUESTRIAN CITY GUARD

*City guards receive basic military training and are expected to take care of various issues and problems, from petty theft to repelling creatures from time to time.*

**AC 14** (Medium Armor), **HP 11**, **ATK 1** hoof +2 (1d4) or buck/stomp +2 (1d6) or melee weapon +2 (1d6) if unicorn, **MV** near, **S +1**, **D +1**, **C +1**, **I +0**, **W +0**, **Ch +1**, **LV 2**

**Teamwork.** When in a team of 3 or more, Guards roll with advantage the first morale check they have to perform, once per hour.

## EQUESTRIAN SCAVENGER

*Scavengers are those brave or crazy enough to venture within the ruins of ancient cities that are no longer inhabited, searching for anything useful to sell or barter. The life of a scavenger is miserable and full of dangers, and many will simply vanish or get devoured by the monstrosities that lie within the ruins.*

**AC 12** (Leather Jerkin), **HP 5**, **ATK 1** hoof +2 (1d4) or buck/stomp +2 (1d6). Unicorns can be armed with slings +2 (1d4), **MV** near or near (Fly) if pegasi, **S +1**, **D +1**, **C +1**, **I +0**, **W +1**, **Ch -1**, **LV 1**

**Scav Life.** Scavengers roll with advantage against regular diseases and when navigating through ruins of cities and metropolis, unless magical effect are active which might compromise orientation.



## EQUESTRIAN WILDLING

*Those Equestrians who manage to survive far from civilization are commonly called "wildlings" due to their survival skills and knowledge of the wilderness.*

**AC 12** (Primitive Armor), **HP 11**, **ATK 1** hoof +2 (1d4) or buck/stomp +2 (1d6) **MV** near, **S +1**, **D +1**, **C +2**, **I -2**, **W +1**, **Ch -2**, **LV 2**

**Survivor.** Rolls with advantage for checks associated to wilderness and survival.

## NIGHT PEGASUS ROYAL GUARD

*Night Pegasi Royal Guards are mostly found within the main capital, but some might be sent to protect those who have served the Princess of the Night with loyalty and dedication.*

**AC 15** (Light Armor), **HP 28**, **ATK 3** hoof +5 (1d6) or 2 buck/stomp +5 (1d8) **MV** near or double near (Fly), **S +2**, **D +3**, **C +2**, **I +1**, **W +2**, **Ch +2**, **LV 6**

**Ambusher.** Rolls damage with advantage when undetected.

**Night Stalker.** Rolls with advantage when performing stealth checks during Night Time.

## NIGHT PEGASUS SENTINEL

*Night Pegasi Sentinels operate during the period of time when a Moltenlamp is in its obscuration cycle, or simply during nighttime.*

**AC 13** (Leather Jerkin), **HP 9**, **ATK 1** hoof +2 (1d4) or buck/stomp +2 (1d6), **MV** near or near (Fly), **S +1**, **D +2**, **C +1**, **I +0**, **W +1**, **Ch +0**, **LV 2**

**Ambusher.** Rolls damage with advantage when undetected.



## PEGASUS MESSENGER

*Messengers are divided into categories based on the area of coverage. There are those who only operate within urban areas of a town, city, or metropolis, and those who instead travel long distances to deliver important messages and packages. Usually, the cost is proportional to the distance covered and whether it's something urgent or not.*

**AC 12, HP 3, ATK 1** hoof +0 (1d4), **MV** near or double near (Fly), **S** +0, **D** +2, **C** +1, **I** +0, **W** +1, **Ch** +1, **LV 1**

**Flight Training.** The Pegasus flight speed is increased to Double Near and the Pegasus obtains advantage to those rolls required to regain stability when flying.

## PEGASUS ROYAL GUARD

*While not the first to be civilized among the equestrian races, Pegasi were the first to create teams of specialized warriors whose purpose was to protect generals and commanders on the battlefield. It was only after the races united and peace became more common that these warriors became the first Royal Guards to serve, and they started under the rule of the Royal Sisters. Nowadays, the Pegasi Royal Guard mostly serve in Cloudsdale or under high-ranking nobles like counts.*

**AC 15** (Light Armor), **HP 28, ATK 3** hoof +5 (1d6) or 2 buck/stomp +5 (1d8) **MV** near or double near (Fly), **S** +1, **D** +3, **C** +2, **I** +1, **W** +2, **Ch** +2, **LV 6**

**Flight Training.** The Pegasus flight speed is increased to Double Near and the Pegasus obtains advantage to those rolls required to regain stability when flying.

**Teamwork.** When in a team of 3 or more, Guards roll with advantage the first morale check they have to perform, once per hour.

## PEGASUS STORM CHASER

*Storm Chasers are an important part of any Cloudsdale since they seek out storms so they can harvest the electrical energy which will then be used to charge the stormcore. The job is extremely dangerous and many crews return with fewer members than they left with, but it's a necessary sacrifice to keep a Cloudsdale floating. Storm Chasers receive advanced aerial training to allow them to fly through storms without being blown away immediately, but caution is always recommended and safety not guaranteed.*

**AC 12, HP 4, ATK 1** hoof +1 (1d4), **MV** near or double near (Fly), **S** +0, **D** +2, **C** +1, **I** +0, **W** +1, **Ch** +1, **AL -**, **LV 1**

**Flight Training.** The Pegasus flight speed is increased to Double Near and the Pegasus obtains advantage to those rolls required to regain stability when flying.

## UNICORN HEALER

*Although all equestrian races have their own healers, Unicorn healers are the most respected and sought-after due to their easier access to education and magic, while others might have obtained their knowledge through folklore or oral tradition, in which some cases might have no effect or do more harm than good.*

**AC 11, HP 6, ATK 1** hoof +1 (1d4), **MV** near, **S** +0, **D** +1, **C** +1, **I** +2, **W** +2, **Ch** +3, **LV 2**

**Expert Healer.** Rolls with advantage for any check related to medicine, healing, and treatments. Knows how to craft all healing items.

## UNICORN ROYAL GUARD

**AC** 15 (Medium Armor), **HP** 28, **ATK** 3 hoof +4 (1d6) or 3 melee weapon +4 (1d8) **MV** near or double near (Fly), **S** +1, **D** +1, **C** +2, **I** +3, **W** +3, **Ch** +3, **LV** 6

**Illuminate (INT Spell).** DC 11. See page 38.

**Imbue Weapon.** DC 12. The Guard obtains a +1 to attacks and damage rolls for 5 rounds when using melee weapons.

**Teamwork.** When in a team of 3 or more, Guards roll with advantage the first morale check they have to perform, once per hour.

## UNICORN WITCH APPRENTICE

*The following stats are for an Apprentice Raven Witch. Different covens usually use different spells.*

**AC** 11, **HP** 7, **ATK** 1 hoof +0 (1d4) or spell +2, **MV** near, **S** -2, **D** +1, **C** +0, **I** +2, **W** +1, **Ch** +1, **LV** 2

**Hex (INT Spell).** DC 11. One target of Lv 2 or less, within near range, will subtract 1d4 to the total when performing a check associated to a stat of the witch's choice. Lasts 1 hour. Only one Hex can affect the same target.

**Scourge (INT Spell).** DC 11. 1d4 damage (1d6 on a critical spellcasting check) to one target within far range.

## UNICORN WITCH

*The following stats are for a Raven Witch. Different covens usually use different spells.*

**AC** 12, **HP** 18, **ATK** 1 hoof +3 (1d4) or spell +5, **MV** near, **S** -2, **D** +1, **C** +2, **I** +3, **W** +2, **Ch** +2, **LV** 6

**Hex (INT Spell).** DC 12. One target of Lv 4 or less, within near range, will subtract 1d4 to the total when performing a check associated to a stat of the witch's choice. Lasts One Day. Only one Hex can affect the same target.

**Scourge (INT Spell).** DC 11. 1d8 damage (1d10 on a critical spellcasting check) to one target within far range or 1d6 damage to 2 targets within double near range.

**Shadowstep (INT Spell).** Self DC 12. Teleport within double near.

**Wicked Barrier (INT Spell).** DC 12. The Witch AC changes to 14 for 15 Rounds. Attacks that deal damage to the witch will reflect 1 point of damage to the attacker.

## UNICORN GRAND WITCH

*The following stats are for a Grand Raven Witch.  
Different covens usually use different spells.*

**AC 12, HP 40, ATK 2 hoof +5 (1d4) or spell +7,**  
**MV near, S -1, D +2, C +2, I +4, W +3, Ch +4,**  
**LV 10**

**Feast for Crows (INT Spell).** Focus DC 14.

Crows made of dark energies fly and attack anyone (except the caster) in a double near-size cube area. The area is generated around the Witch who can then freely move away.

Creatures inside the area suffer 1d4 Damage (on a critical spellcasting check roll damage with advantage).

**Hex (INT Spell).** DC 13. One target of Lv 8 or less, within near range, will subtract 1d4 to the total when performing a check associated to a stat of the witch's choice. Lasts One Week. Only one Hex can affect the same target.

**Scourge (INT Spell).** DC 12. 1d8 damage (1d10 on a critical spellcasting check) to one target within far range or 1d6 damage to 2 targets within double near range.

**Shadowstep (INT Spell).** Self DC 12. Teleport within double near.

**Wicked Barrier (INT Spell).** DC 13. The Witch AC changes to 14 for 15 Rounds. Attacks that deal damage to the witch will reflect 1 point of damage to the attacker.

## UNICORN WIZARD APPRENTICE

*A freshly graduate from an arcane academy, eager to learn and expand their knowledge.*

**AC 11, HP 7, ATK 1 hoof +0 (1d4) or spell +2,**  
**MV near, S -1, D +0, C -1, I +2, W +1, Ch +0,**  
**LV 2**

**Arcane Beam (INT Spell).** DC 11. 1d6 damage to one target within far range. Roll damage with advantage on a critical spellcasting check.

**Flash Deflect (INT Spell).** Focus DC 11. While focusing, when a Tier 1 spell that deal damage is directed against the Apprentice, both the apprentice and the opponent must roll a spellcasting check. If the Apprentice obtains a higher result, the spell is deflected and has no effect. If the Apprentice obtains a critical spellcasting check, the spell is deflected against the opponent.

## UNICORN WIZARD

*A wizard has gathered enough knowledge and experience to be a formidable foe.*

**AC 11, HP 18, ATK 1 hoof +3 (1d4) or spell +5, MV near, S -1, D +1, C +1, I +3, W +3, Ch +1, LV 6**

**Arcane Beam (INT Spell).** DC 12. 1d10 damage to one target within far range. Roll damage with advantage on a critical spellcasting check.

**Blast Wave (INT Spell).** DC 13. The wizard emits a blast of arcane energies in all directions. All creatures within near range must perform a DC 15 STR check or suffer 1d4 damage and being knocked back and even knocked down at GM's discretion. Hitting obstacles adds an extra dice of damage.  
Can't knock back large creatures.

**Flash Deflect (INT Spell).** Focus DC 13. While focusing, when a Tier 1-2 spell that deals damage is directed against the wizard, both the wizard and the opponent must roll a spellcasting check. If the wizard obtains a higher result, the spell is deflected and has no effect. If the wizard obtains a critical spellcasting check, the spell is deflected against the opponent.

**Mage Armor (INT Spell).** DC 11. The wizard's AC changes to 14 (18 on a critical spellcasting check) for 10 rounds.

## UNICORN ARCHMAGE

**AC 12, HP 40, ATK 2 hoof +5 (1d4) or spell +7, MV near, S +0, D +2, C +2, I +4, W +4, Ch +2, LV 10**

**Arcane Beam (INT Spell).** DC 12. 2d6 damage to one target within far range. Roll damage with advantage on a critical spellcasting check.

**Arcane Surge (INT Spell).** DC 15. 2d8+20 damage within double near. See page 47.

**Blast Wave (INT Spell).** DC 13. The wizard emits a blast of arcane energies in all directions. All creatures within near range must perform a DC 15 STR check or suffer 1d6 damage and being knocked back and even knocked down at GM's discretion. Hitting obstacles adds an extra dice of damage.  
Can't knock back large creatures.

**Flash Deflect (INT Spell).** Focus DC 13. While focusing, when a Tier 1-3 spell that deals damage is directed against the archmage, both the archmage and the opponent must roll a spellcasting check. If the archmage obtains a higher result, the spell is deflected and has no effect. If the archmage obtains a critical spellcasting check, the spell is deflected against the opponent.

**Mage Armor (INT Spell).** DC 12. The archmage's AC changes to 14 (18 on a critical spellcasting check) for 10 rounds.

**Starjump (INT Spell).** Self and up to 4 willing targets. DC 15. Teleport up to 150 km. If the teleport is within Far range, the DC is lowered to 12.

# Griffons

## GRIFFON BRIGAND

*While for equestrians banditry is usually born out of necessity, for Griffons it can also be a regular job. While most Griffon Bandits and Brigands simply break the law because they want gold, others are actually hired as "professional brigands" by those who want to undermine their rivals or cause troubles in certain areas. These are usually called "Griffon Ruffians" and are more similar to a mercenary group specialized in stealing and causing problems rather than just fighting in a war. The use of Griffon Ruffians is shunned by equestrian society, so it is often arranged behind closed doors. Ruffians usually have contracts to follow, and even if they are arrested by the law, their employers will then eventually pay for their release, even if not directly, as long as the crime is not too severe. This makes Ruffians technically less dangerous since they will actively try to not kill but rather injure those they rob.*

**AC 12** (Leather Jerkin), **HP 10**, **ATK 1** claw +2 (1d4) or swipe +2 (1d6), **MV** near or near (Fly), **S +1**, **D +1**, **C +1**, **I +0**, **W +1**, **Ch -1**, **LV 2**

**Ambusher.** Rolls damage with advantage when undetected.

## GRIFFON GRAVE ROBBER

*Griffons bury their dead in mass graves instead of proper tombs because that's something which costs too much and most of the time is not worth spending money on someone who is gone. Still, since equestrians bury their dead with the due respect, even with some jewelry and even fancy clothes, there are griffons specialized into robbing the fresh tomb of a deceased one, removing everything of value and even what they are wearing, to be then sold to the black market.*

**AC 11** (Leather Jerkin), **HP 4**, **ATK 1** claw +1 (1d4) or swipe +1 (1d6), **MV** near or near (Fly), **S +1**, **D +1**, **C +1**, **I -1**, **W +1**, **Ch -1**, **LV 1**

## GRIFFON MERCENARY

*Griffon Mercenaries are rather ruthless and will accept most jobs, even the most despicable, for the right amount of gold.*

**AC 13** (Light Armor), **HP 14**, **ATK 1** claw +3 (1d6) or swipe +3 (1d8), **MV** near or near (Fly), **S +1**, **D +2**, **C +2**, **I +0**, **W +1**, **Ch -1**, **LV 2**

## GRIFFON MESSENGER

*The only reason why Griffons accept to become messengers is because they get paid in coins. Griffon messengers are hired if they have to traverse dangerous places or to be sure that if someone tries to intercept or stop them, they can actually put up a fight*

**AC 12**, **HP 11**, **ATK 1** claw +2 (1d4) or swipe +2 (1d6), **MV** near or near (Fly), **S +1**, **D +2**, **C +1**, **I +0**, **W +1**, **Ch -1**, **LV 2**

## GRIFFON SCAVENGER

*Griffon Scavengers are more competitive and aggressive than their equestrian counterparts, especially towards those they consider to be "trespassing in their territory".*

**AC 12** (Leather Jerkin), **HP 10**, **ATK 1** claw +2 (1d4) or swipe +2 (1d6), **MV** near or near (Fly), **S +1**, **D +1**, **C +1**, **I +0**, **W +1**, **Ch -1**, **LV 2**

**Scav Life.** Scavengers roll with advantage against regular diseases and when navigating through ruins of cities and metropolis, unless magical effect are active which might compromise orientation.

## GRIFFON SHREDDER

*The Shredders are a type of Griffon mercenary specialized in the use of their claw and brutal violence. They are mostly deployed as shock troops or hired as assassins or just to "rough up" the competition.*

**AC 14** (Leather Jerkin), **HP 28**, **ATK 3** claw +6 (1d6) or 2 swipe +6 (1d8), **MV** near or near (Fly), **S +3**, **D +2**, **C +3**, **I +0**, **W +2**, **Ch +1**, **LV 6**

**Brutalist.** A Shredder rolls damage with advantage when reduced to 14 HP or less.

**Razor Sharp.** A Shredder scores a critical hit with a natural result of 19 or 20.

## GRIFFON TAX COLLECTOR

*Griffon tax collectors actually love their job since they have to collect money from others while being supported by the law. While Donkeys will simply follow regular procedure and act only when required, Griffon Tax Collectors are more mean and will actively cause trouble to those who owe taxes, even relying on intimidation and hiring Griffon Ruffians to "send a message." Some also become money lenders due to their knowledge of the law and will cover missing taxes but in exchange for services or more money than they loaned, often causing their "clients" to lose everything and either be eventually arrested or forced to work their whole lives.*

**AC 11** (Leather Jerkin), **HP 4**, **ATK 1** claw +1 (1d4) or swipe +2 (1d6), **MV** near or near (Fly), **S +1**, **D +1**, **C +1**, **I +1**, **W +1**, **Ch +1**, **LV 1**

## GRIFFON TREASURE HUNTER

*Treasure Hunting is a well respected profession among griffons and the fact that the cataclysm left so many cities and metropolis laying in ruins, means that there will always be someone willing those daring enough to risk their lives to recover ancient treasures or old family artifacts lost during such tragedy. The tradition want that the first treasure hunters where those griffons who departed from Griffonstone, looking for the Idol of Boreas when it was stolen by the cyclops Arimapsi, but after centuries, the idol whereabouts are still unknown.*

**AC 12** (Leather Jerkin), **HP 14**, **ATK 2** claw +3 (1d4) or swipe +3 (1d6), **MV** near or near (Fly), **S +2**, **D +2**, **C +1**, **I +2**, **W +2**, **Ch +1**, **LV 3**

**Adventurer.** Rolls with advantage on those checks associated to exploration, cartography and historical knowledge.

## GRIFFON VENTURE CAPTAIN

*Venture Captains are those who form bands of mercenaries and which then offer their services to those who can pay their price. Venture Captain require a good sense of tactics, bravery and willpower, to keep in check their subordinates, especially when interacting with griffons. Venture captains will always hire those who might increase their prestige but also those who prove their worth in battle.*

**AC 15** (Leather Jerkin), **HP 25**, **ATK 2** claw +4 (1d6) or swipe +4 (1d8), **MV** near or near (Fly), **S +3**, **D +2**, **C +1**, **I +2**, **W +2**, **Ch +3**, **LV 5**

**Grit your Claws.** Once per rest, instead of attacking, a Venture Captain can attempt to spur others to fight harder during combat. All members of the captain band within near range can perform a DC 15 CON check: if successful they temporarily recover 1d4 HP.

**Venture Captain.** Mercenaries who are member of the Venture Captain's band, roll Morale Checks with advantage if they are within near distance.

## Harpies

*Harpies are parrot-like bipedal creatures from tropical lands who prefer to pillage and plunder rather than settle down, although some become mercenaries if the pay is good.*

### HARPY PIRATE

*Piracy is the most common profession among harpies.*

**AC 13, HP 8, ATK 1 cutlass +2 (1d6), MV near, S +1, D +2, C +1, I +1, W +1, Ch -1, LV 2**

**Steady legs.** Gains advantage to checks associated to jumping, climbing and swimming or when swinging with a rope.

### HARPY CAPTAIN

*Harpy captains are formidable swashbucklers and daring adventurers, always looking for the next target to plunder. They inspire fear and admiration in their crew, which is accentuated by wearing flamboyant vests and hats.*

**AC 15, HP 22, ATK 2 cutlass +4 (1d8) or 2 claws +4 (1d4), MV near, S +2, D +3, C +2, I +2, W +3, Ch +3, LV 5**

**Rousing Cry.** Once per combat can emit a rousing cry: all Harpy Pirates within near range gain a +1 to their melee attacks and advantage to morale checks for 5 rounds. Harpy Pirates that were fleeing will immediately return into the fray the next turn.

**Steady legs.** Gains advantage to checks associated to jumping, climbing and swimming or when swinging with a rope.

## HARPY THUG

*Taller and stronger than the average Harpy Pirate, Thugs act as the captain's bodyguards and second-in-command.*

**AC 14, HP 14, ATK 1 falchion +3 (1d8) or 1 harpoon (close/near) +3 (1d8), MV near, S +3, D +2, C +3, I +1, W +2, Ch +0, LV 3**

**Showoff.** While within near range from their captain, they obtain advantage on checks associated to morale and to fear effects.

**Steady legs.** Gains advantage to checks associated to jumping, climbing and swimming or when swinging with a rope.



## Minotaurs

*The term "Minotaur", used first in a treaty written in High Canterlottian by the equestrian scholar Morning Primrose was used to describe the inhabitants of the isle of Minos located in the south-western archipelagos. The term was a rough translation from the Nisian language of how the inhabitants of the archipelago call themselves in their native language "Taurios of Minos". Still the terminology is not correct since there are other tribes who moved to different locations, like the Clan Crùb Ruadh from the northern highlands and Primrose lately published another treaty where she explained the mistake, but at that point the majority of equestrian scholars adopted the name of Minotaurs. The folk from the northern highlands Achadh Grianach, also known as Sunny Meadows, have a different approach to life than their cousins by being less focused on philosophy and more keen to war, due the rich presence of gemstones in the underground, which attracted many diamond dogs who then attempted more than once to drive away the local clans but with no avail. Before the cataclysm the highlands were a beautiful and sunny place but nowadays the land is almost constantly enveloped by fog or traversed by rainy clouds.*

## MINOTAUR GLADIATOR

*Gladiatorial combat doesn't necessarily mean to fight to the death, even if it's a rather common misconception, but many Gladiators, especially Minotaurs, build a career around their combat prowess and ability to entertain the public of an arena.*

**AC 15, HP 30, ATK 3 weapon +6 (1d10),  
MV near, S +4, D +1, C +4, I +1, W +2, Ch +3,  
LV 6**

**Hell Yeah, Brother.** The Gladiator rolls with advantage when performing CHA checks used for working the crowd of an arena or similar place they're performing in.

**Outstanding Comeback.** If the crowd is currently favorable towards the gladiator, once per combat they can perform a Morale check when reduced to 15 HP or less. If successful they will recover 5 HP. The gladiator rolls with advantage if uses this talent when reduced to 5 HP or less (even at 0 HP). This talent can only be used again after a full recovery.



## MINOTAUR HIGHLANDER

*Minotaur Highlanders are specialized in using two handed swords and to fight against diamond dogs.*

**AC 13** (Leather Jerkin), **HP 24**, **ATK 1** claidheamh-mòr +4 (2d6), **MV** near, **S +3**, **D +2**, **C +3**, **I +0**, **W +1**, **Ch +1**, **LV 5**

**Bravery.** Rolls with advantage for Morale Checks.

**Cleave.** If the highlander hits with a melee attack, it can perform an additional attack against another creature in melee range. This additional attack doesn't further generates more attacks. Can be used while splitting movement.



## MINOTAUR LANISTA

*The Lanista are those Minotaurs who were once soldiers or gladiators and now train the new aspirants in the art of fighting. The Lanista can be found in prosperous equestrian cities and metropolises, where they often get paid to also train those who have enough money to pay them. Although their students undergo harsh training, the results are always worth the time and pain.*

**AC 12**, **HP 16**, **ATK 1** weapon +3 (1d6), **MV** near, **S +3**, **D +2**, **C +3**, **I +2**, **W +1**, **Ch +3**, **LV 3**

**Experienced Teacher.** Can teach to Characters in regards of fighting techniques, military strategies and exercises for both body and mind. Can only tutor Characters up to level 5.

## MINOTAUR LUMBERJACK

*Bipedal stance and the ability to wield tools are extremely useful, so many minotaurs often find jobs within equestrian society where they can use this advantage easily, such as cutting down trees. It's also a good excuse to keep in shape thanks to the constant exercise.*

**AC 12** (Leather Jerkin), **HP 15**, **ATK 1** chopping axe +3 (1d10), **MV** near, **S +3**, **D +1**, **C +3**, **I +0**, **W +1**, **Ch +1**, **LV 3**

**Chopping Axe.** Scores a critical hit with a result of 19 and 20 against living creatures. If used against plants, it instead gains advantage to damage.

## MINOTAUR MERCENARY

*Minotaurs see the mercenary profession as a way to visit different lands and test their skill on different battlefield, but also to learn from different cultures.*

**AC 15, HP 16, ATK 2 battle axe +3 (1d6),  
MV near, S +3, D +1, C +2, I +1, W +1, Ch +1, LV 3**

## MINOTAUR PHILOSOPHER

*It is said that the Minotaurs were the first to invent philosophy and the art of debate between intellectual individuals as an alternative to physical confrontation. While those of other races are usually more keen on simply spending time discussing and increasing their culture, Minotaur Philosophers actually balance the training of the mind with the training of the body and will gladly enjoy both a physical and mental challenge alike.*

**AC 13, HP 16, ATK 1 unarmed strike +3 (2),  
MV near, S +3, D +3, C +3, I +3, W +3, Ch +3,  
LV 3**

**Experienced Teacher.** Can teach to Characters in regards of knowledge, use of tools and exercises for both body and mind. Can't teach to cast spells and can only tutor Characters up to level 5.

## Yaks and Buffalo

*Yaks and buffalo are part of the same kin but live in completely opposite environments. While the yaks prefer the snowy lands of the frozen north, the buffalo live in the desertic badlands of the south. The buffalo live a simple life with a strong connection to nature and earth while the yaks are notoriously belligerent and short-tempered, and some hypothesize that such behavior is due to the harsh environment they live in.*

### BUFFALO GUIDE

*Some buffalo are rather proud of their ancestral lands and are more keen to aid those who want to traverse them mostly as excuse to showcase all the important locations or talk about bits of lore. Guides always demand those they accompany to be respectful of the places they travel through. Money is not a real concern to buffalo, but they know it can come handy when dealing with strangers like griffons and equestrians.*

**AC 12, HP 17, ATK 1** headbutt +2 (1d6) or 1 stomp +2 (1d8), **MV** near, **S +3, D +0, C +3, I +0, W +2, Ch +1, LV 3**

**Guide.** Rolls with advantage any check associated with survival, exploration and tracking.

### BUFFALO RUNNER

*Buffalo enjoy running through the vast area of the desertic badlands and even have their own stomping grounds, which are sacred to them. Although often short tempered, the buffalo are more reasonable than their northern brethren.*

**AC 12, HP 22, ATK 1** headbutt +3 (1d6) or 1 stomp +3 (1d8), **MV** double near, **S +4, D +0, C +3, I +0, W +2, Ch +1, LV 4**

**Trample.** When performing a full movement action, the buffalo can try to run over smaller creatures. Both the Buffalo and the target must perform a contested STR check. If the Buffalo obtains a highest result, they will trample the target, dealing 2d4 damage and causing them to be knocked down.

## YAK CRUSHER

*Yaks have a peculiar culture, where they enjoy smashing things to bits only to build them back later on, but due to their belligerent nature they can just get upset and start destroying things into fits of rage..*

**AC 13, HP 28, ATK 1** headbutt +4 (1d8) or 1 stomp +4 (1d10), **MV** near, **S +4, D +0, C +3, I +0, W -1, Ch +0, LV 5**

**Enrage.** When reduced to half HP a yak becomes enraged. While enraged the yak rolls damage with advantage and is immune to morale.

### YAK JUGGERNAUT

*Juggernauts are the strongest Yak warriors, endured by so many battles against the horrors of the frozen north that they become too angry to die.*

**AC 14, HP 40, ATK 2** headbutt +6 (1d10) or 2 stomp +6 (1d12), **MV** near, **S +5, D +0, C +5, I +0, W +1, Ch +1, LV 8**

**Enrage.**

**Hard to Kill.** When a Yak Juggernaut is reduced to 0 HP they are not immediately slain and at the end of the round they can perform a DC 13 CON check. If successful they regain 8 HP. Every time this check is performed, the DC is increased by 1.

# Monsters

## Chimeras

*The term chimera is simply used to refer to those creatures who are usually a mixture of two different species, usually generated through magical experiments somehow.*

### BUGBEAR

*Bugbears are extremely dangerous creatures who were formed by the fusion of a bear and a wasp.*

**AC 14, HP 50, ATK 2 bite +7 (2d6) or 4 rending claw +6 (1d10) or 1 sting +7 (2d8), MV near (fly), S +5, D +2, C +5, I -2, W +2, Ch -3, LV 9**

**Immune to Morale.**

**Impale.** If the Bugbear performs a full movement action and hits with the sting, it rolls both dice of damage with advantage.

**Rending Claw.** Scores a critical hit with a natural 19 and 20.



## CHIMERA

*The original term for chimera was used during the first experiment on animal amalgamation, which resulted in the fusion of three different species. Although lately used broadly to describe all sort of similar creatures, the actual Chimera, or Chimera Prime, appear has a fusion between a saber-tooth tiger, a ram and a snake. A Chimera Prime has the frontal body of the tiger while the back is of the ram. Two heads are placed on the front, tiger and ram while the tail is actually a snake. Chimeras possess a rudimentary intelligence which allows them to learn to speak one language, usually canterlottian.*

**AC 14, HP 38, ATK 1 headbutt +6 (2d8), 1 bite +5 (2d8) and 2 rending claw +6 (1d10), venomous bite +6 (1d6+venom), MV near, S +4, D +2, C +3, I -1, W +2, Ch -1, LV 7**

**Rending Claw.** Scores a critical hit with a natural 19 and 20.

**Three Heads are Better than One.**

A Chimera counts as three separated creatures acting as one. Roll three separated Initiative for the chimera. The highest is always associated to the leading head, then the secondary head and lastly the snake head.

The main head is the one which decides to move or charge, thus usually making the ram be the one who starts a fight to use the headbutt attack to then leaving the tiger in charge. As long as the snake head is alive or conscious, the Chimera can't be backstabbed.

**Venomous Bite.** DC 15 CON check or suffer 1d4 damage per round for 2d4 rounds. If the bite obtains a critical hit, the duration is increased to 3d4.

## COCKATRICE

**AC 12, HP 15, ATK 1 beak +3 (1d6) or 2 talons +3 (1d4), MV near, S +0, D +2, C +1, I -3, W +1, Ch -3, LV 3**

**Petrifying Gaze.** A Creature within near range which directly watches a Cockatrice must perform a CON check (DC 13) or become petrified within 1d4 rounds. If the Cockatrice is slain before the petrification is finalized, the creature can return to normality within 2d4 days. The petrification usually begins from lower limbs and will only envelope the head last. Can only affect a single creature at time.

## FRUIT BAT

*Not all chimerical creatures resulted in grotesque and dangerous creatures. The fruit bat is instead a peaceful and beneficial animal, who feeds off fruits but the guano expelled contains enriched seeds who will then grow a healthier plant.*

**AC 12, HP 1, ATK none, MV near (fly), S -3, D +2, C -1, I -3, W +1, Ch -3, LV 0**

## MANTICORE

*Manticore were generated in a similar way of the first chimera but by attempting to grant the creature the ability to fly although with no success. A Manticore appears as a large horned lion with small bat wings and the tail of a scorpion.*

**AC 13, HP 33, ATK 1 bite +5 (2d6) or 2 rending claw +5 (1d10) or 1 scorpion sting +5 (1d8+venom), MV near, S +4, D +1, C +3, I -3, W +1, Ch -3, LV 6**

**Rending Claw.** Scores a critical hit with a natural 19 and 20.

**Scorpion Sting.** DC 15 CON check or suffer 1d4 damage per round for 2d4 rounds. If the Sting obtains a Critical hit, the duration is increased to 3d4.



## OPHIOTAURUS

*An Ophiotauros is a fusion between a bull and a snake. Its commonly found in the jungles of the deep south.*

**AC 12, HP 16, ATK 1 headbutt +3 (1d8) or poisonous bite +3 (1d4+poison), MV near (climb), S +2, D +2, C +2, I -3, W +1, Ch -3, LV 3**

**Poisonous Bite.** DC 12 CON or paralyzed for 1 hour.

## VAMPIRE FRUIT BAT

*Vampire Fruit Bats are twisted variants of such innocent creatures. They are scourge for any orchard or camps where juicy fruits and vegetables grow and have to be regularly exterminated.*

**AC 12, HP 4, ATK 1 bite +1 (1d4), MV near (fly), S +1, D +2, C +0, I -3, W +1, Ch -3, LV 1**

## VAMPIRE FRUIT BAT, DIRE

*A bigger and more aggressive variant of a Vampire Fruit Bat.*

**AC 13, HP 9, ATK 1 bite +2 (1d4), MV near (fly), S +1, D +2, C +0, I -3, W +1, Ch -3, LV 2**

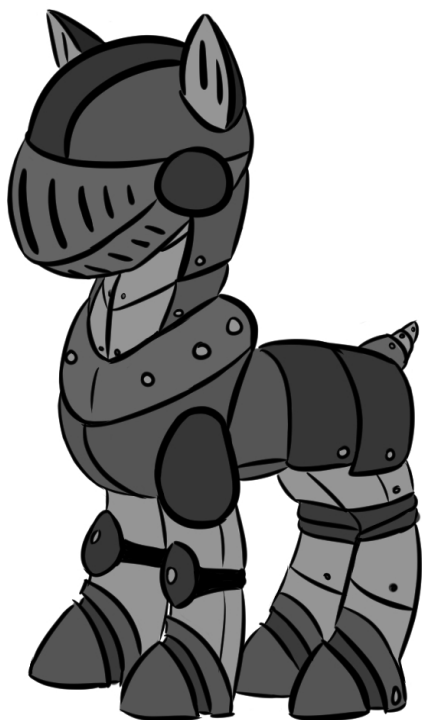


# Constructs

## ANIMATED ARMOR

**AC 15, HP 15, ATK 1** hoof +3 (1d6) or 1 stomp +3 (1d8), **MV** near, **S** +0, **D** +2, **C** +1, **I** -3, **W** +0, **Ch** -3, **LV 3**

**Bulwark.** Damage from non-magical sources is reduced by 1 (min 1).



## CLOCKWORK EQUESTRIAN

**AC 15, HP 14, ATK 2** hoof +3 (1d4) or 1 stomp +3 (1d6), **MV** near, **S** +2, **D** +1, **C** +2, **I** -3, **W** +0, **Ch** -3, **LV 3**

**Clockwork Core.** Non-magical damage reduced by 1 (min 1). Electrical and Fire damage heals at half value (rounded up).

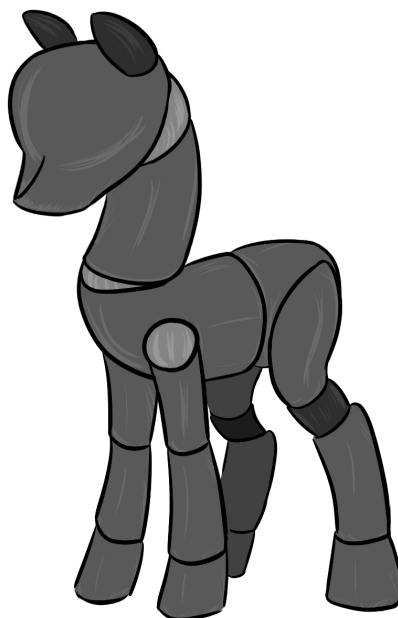
**Overheat Discharge.** If healed back to 14 HP or more by fire sources, all creatures within close range must pass a DC 12 DEX check or suffer 1d4 fire damage. When this occurs the clockwork equestrian can't act during its turn.

## MANNEQUIN

*Mannequins are the most simple type of construct that can be animated through magic. As the name suggests, they are actual mannequins with the vague shape of an equestrian creature. Mannequins usually just react to intruders and attack them, while others will simply start following the first equestrian they see and mimic their movements, posture, and body language.*

**AC 12, HP 5, ATK 1** hoof +1 (1d4) or 1 stomp +1 (1d6), **MV** near, **S** +0, **D** +1, **C** +1, **I** -3, **W** -3, **Ch** -3, **LV 1**

**Imitation Game.** When the mannequin fights an opponent, roll a d6: if even the Mannequin will copy their AC (up to 15), if Odd their Attack modifier (up to +5).



## MANNEQUIN PERFORMER

*The Performers are an advanced type of Mannequin whose directive is to act out a specific role as if they were actors in a theatrical opera.*

**AC 13, HP 12, ATK 1** hoof +2 (1d4) or 1 stomp +2 (1d6), **MV** near, **S** +1, **D** +3, **C** +1, **I** -2, **W** -2, **Ch** +2, **LV 2**

**Imitation Game.** When the mannequin fights an opponent, roll a d6: if even the Mannequin Performer will copy their AC (up to 15), if Odd their Attack modifier (up to +5).

## Dark Creatures

### BARGHEST

*Barghests are hound-like creatures that, according to folklore, only haunt cemeteries and abandoned castles, but nowadays are more commonly encountered in ancient ruins during the night, and some even roam the wilderness in packs.*

**AC 13, HP 13, ATK 1 spectral bite +3 (1d6), MV** double near, **S +2, D +2, C +2, I +1, W +1, Ch -2, LV 3**

**Immune to Morale and Nightmare effects.**

**Spectral Bite.** A living creature bitten by a Barghest at least once must perform a DC 12 CON check. If failed, healing received is halved for a whole day except from powerful sources.

### GAUNT

*A looming gargantuan creature with a vague bipedal shape and what appears to be a hollow head.*

**AC 15, HP 46, ATK 3 claw +7 (2d8), MV** near, **S +5, D +4, C +5, I +3, W +3, Ch +4, LV 10**

**Immune to Morale and Nightmare effects.**

**Phase Walk.** Instead of attacking can become semi ethereal and move through solid objects.

**Spectral Light.** Can illuminate a close-size cube area within near range. A living creature illuminated must perform a DC 18 WIS check or become frightened for one hour, rolling attacks and skill checks with disadvantage. Failing the check by rolling a 1 causes the creature to cower in fear and do nothing for 1d4 rounds. Counts as a Nightmare effect.

## HOLLOW JESTER

*These strange creatures appear as an equestrian wearing a jester costume, although they also possess creepy details that can be noticed only by paying attention. Hollow Jesters have a strange sense of humor and can be either friendly or hostile, but never in a direct way.*

**AC 13, HP 30, ATK 2 hoof +2 (1d6), MV** near, **S +1, D +3, C +0, I +1, W +1, Ch +4, LV 6**

**Immune to Morale and Nightmare effects.**

**Gone Without Trace.** A Hollow Jester can vanish during their turn and reappear at the start of the next turn, anywhere within close range. If reduced to 0 HP they will vanish in a puff of smoke.

**Power Through Pain.** For ever 5 missing HP the Hollow Jester gains a +1 to its AC and Attacks, up to a +3 bonus.

**Ridi Pagliaccio.** A Hollow Jester will always critically fail any stat check where the result could have a comedic effect (or timing) but also hurt the jester, although any damage suffered in this way is halved and can never reduce the jester below 2 HP.



## STALKING SHADOW

*Animated shadows of different shapes and forms, usually either of an equestrian, a griffon or an unidentified bipedal creature.*

**AC 12, HP 11, ATK 1 claw +2 (1d6), MV near, S +0, D +1, C +0, I -2, W +1, Ch -2, LV 2**

**Immune to Critical Hits, Morale and Nightmare effects.**

**Unnerving Presence.** Stalking shadows can't be detected while inside zones of darkness but a living creature within near range will have a strange sensation when one or more stalking shadows are nearby.

## TIMBERWOLF

**AC 13, HP 14, ATK 2 bite +3 (1d6), MV double near, S +2, D +1, C +2, I -3, W +1, Ch -3, LV 3**

**Reassemble.** A Timberwolf reduced to 0 HP will crumble into pieces, but when two timberwolves are destroyed the remains will attempt to repair themselves, generating a new timberwolf with only 7 HP remaining and an AC of 12. If this new Timberwolf is reduced to 0 HP again, the remains can't reassemble.

Attacks that deal a massive amount of damage or being destroyed by using fire prevents the remains of a timberwolf to reassemble.

## TIMBERWOLF REX

**AC 14, HP 36, ATK 3 bite +5 (1d10), MV double near, S +4, D +2, C +3, I -3, W +2, Ch -3, LV 6**

**Timber Rex.** Timberwolves within near range gain +1 to their attacks.

## WORG

*Worgs appear as large wolves but with a more feral look. Worgs are cruel and slightly more cunning than other wolves and dire wolves, and often replace the alpha of a pack, taking control over it. According to folklore, they can learn the language of equestrians but still can't talk. Worgs are a serious menace and will often terrorize villages and small towns until either everyone is dead or the Worg is hunted down and killed.*

**AC 13, HP 30, ATK 2 bite +5 (1d10), MV double near, S +4, D +3, C +4, I -1, W +1, Ch -3, LV 6**

**Terrifying Howl.** Once per Combat the Worg can emit a terrifying howl instead of attacking. All creatures within near range must perform a WIS check (DC 15) or become frightened for 5-WIS rounds (min 1, if WIS score is negative add it to the duration instead). While frightened a creature rolls attacks and skill checks with disadvantage. The DC is lowered to 12 for those within double near. Counts as a Morale Effect and Nightmare Effect.

## Dragons

### DRAGON, RUNT

*Runts are young dragons who haven't molted yet. At this age, they are rather naïve and curious.*

**AC 11, HP 3, ATK 1 bite +0 (1), MV close, S -3, D +1, C +1, I +1, W +1, Ch -1, LV 0**

**Draconic Blood.** Immune to Lava. Damage from fire sources is halved.

### DRAGON, MOLTED

*Molting is a phase all dragons go through, which many consider a sort of "puberty," although far more bizarre. Molting begins with the dragon being covered in a layer of calcified rock, which eventually breaks away. During this phase, dragons grow their wings.*

**AC 12, HP 9, ATK 1 bite +1 (1d4), MV near or near (fly), S -2, D +1, C +1, I +1, W +1, Ch +0, LV 1**

**Draconic Blood.** Immune to Lava. Damage from fire sources is halved.

### DRAGON, YOUNG ADULT

*At this age, dragons become more reckless and start challenging each other to hone their skills and begin finding a place within a flight of dragons. They may even attack other creatures, such as equestrians, but they often just act like big bullies.*

**AC 14, HP 20, ATK 1 bite +3 (1d8) or 2 claws +3 (1d6) or fire burst, MV near (fly), S +3, D +2, C +3, I +1, W +1, Ch +0, LV 4**

**Draconic Blood.** Immune to Lava. Damage from fire sources is halved.

**Fire Burst.** Fills a close-sized cube extending from the dragon. DC 13 DEX or 2d8 fire damage. Cannot use it again for 1d4 Rounds.

### DRAGON, ADULT

**AC 17, HP 70, ATK 2 bite +9 (2d10) or 4 rending claw +9 (2d8) or fire breath, MV double near (fly), S +6, D +3, C +5, I +2, W +3, Ch +3, LV 15**

**Draconic Blood.** Immune to Lava. Damage from fire sources is halved.

**Fire Breath.** Fills a double near-sized cube extending from the dragon. DC 15 DEX or 5d8 fire damage. Cannot use it again for 1d4 Rounds.

**Rending Claw.** Scores a critical hit with a natural 19 and 20.

### PSEUDODRAGON

*Pseudodragons are born from dragon eggs when something goes wrong during incubation. They resemble chubby snakes with legs and a very large maw. They are incredibly stupid but also rather calm if unprovoked. Caution is advised, as they have no real grasp of their strength or the fact that they can easily hurt those smaller than themselves.*

**AC 12, HP 35, ATK 1 big maw +4 (2d8), MV near, S +4, D -1, C +4, I -3, W -3, Ch -3, LV 5**

**Immune to Morale.**

**Big Maw.** Scores a critical hit with a natural 19 and 20.

**Draconic Blood.** Immune to Lava. Damage from fire sources is halved.

**Unfazed.** Although not immune to fear effects, they are too stupid to understand it, so they will probably just stand still, looking confused instead of fleeing or suffering penalties.

# Elementals

## ARCANE SERVANT

*Arcane servants are bipedal creatures made of pure arcane energies, which are summoned by wizards and witches to help with chores.*

**AC 11, HP 11, ATK 1 slam +2 (1d4), MV near, S +2, D +1, C +2, I +0, W +0, Ch +0, LV 2**

**Immune to Morale and Mind Effects.**

## Cragadile

**AC 16, HP 30, ATK 1 crushing bite +6 (2d6) or tails slam +6 (2d6), MV near, S +4, D +1, C +4, I -3, W +2, Ch -3, LV 7**

**Immune to Acid and Electrical damage.**

**Stone-scales.** Imperious to non-magical damage. Can't be back stabbed.

## PARA-ELEMENTAL

**AC 14, HP 15, ATK 2 slam +3 (1d6), MV near, S +2, D +1, C +2, I -3, W +1, Ch -3, LV 3**

**Immune to Morale and Mind Effects.**

**Para Elemental.** Para Elementals are associated to either Fire or Cold, dealing the same type of damage and being immune to it. A Para Elemental is weak to the opposite element.

# PHOENIX

**AC 14, HP 18, ATK 2 talons +4 (1d6) or blazing flash or fire burst, MV double near (fly), S +1, D +4, C +2, I +1, W +2, Ch +1, LV 4**

**Immune to Fire.**

**Blazing Flash.** The phoenix will emit a bright flash. All living non-phoenix creatures must pass a DC 14 CON check or become dazzled for 1d4 rounds. Can only be used twice per rest.

**Fire Burst.** Fills a close-sized cube extending from the phoenix. DC 13 DEX or 2d8 fire damage. Cannot use it again for 1d4 Rounds.

**Rebirth.** A Phoenix which is reduced to 0 HP will burst into flames and incinerate itself. From the ashes the phoenix will regenerate itself within 1d4 days. A Phoenix has a long lifespan and when the time comes, the phoenix will start molting and then it will eventually die, bursting into flames and then regenerating again. A Phoenix can only regenerate up to 4 times, then it will be dead forever.

## Eldritch

*As the name suggest, eldritch creatures are clearly not of this world and their presence is always due to a careless use of magic, spell mishaps or similar events. They are also one of the main reason of why the common folk fears spellcasters although some are brought in our reality by cultists or similar figures.*

## BUZZER

*Buzzers are simply named after the annoying sound they constantly emit when flying or even when simply resting.*

**AC 12, HP 11, ATK 1 bite +2 (1d6), MV near (fly), S +1, D +2, C +2, I -3, W +1, Ch -3, LV 2**

**Immune to Morale and Mind Effects.**

**Buzz.** Spellcasting DC for attempting to cast spells while within double near a buzzer is increased by 2.

## CAVE STALKER

*Cave Stalkers are lethal predators who can be found in caves and the underground.*

**AC 14, HP 15, ATK 1 bite +2 (1d8) or 2 claw +3 (1d6), MV near (climb), S +2, D +2, C +3, I -3, W +2, Ch -3, LV 3**

**Immune to Morale and Mind Effects.**

**Cave Camouflage.** While hiding inside a cave environment, the Cave Stalker can't just be detected by "looking in the right place" as long as its not moving. If actively trying to detect a cave stalker, checks are rolled with disadvantage unless the Character has knowledge regarding the monster.

**Sunblind.** Blinded by bright lights.

## MAWLIGATOR

*A rather bizarre creature with a big maw and a multitude of eyes on what it's supposed to be its head.*

**AC 14, HP 20, ATK 1 big maw +3 (1d8), MV near, S +3, D -1, C +2, I -3, W +1, Ch -3, LV 4**

**Immune to Morale and Mind Effects.**

**Multi-eyed.** A Mawligator can see in all directions so it can't be surprised nor backstabbed.

**Sunblind.** Blinded by bright lights.

## MOON SLUG

*Moon Slugs were the first form of eldritch creatures ever studied, but also caused many scholars and magic user to underestimate the dangers of meddling with eldritch energies.*

**AC 9, HP 4, ATK 1 pseudopode +0 (1d4), MV close (climb), S -1, D -2, C +2, I -3, W +1, Ch -3, LV 1**

**Immune to Morale and Mind Effects.**

**Resilience.** Damage from non-magical sources is rolled with disadvantage against the Moon Slug.

**Unnerving.** For every 5 or more Moon Slugs present in a near-sized cube area, chances for a spell mishap within range are increased by 1 (e.g. a result of a 1 or 2) up to a natural result of 10.



## MOON SPAWN

**AC 11, HP 70, ATK 3** tentacle +8 (2d10), **MV** close (climb), **S +6, D -2, C +6, I -2, W +3, Ch -3, LV 12**

**Immune to Morale and Mind Effects.**

**Psychic Pulse.** Every 10 HP lost, the Moon Spawn will emit a psychic pulse. All creatures within double near range must pass a DC 14 WIS check or suffer 1d4 damage and roll their next attack or spellcasting check with disadvantage. Has no effect on Constructs, Eldritch and Undeads.

**Regenerate.** Regains 1d4 HP during its turn except for damage from elemental sources.

**Resilience.** Damage from non-magical sources is rolled with disadvantage against the Moon Spawn.



## SPELL SLUDGE

*A Spell Sludge is one of the many reasons of why magic is considered extremely dangerous and has to be severely regulated. Although before the cataclysm the arcane wave was more stable, thus allowing spell caster to have rather contained mishaps but nowadays is more fragile. A Spell Sludge is obtained when energies from eldritch dimension pass through the arcane weave which forms the barrier between reality and the dreamworld, thus creating a chaotic amalgamation.*

**AC 14, HP 31, ATK 4** pseudopode +5 (1d8), **MV** near (climb), **S +2, D +3, C +2, I -2, W +2, Ch -3, LV 6**

**Immune to Morale and Mind Effects.**

**Siphon Mishap.** When a Spell Mishap occurs within near range, the Spell Sludge recovers 1 HP per spell tier.

**Spell Interference.** Tier 1-3 spells cast within near range from a Spell Sludge increase their spellcasting DC by 2. Spell Mishap chance is increased to a result of 1 or 2.

## SPELL SLUDGE, LESSER

**AC** 13, **HP** 15, **ATK** 2 pseudopode +3 (1d6), **MV** near (climb), **S** +1, **D** +2, **C** +1, **I** -2, **W** +1, **Ch** -3, **LV** 3

**Immune to Morale and Mind Effects.**

**Siphon Mishap.** When a spell mishap occurs within near range, the Lesser Spell Sludge recovers 1 HP per spell tier.

**Spell Interference.** Tier 1-2 spells cast within near range from a Lesser Spell Sludge increase their spellcasting DC by 2.

## SPELL SLUDGE, GREATER

**AC** 15, **HP** 45, **ATK** 4 pseudopode +7 (1d10), **MV** near (Fly), **S** +4, **D** +2, **C** +4, **I** -1, **W** +4, **Ch** -3, **LV** 9

**Immune to Morale and Mind Effects.**

**Siphon Mishap.** When a spell mishap occurs within near range, the Greater Spell Sludge recovers 2 HP per spell tier.

**Spell Interference.** Immune to tier 1-2 spells. Spells cast within double near range from a Greater Spell Sludge increase their spellcasting DC by 2. Spell Mishap chance is increased to a result of 1, 2 or 3.

## TARTARUS ORB

**AC** 12, **HP** 18, **ATK** 1 eyebeam (near) +4 (1d8), **MV** close (fly), **S** -2, **D** +2, **C** +2, **I** +1, **W** +2, **Ch** -3, **LV** 4

**Immune to Morale and Mind Effects.**

**Bulging Eye.** A Tartarus Orb can see through invisibility or similar illusory effects.

**Deflection.** Tier 1-2 spells that deal damage directed towards a Tartarus Orb (or which might hit it) have their spellcasting DC increased by 2. If the spellcaster obtains a result which is 5 or more points lower than the spellcasting DC (except for a Spell Mishap), the spell is reflected back to them instead of failing. Spells with an area of effect will simply have no effect on the Orb and the damage will be dealt to the spellcaster, but anyone else will be affected as usual.

## WYRDFISH

**AC** 12, **HP** 9, **ATK** 1 bite +1 (1d6), **MV** close or near (swim), **S** +1, **D** +2, **C** +1, **I** -3, **W** +1, **Ch** -3, **LV** 2

**Immune to Morale and Mind Effects.**

**Wyrdfish.** A Wyrdfish can breathe underwater. When found within an arcane anomaly or areas affected by the dreamworld, the Wyrdfish can “swim” in any direction as if it was submerged into water.



## Insects

*Note for the GM: when playing the game while using this supplement, only use the stats of the Giant Spider, since the Lv 0 Spider is replaced by the Lv 1 Spiderling.*

### BLADE SPIDER

*Blade Spiders are the same size as a giant spider but have a venom-less bite. On the other hand, they possess a pair of sharp claws which they use to impale their victims.*

**AC 13, HP 18, ATK 1 bite +4 (1d4) or 2 sharp claw +3 (1d6), MV near (climb), S +2, D +2, C +2, I -2, W +1, Ch -2, LV 4**

**Sharp Claw.** Scores a critical hit with a natural result of 19 or 20.

### BROOD MOTHER

*This towering female spider can lay a multitude of eggs, which eventually hatch and spawn a spiderling. A brood mother is extremely territorial and all the males who want to mate with her have to bring her fresh food, usually those paralyzed by their bite or reduced to a bloody pulp by their claws.*

**AC 14, HP 36, ATK 1 bite +6 (1d10+venom) or 3 sharp claw +6 (1d8), MV near (climb), S +4, D +2, C +4, I -3, W +1, Ch -3, LV 7**

**Brood Mother.** Spiders within near range gain +1 to their attacks.

**Sharp Claw.** Scores a critical hit with a natural result of 19 or 20.

**Venom.** DC 14 CON check or take 1d4 damage per round for 2d4 rounds.

### CENTIPEDE, GIANT

*A large creature, probably due to magic or arcane manipulation, with sharp jaws and a vicious poison.*

**AC 13, HP 15, ATK 1 bite +3 (1d6+venom), MV near (climb), S +3, D +2, C +2, I -3, W +1, Ch -3, LV 3**

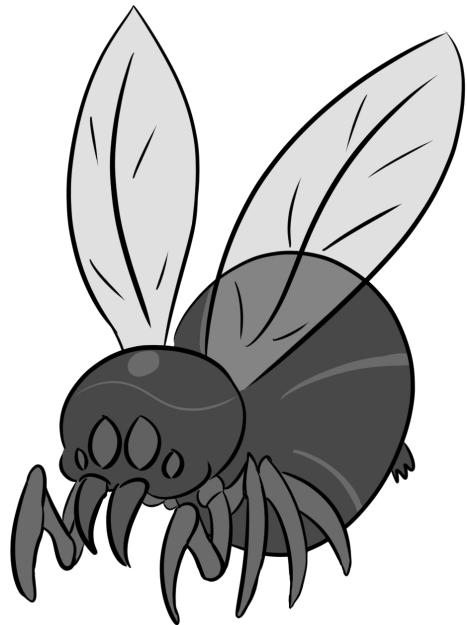
**Venom.** DC 12 CON check or suffer 1 damage per round for 1d4 rounds.

### GIANT FLYDER

*Flyders are bizarre amalgamations of a spider and a fly (hence their name). Their origins are unclear, but the most common theory is that they are some sort of magical experiment gone wrong.*

**AC 12, HP 10, ATK 1 bite +2 (1d6 + flyder venom), MV near (Fly), S +1, D +2, C +1, I -3, W +1, Ch -3, LV 2**

**Flyder Venom.** CON DC 11 or be forced to attack with disadvantage for 2 rounds.



## SPIDERLING

*Spiderlings are the first stage of spiders who hatch from the eggs of a brood mother and will eventually grow and either become a Giant Spider or a Blade Spider.*

**AC** 11, **HP** 3, **ATK** 1 bite +1 (1+venom), **MV** near (climb), **S** -3, **D** +1, **C** +0, **I** -3, **W** -1, **Ch** -3, **LV** 1

**Venom.** DC 9 CON check or suffer 1 damage per round for 1d4 rounds.





# Living Food

## LIVING FOOD

*Reanimated food is typical of haunted houses, witch huts or similar strange places. These stats are for those living food which is enough to fill a plate.*

**AC 12, HP 3, ATK 1 bite +1 (1d4), MV close (climb), S -2, D +1, C -2, I -4, W -1, Ch -4, LV 1**

**Immune to Morale**

**Living Food.** It's not possible to detect a Living Food while it's not moving, unless using specific spells or similar methods or magical detection.



## LIVING FOOD, APPETIZER

*Appetizer is used as reference for those living food of tiny size, like an apple, a muffin and so on.*

**AC 10, HP 1, ATK 1 bite +1 (1), MV close (climb), S -3, D +1, C -3, I -4, W -2, Ch -4, LV 0**

**Immune to Morale, Living Food.**

## PILE-O-FOOD

*A pile-o-food is an amalgamation of food of all sorts which reanimates to attack anyone and devouring everything it meets. The creature will even devour other living food to eat and grow.*

**AC 10, HP 19, ATK 1 maw +1 (1d6) or 2 pseudopodes +3 (1d4), MV near (climb), S +2, D -2, C +2, I -3, W +1, Ch -3, LV 3**

**Immune to Morale, Living Food.**

**Engorge.** A pile-o-food can devour food, rations and even other smaller living food to recover 1d4 HP. It can even overheal, reaching up to 30 HP but after that it will probably explode. Devouring equestrian-sized creatures will heal 2d6 HP.

**Maw.** Scores a critical hit with a natural result of 19 or 20.

## TWISTED FUNGUS

*Mushrooms are one of the most common types of food that can be cultivated without the necessity of a moltenlamp, but this might cause what is commonly called "twisted harvest" which causes the cultivated fungi to become reanimate and attack any living creature they find (usually the farmers). Luckily such monstrosities are rather territorial and prefer to remain in the same place from where they grew.*

**AC 12, HP 8, ATK 1 bite +2 (1d4) or acid spit (close) +2 (1d4), MV close (climb), S +1, D +1, C +1, I -3, W +1, Ch -3, LV 2**

**Immune to Morale, Living Food.**

## TWISTED PUMPKIN

*Twisted Pumpkins in some occasions are reanimated in the same way of twisted fungi but more often are reanimated by witches with a cruel sense of humor.*

**AC 11, HP 4, ATK 1 bite +1 (1d4), MV close (climb), S +1, D +2, C +1, I -3, W +1, Ch -3, LV 1**

**Immune to Morale, Living Food.**

# Monstrosities

## CYCLOPS

*Cyclops are giant bipedal creatures with the head and legs of a ram and a single large eye. Cyclopes have a strange obsession with treasure, similar to griffons and dragons, whom they often attack if they sense something of value to steal.*

**AC 15, HP 40, ATK 3 slam +6 (1d10), MV near (climb), S +5, D +3, C +4, I +1, W +2, Ch -1, LV 8**

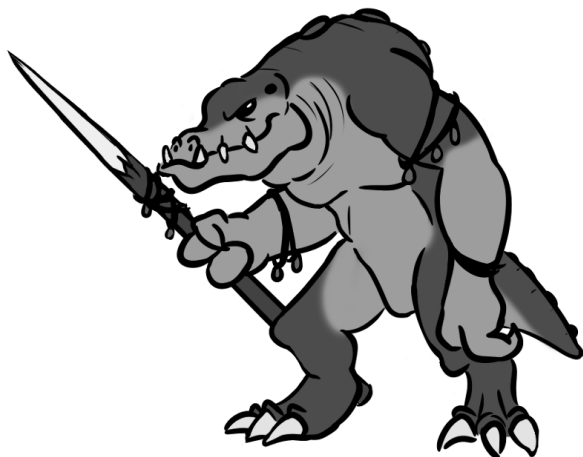
**Treasure Sense.** Cyclopes have the supernatural ability to detect treasure from a great distance. It's unclear how, but according to scholars, it's probably a connection to the emotions of greed that creatures like dragons and griffons possess, which permeate such items. This is also why it's less common for Cyclopes to sense treasure guarded by Equestrians or other creatures.

## GUARDIGOR

*Guardigors are an ancient race of bipedal creatures that resemble crocodiles or alligators. They can understand others' languages but can't speak, although they can communicate with each other through simple concepts by hissing and grunting.*

**AC 15, HP 25, ATK 1 bite +4 (1d12) or 2 berdiche +5 (1d10), MV near, S +4, D +1, C +3, I -1, W +1, Ch -2, LV 5**

**Thick Scales.** Damage from piercing sources like arrows, daggers, javelins etc, roll with disadvantage against a guardigor.



## HYDRA

*A gargantuan, three-headed monstrosity that often lives in swamps or Everfree forests. According to folklore, cutting off a head will cause two to immediately regrow, but that's just made-up nonsense—although they can technically regrow a severed head, but it takes time.*

**AC 16, HP 70, ATK 2 bite (near) +9 (2d10), MV near, S +7, D +1, C +6, I -2, W +1, Ch -3, LV 15**

**Behead.** It's possible to "kill" the other heads of a Hydra by dealing 20 HP of damage directly to them, or to the neck (which is quite tall). The Hydra will actually reduce its total amount of HP when missing a head. GM discretion is advised.

**Regrowth.** As long as a Hydra has at least one head left, the other heads will regrow over time, although it may take months, if not years.

### Three Heads Are Better Than One.

A Hydra counts as three separate creatures acting as one. Roll three separate Initiative rolls for the Hydra. The highest is always associated with the leading head, while the other two always act afterward. The heads can watch in all directions, thus preventing the use of the Backstab talent unless all heads are focused on something else.

## GIANT LEECH

*A disgusting leech of overgrown proportions, commonly found in ancient sewers and dungeons .*

**AC 9, HP 15, ATK 1** leech bite +1 (1d6), **MV** close (swim), **S +3, D -1, C +2, I -3, W +1, Ch -3, LV 3**

**Leech Bite.** A Leech attach itself to a bitten creature. For each round the leech remains attached it deals 1d4 damage and heals half of such value (rounded down, min 1). **DC 13** STR to tear off, which also deals 1d4 damage. A Creature reaching 0 HP is automatically stabilized and the Leech will probably detach if it drank enough blood.

## MAULWURF

*A maulwurf is a giant mole-like creature with a surprisingly thick hide.*

**AC 12, HP 35, ATK 2** claw +6 (1d10), **MV** near (dig), **S +4, D -2, C +4, I -3, W +2, Ch -3, LV 7**

**Maulwurf Hide.** Damage from non-magical sources, +1 weapons and tier 1-3 spells is rolled with disadvantage against a Maulwurf.

## PUCKWUDGIE

*Puckwudgies are small and fluffy creatures that appear harmless until they open their mouths filled with sharp teeth or start shooting quills from their backs. Puckwudgies are carnivorous, extremely aggressive, and can devour an amount of flesh up to four times their size, so they have to be quickly exterminated or they will cause extreme damage to any settlement they might stumble upon.*

**AC 12, HP 8, ATK 1** bite +2 (1d6) or quill (near) +2 (1d6), **MV** near, **S -1, D +2, C +1, I +1, W +2, Ch -3, LV 2**

**Razor Sharp.** Scores critical hits with a natural result of 19 and 20.

**Roll Out.** Instead of attacking, puckwudgies can curl up into a ball and roll at a faster pace. When rolled up they increase their AC to 13, MV to double near but can only shoot their quills.

## QUARRY EEL

*A gragntuan eel who lives in holes it digs thanks to its powerful bite. Quarry eels simply live in gorges, where they can simply burst off their den and devour anything that moves.*

**AC 13, HP 55, ATK 2** bite +8 (2d12), **MV** none, **S +6, D +2, C +6, I -3, W +1, Ch -3, LV 9**

**Termor-sense.** A Quarry eel can detect the movement of creatures within double near range.

## SNOW BEAST

*These types of creatures are only found in snowy regions and the frozen north. Cunning predators, they often hunt yaks or any unfortunate soul who steps near their lair.*

**AC 14, HP 35, ATK 1 bite +6 (2d6) or 3 claw +5 (1d8), MV double near, S +4, D +1, C +3, I -2, W +1, Ch -3, LV 7**

**Heat Seeker.** Can detect creatures if they are warmer than the environment even if wearing winter clothing.

**Snow Monster.** Can resist lower temperatures and even snowstorms or blizzards. Rolls with advantage to any spell that involves cold or frost.

## SWAMP CREATURE

*A rather dangerous creature that is mostly found in those swamps that form inside certain everfree forests or arcane wastelands. A towering bipedal creature which resembles an unfortunate amalgamation of a fish and a bullfrog.*

**AC 14, HP 28, ATK 2 claw +5 (1d8) or 1 bile spit +5 (2d6), MV near, S +4, D +1, C +3, I -2, W +1, Ch -3, LV 6**

**Amphibian.** Can breath underwater.

**Bile Spit.** Can only be used 3 times per rest. This caustic substance can destroy clothes and armors made of leather or cloth with a result of 1-3 on a d6 while anything that might be considered fragile is automatically destroyed. Creatures slain by the bile will partially melt. Devouring a melt creature partially melted by the acid allows to recover one use of this talent.

## URSA MINOR

*An Ursa Minor is a bear-like creature as tall as a two stores house, but with the peculiar fur which looks like observing through the night sky.*

**AC 13, HP 40, ATK 1 bite +6 (2d6) or 2 massive claws +6 (1d10) or 1 roar, MV near, S +5, D +1, C +5, I -3, W +1, Ch -3, LV 8**

**Impervious.** Immune to non-magical damage, damage from +1 Weapons and Tier 1-2 Spells.

**Roar.** Creatures within near range must pass a DC 15 check or become frightened for 1d4+1 rounds. If the check is failed by rolling Lv 1-4 Creatures they will also immediately flee.

## URSA MAJOR

*An Ursa Major is five times bigger than an Ursa Minor and is capable to level entire cities if enraged.*

**AC 18, HP 150, ATK 1 bite +9 (3d12) or 4 rending claw +10 (3d10) or roar, MV double near, S +7, D +2, C +7, I -3, W +4, Ch -3, LV 30**

**Impervious.** Immune to non-magical damage, damage from +1 and +2 weapons and from Tier 1-3 Spells.

**Rending Claws.** Scores a critical hit with a natural result of an 18, 19 and 20.

**Roar.** Creatures within far range must pass a DC 18 check or become frightened for 1d4+1 rounds. If the check is failed by rolling Lv 1-7 Creatures they will also immediately flee.

# Plants

## BLOODY VINE

*Bloody vines are animated plants that crawl upon unsuspecting victims, lashing out and trying to immobilize them in order to drain their blood. While drinking blood, they become redder, making them easier to notice.*

**AC 12, HP 14, ATK 1** grappling vine +3 (1d6+vampiric drain), **MV** near, **S** +3, **D** +2, **C** +0, **I** -3, **W** -1, **Ch** -3, **LV** 3

**Immune to Morale, Fire Damage** rolls with advantage.

**Camouflage.** Attempts to detect a bloody vine that's hidden or sneaking through vegetation require a DC 12 WIS check, rolled with disadvantage. Once the plant has drained blood, it will instead gain advantage due to the change in color.

**Grappling Vines.** A creature hit by grappling vines must pass a DC 13 STR check or become immobilized. It's possible to break free with another DC 13 STR check during a creature's turn, or if someone else cuts the vines using something sharp or burns them with fire.

**Vampiric Drain.** A bloody vine that manages to immobilize a creature will start draining its blood. Each round the creature remains immobilized, they suffer 1d4 damage. The vine regains half that amount in HP (rounded down, minimum 1).

## BUTCHER TREE

*According to folklore, Butcher Trees were once just trees used for ceremonies by ancient griffons and equestrians, involving ritualistic sacrifices or serving as execution sites for criminals. But as time passed, corruption infected the trees, which now actively crave more corpses and blood, even reanimating the dead who were buried nearby.*

**AC 9, HP 45, ATK** root claw or reanimate dead, **MV** none, **S** +3, **D** -2, **C** +4, **I** -3, **W** +2, **Ch** -3, **LV** 7

**Immune to Morale, Fire Damage** rolls with advantage.

**Reanimate Dead.** The tree reanimates the corpses buried around it. 1d4+2 Reanimated Zombies or Reanimated Skeletons rise from the ground. It can also reanimate the corpses of those recently slain. Only up to 6 reanimated creatures can be active at a time.

**Root Claw.** Root claws emerge from the ground and can attack anyone within near range around the tree. A root claw has an AC of 12, 5 HP, +5 to attack, and deals 1d6 damage. The root claws act during the tree's turn but are considered separate entities. Up to four roots can be active at a time, but the tree can regenerate new ones during its turn—but not if it is raising the dead.

## HOLLOW TREANT

*Hollow Treants are trees reanimated by dark magic. Hollow Treants hate all lifeforms and seek to slay anything that passes by, but are also territorial, so they won't chase those who flee. Hollow Treants use the blood and corpses of those they kill as fertilizer for the area they protect.*

**AC 12, HP 18, ATK 2** claw +3 (1d6) or impaling branch (near) +3 (1d6), **MV** near, **S** +3, **D** +1, **C** +3, **I** -3, **W** -2, **Ch** -3, **LV** 4

**Immune to Morale**

**Impaling Branch.** Scores a critical hit on a natural roll of 19 or 20. If hit, the target must pass a DC 13 STR check or become immobilized, preventing movement.

Removing the impaling branch requires another STR check. Can hit wings, causing flying creatures to fall.

## ROOT EFFIGY

*The theory about Root Effigies is that they try to imitate the lifeforms they observe, which is why they often assume the shape of animals, equestrians, or griffons, but it's still not clear why they then try to murder them.*

**AC 14, HP 16, ATK 2** slashing vines +3 (1d6), **MV** near, **S** +2, **D** +3, **C** +1, **I** -3, **W** -1, **Ch** -3, **LV** 3

**Immune to Morale, Fire Damage rolls with advantage.**

**Shapeshifting.** A Root Effigy assumes the form of those it stalk and then want to attack, so in situations of low visibility, they can be mistaken by members of the same species.

## TOPIARY BEAST

*Topiary Beasts are plants with the form of animals. Usually they are originally bushes curated and groomed to obtain the shape of an animal and then reanimated through magic, while some naturally sprout from the ground in those areas where arcane anomalies interact with the environment.*

**AC 13, HP 32, ATK 1** bite +5 (1d10) or 3 claw +5 (1d8), **MV** near, **S** +3, **D** +3, **C** +1, **I** -3, **W** -1, **Ch** -3, **LV** 6

**Immune to Morale, Fire Damage rolls with advantage.**

**Camouflage.** Attempts to detect a Topiary beast that's hidden within vegetation requires a DC 13 WIS check, rolled with disadvantage.

If the creature stands perfectly still while inside a garden where plants are shaped as creatures, it's not possible to detect it unless using magic.

## Swarms

*Swarms are usually composed by an undefined number of tiny creatures but for roleplaying purpose they count as a single entity.*

**Swarm.** Swarms are immune to Morale and mind control effects. Swarms suffer damage as follows:

- Single attacks and spells: 1 Damage
- Buck, Stomp, Swipe: 2 Damage
- Attacks with an Elemental source (e.g. torch): 2 Damage
- Attacks or spells with an area of effect: 2-3 Damage

Players can find inventive ways to squish the creatures dealing up to 3 damage while powerful sources of damage can incinerate a swarm immediately like a fireball or the breath attack of a dragon.

When reduced to 0 HP a swarm usually collapses and all the remaining creatures simply flee, unless all were slain.

A swarm gains 1 extra attack for any additional creature in melee range.

## SWARM OF RATS

*A tide of rabid rats is approaching, hungry for flesh.*

**AC 11, HP 10, ATK 1d4+1 bite +1 (1), MV near, S -3, D +2, C +0, I -4, W +1, Ch -4, LV 3**

**Disease (Vermin Rot).** A living creature bitten must perform a DC 9 CON check or suffer 1d4 CON damage (can't heal while ill). Repeat the check once per day; ends on success. A creature reduced to 0 CON, dies.

The CON check can be forced only once per Round, regardless of how many times a Creature is bitten.

**Swarm.**

## SWARM OF BITE-ACUDA

*A Bite-acuda looks like a piranha with longer teeth and fins similar to wings which allows them to jump to a certain height to catch unaware animals off guards.*

**AC 12, HP 15, ATK 1d4+1 sharp jaw +2 (1d4), MV near (swim), S -3, D +3, C +0, I -4, W +1, Ch -4, LV 5**

**Sharp Jaw.** Scores a critical hit with a natural result of 19 or 20.

**Swarm.**



## SWARM OF FLASH BEES

*These insects with a bee-like appearance are extremely aggressive and territorial, but will never attack unless provoked or startled.*

**AC 11, HP 15, ATK 1d4+1 sting +3 (2), MV near (fly), S -3, D +4, C +0, I -4, W +1, Ch -4, LV 5**

**Shocking Stings.** A living creature stung by a flash bee must perform a DC 11 CON check or gain disadvantage to stat checks until its next round. Can occur only Once per Round.

**Elemental. Swarm.**

## SWARM OF TWITTERMITES

**AC 13, HP 15, ATK 1d4+1 sting +3 (2), MV near (fly), S -3, D +4, C +0, I -4, W +1, Ch -4, LV 8**

**Electrical Discharge.** Instead of attacking can emit a powerful surge of electricity beneath themselves. DC 15 DEX check in a close-sized cube below the swarm that deals 3d8 electrical damage. Destroys items and objects.

**Elemental. Swarm.**



# Undeads

## MUMMIFIED ABYSSINIAN

*In the arid regions of the southern lands, the remains of those who passed away were treated through a technique called "mummification," which allowed the body of the deceased to be preserved without the risk of rotting due to heat, thus avoiding diseases. The first to practice such a procedure were the Abyssinians, but then the neighboring Equestrians also started to use the same technique.*

**AC 13, HP 11, ATK 2** skeletal claw +1 (1d4) or 1 ancient khopesh +2 (1d6) **MV** near, **S** +1, **D** +2, **C** +0, **I** -2, **W** +0, **Ch** -1, **LV** 2

**Mummified.** Sources that deal fire damage add an additional dice of damage against a mummified creature.

**Undead.** Immune to Morale Checks

## MUMMIFIED EQUESTRIAN

*Ancient necropolises were created as places where the dead of the southern lands were laid to rest. Most of them were built on the side of a mountain or in a canyon to maintain a low temperature and facilitate the preservation of the remains, but when Equestrian pharaohs started to build pyramids, the nobility was also buried there as a way to distance themselves from the plebeians and common folk. As an additional precaution, enchantments were added to better preserve the remains, but only a few knew that such incantations were actually spells that forced the mummified Equestrians to rise and face any intruder who dared to defile such prestigious halls.*

**AC 14, HP 15, ATK 2** hoof +3 (1d6) **MV** near, **S** +1, **D** +2, **C** +0, **I** -2, **W** +0, **Ch** -1, **LV** 3

**Curse of Servitude.** The first time the Mummified Equestrian is reduced to 0 HP, it will raise again with only 4 HP after 1d4 rounds. If reduced to 0 HP by a critical hit, a weapon that deals increased damage against undeads or an attack that deals 10 or more total damage (except from Backstab), then this trait has no effect, and the mummified equestrian is destroyed.

**Mummified.** Sources that deal fire damage add an additional dice of damage against a mummified creature.

**Undead.** Immune to Morale Checks

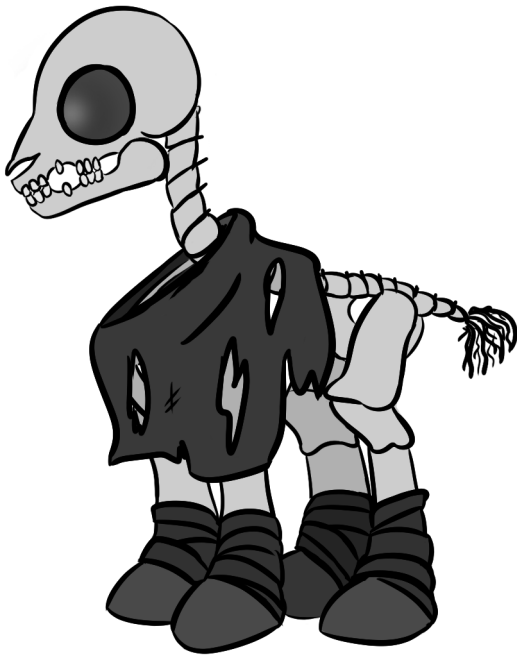


## REANIMATED SKELETON

*Skeletal remains of an equestrian or griffon reanimated through necromancy. Notice that the rusty weapon is for unicorns only. Reanimated griffons and pegasi can't fly.*

**AC 12, HP 11, ATK 1 hoof/claw +1 (1d4) or 1 stomp/swipe +1 (1d6) or 1 rusty weapon if unicorn (1d6), MV near, S +1, D +1, C +0, I -2, W +0, Ch -1, LV 2**

**Undead.** Immune to Morale Checks



## REANIMATED ZOMBIE

*A corpse of an equestrian or griffon reanimated through necromancy. Beware of hordes.*

**AC 8, HP 10, ATK 1 bite +1 (1d4), MV near, S +2, D -2, C +0, I -4, W -2, Ch -4, LV 2**

**Undead.** Immune to Morale Checks

**Zombie Horde.** The Zombie increases its melee attack modifier by 1 for every other zombie with this trait that has attacked the same target within the same round, up to +3.

## RESTLESS ZOMBIE

*Few know the secret to create such abominations, which will rise again and again, only knowing that all flesh must be eaten.*

**AC 8, HP 10, ATK 1 bite +1 (1d4), MV near, S +2, D -2, C +0, I -4, W -2, Ch -4, LV 3**

**Restless.** When reduced to 0 HP, the zombie will rise again with only 4 HP after 1d4 rounds. If the zombie is reduced to 0 HP by a critical hit, a weapon that deals increased damage against undeads or an attack that deals 10 or more total damage (except from Backstab), then this trait has no effect, and the zombie is destroyed. Inventive ways to get rid of a zombie, such as destroying its head or whole body, also count within the GM's discretion.

**Undead.** Immune to Morale Checks

**Zombie Horde.** The Zombie increases its melee attack modifier by 1 for every other zombie with this trait that has attacked the same target within the same round, up to +3.

## SKELETAL HARPY PIRATE

*What's more awesome than a pirate? A skeleton pirate!*

**AC 13, HP 11, ATK 1** rusty cutlass +2 (1d6) or 1 skeletal claw +2 (1d4), **MV** near, **S +1, D +2, C +0, I -2, W +1, Ch -2, LV 2**

**Steady bones.** Gains advantage to checks associated to climbing or when swinging with a rope.

**Undead.** Immune to Morale Checks

## SKELETAL HARPY CAPTAIN

*No pirate crew is complete without its dreadful captain, and a crew of undead harpies is bound to theirs even in undeath.*

**AC 15, HP 29, ATK 3** rusty cutlass +5 (1d8) or 2 skeletal claw +4 (1d4), **MV** near, **S +2, D +3, C +2, I +2, W +3, Ch +3, LV 6**

**Crew of the Damned.** When a Skeletal Harpy Pirate is reduced to 0 HP it can rise again with only 5 HP left at any time starting from the next round. Can only occur once per battle. If the Captain is slain, the rest of the crew will be reduced to 0 HP soon after.

**Steady bones.** Gains advantage to checks associated to climbing or when swinging with a rope.

**Undead.** Immune to Morale Checks

# Nightmare Craft

## Your Personal Nightmare

Nightmares are entities that often emerge from the darkest places of the dreamscape or are generated by the anxiety and anguish of living creatures, although it's more common for sentient ones, like equestrians, griffons, and minotaurs.

Nightmares are divided into three categories of severity and usually embody a specific fear caused by something, like fire or darkness, while others are generated by a traumatic event such as war or the death of someone.

Normally, nightmares shouldn't be able to become real, and it was once the duty of the Princess of the Night to help equestrians process and face their own fears by visiting their dreams while they were sleeping, but her fall and corruption weakened the space between reality and the dreamscape. Even worse, the Princess of the Night nowadays often actively stirs or empowers certain Nightmares either for personal amusement or to punish those who defy her, but more often they are caused as a result of a miscast spell, which is why strict rules are enforced over magic and spellcasters.

## Nightmare Ranks

As stated before, Nightmares are divided into three categories based on their severity: Lesser, Regular, and Greater.

Lesser Nightmares are mostly of physical origin and can be destroyed through combat, spellcasting, and so on, although they might return from time to time if the cause of their emergence isn't properly resolved. If they are of supernatural origin, they don't need specific spells or magic to be dealt with (even if it usually helps), and most of the time, facing them correctly will cause them to naturally vanish. It is important to remember that despite their lower ranking, they are still very dangerous.

Regular Nightmares, or just Nightmares, are often more complicated to face. Some are impervious to damage, or destroying them will only cause them to reappear after a specific period of time, restarting the cycle of fear and devastation. Magic is usually required to properly handle or even counter such entities.

Greater Nightmares are extremely rare, but are the most powerful, and often even more abstract to face. Greater Nightmares are always the product of multiple sentient beings or powerful spellcasters. Magic is always mandatory, and success is not always guaranteed.

## Nightmares

The following is a simple list of example of Nightmares that can be used during your campaign or used as reference to be then changed at your own discretion.

All Nightmares are immune to Morale.

### HEADLESS EQUESTRIAN

*The Headless Equestrian is a Nightmare that can influence the dreams of cowards or those with a strong sense of guilt or persecution. The victim will have nightmares about being chased by someone, but at first, they will not be able to recognize their pursuer. After a few days, they will recall being chased by a headless equestrian. On some occasions, the body of the headless equestrian is the same as someone they have a strong sense of guilt towards—usually someone who passed away in their past due to their mistakes, or who was left behind in a terrible situation, like a monster attack. If the victim has no such memory, the appearance of the Headless Equestrian is up to the GM's discretion.*

#### Rank: Nightmare

The Headless Equestrian can take some time, even weeks, before appearing to its victim. Once revealed, the victims will have vivid nightmares in which they flee from the creature, and the nightmare always ends with them being caught and then waking up screaming or at least terrified. Every time the nightmare occurs, the victim must pass a WIS check (DC 15) or temporarily reduce their total HP by 1. (If the victim is reduced to 0 HP, they die.) Magic users might instead be unable to recover one of their spells—usually the highest-level one, due to the stress. The nightmares will continue until the victim is dead, the Headless Equestrian is somehow confronted (either alone or with help), or the trauma that may have caused its appearance is resolved. The Dream Catcher spell might be used to gain time, but it will eventually become useless.

**AC 14, HP 27, ATK 2 hoof +4 (1d6) or buck/stomp +4 (1d8), MV double near, S +3, D +2, C +1, I +1, W +1, Ch -4, LV 5**

**Immune to effects based on sight.**

## RAT KING

*An insidious type of Nightmare that often afflicts big cities and metropolises. The so-called Rat King stirs from the imagination and anxiety of citizens, regardless of whether they have had contact with actual rats or not. In a city where this Nightmare is active, all sorts of rats become more common than usual, causing various kinds of trouble—from devouring food reserves and spreading diseases to even causing the disappearance of citizens, who are often found partially or completely devoured.*

#### Rank: Nightmare

The Rat King is a type of Nightmare that slowly builds up in severity and can even be used as a main or secondary plotline for an urban adventure. Rats, Giant Rats, Dire Rats, and Swarms of Rats will become common encounters, or be heard of more often, causing numerous problems starting in slums and the poorest parts of the city. At first, these incidents are never seen as connected. Someone might disappear, or Rat Catchers might find themselves overwhelmed—either by the job or by the rats they try to hunt. If left unchecked, a Rat King will cause the spread of more rats and diseases, eventually leading to turmoil among the lower classes and slowly reaching even the wealthiest parts of society. To solve this, it's necessary to find the heart of the problem: a location where the entity slumbers—usually deep in the sewer system, within abandoned ruins of the old city, or even in catacombs—and a specific ritual is required to summon it. When manifested, the Rat King appears as an amalgamation of rats, both dead and alive.

**AC 13, HP 40, ATK 3 bite +5 (2d4), MV double near, S +3, D +2, C +3, I -3, W +2, Ch -4, LV 6**

**Vermintide.** All type of rats within near range who are slain will be reanimated as undeads with 3 HP left on a result of 4, 5 or 6 on a d6. Rats can be reanimated indefinitely unless they are slain by an attack which either incinerates or melts them or by attacks that deal 10 points of damage in one hit. A GM can always allow inventive ways to destroy them.

If the Rat King is slain all rats will die.

DC of diseases from all rats within the area of influence of the Rat King (e.g. the whole city) is increased by 1.

## THE BEGOTTEN

*The Begotten is a type of Nightmare that is generated by the grief of someone who has been abandoned, repudiated, or who has lost a child somehow. A Begotten will possess the body of such a victim, twisting their mind and feeding off their pain—or even infuse itself into their body if they are dead or slain, raising the victim into undeath. A Begotten can't speak and will only wail, pant, or grunt in a very unnerving way. The Begotten devour everything they can find, even trash and corpses, and if they consume enough, they will slowly grow in size and strength. They usually infest abandoned buildings, sewers, or old wells. Begotten don't have a specific shape, but usually appear as a bloated mass of flesh, hooves, and claws.*

*This is one of the few Nightmares that will provoke the ire of the Princess of the Night if it is ever discovered that they were generated by negligence toward fillies or foals, so families cursed by such monstrosities do all they can to keep them secluded.*

### Rank: Lesser Nightmare

A Begotten will always remain near the source of its grievance—either tormenting other family members with its cries or trying to reach its parents, who usually rebuke it. However, there are occasions where a Begotten is imprisoned with chains or even magic and segregated from society for decades, but they will always find a way to free themselves.

Destroying a Begotten usually doesn't solve the problem, since it will eventually regenerate. The only true solution is to find a way to reconcile the creature with its family or allow it to find peace somehow.

**AC 11, HP 50, ATK 1 bite +6 (2d8) or 4 tentacle slam +5 (1d8), MV close, S +5, D -1, C +5, I -1, W +1, Ch -5, LV 7**

**Devour.** If the Begotten devours a corpse or reduces a living creature to OHP through a bite attack, it will recover 2d4+1 HP.

**Wail.** Every 10 HP loss the Begotten will wail. Sentient creatures within double near must pass a WIS check (DC 15) or become frightened for 1d4 rounds, rolling attacks and checks with disadvantage.

## THE ENMITY

*The Enmity is a more subtle type of Nightmare, since it has no physical form nor can it be directly seen—only perceived. The Enmity grows within those who suffer from the negative behavior of others, such as bullies, bad parents, or even people they encounter during their everyday adult lives. The Enmity will slowly spread through the area where its originator lives, and everyone will begin to change their behavior, becoming more hostile and harsh toward others. While the originator perceives no apparent change, many will start to notice an unusual increase in aggression—unless they, too, fall under the Nightmare's influence.*

*The Enmity primarily affects those who actively live within its area of influence. Outsiders are mostly unaffected, or will take much longer to feel its effects. As time passes, the population becomes increasingly aggressive, often reaching extreme levels of violence and rage. If left unchecked, the Enmity causes the population to attack one another in uncontrollable bursts of fury, until either everyone is dead or driven completely insane.*

### Rank: Greater Nightmare

An Enmity usually affects towns, villages, or small cities. The larger the settlement, the more difficult it is to identify those who triggered its emergence. Confronting the individual or individuals who caused the Enmity is not easy, as it requires them to forgive and forget, to be accepted, or to heal their psychological wounds. Magical rituals are also necessary to purify the area and seal the Enmity away.

Dealing with an Enmity generated by adults is easier than with those spawned by children, since children lack emotional maturity and experience—but also because their emotions are more intense, especially in relation to the dreamscape. Player characters might also fall under its influence, at the GM's discretion, but typically not as deeply as NPCs—unless they used to live in the Nightmare's area of influence.

**Distrust.** CHA checks used on those affected by an enmity are rolled with disadvantage, except for intimidation. Spellcasting DC of spells used to change a target's attitude, such as Charm have their DC increased by 3.

**Rage.** Those under the influence of an enmity score a critical hit with a natural result of 19 and 20.

# VENGEFUL SPIRIT

*This type of nightmare is one that many might have heard of, especially in old folklore tales or in stories told to scare children and adults alike. The Vengeful Spirit is always someone who met their demise in a sudden and violent way—one way or another, or for different reasons—either by tragedy, assassination, or as a sentence by local authorities.*

*But even so, that's not how the story ends; it is instead often how it begins: the spirit always returns from the grave and will torment the living due to the injustice (or justice) they suffered, or by persecuting only those who were the cause of their death.*

## Rank: Nightmare or Lesser Nightmare

There are multiple variants of this type of nightmare, so for simplicity, only three will be used as examples. Vengeful Spirits have different ways of being dealt with, usually linked to the cause of their death, although some can technically be defeated by destroying them or by destroying something they are attached to, which might act as the focus of their vengeance.

- All Vengeful Spirits count as Undead and are immune to Morale.
- The default Vengeful Spirits count as Lesser Nightmares.
- If generated as Nightmares, they increase their level by 1 and obtain the Impervious Talent, which makes them immune to non-magical Damage (so only spells, magic weapons, and such can damage them).
- A Vengeful Spirit reduced to 0 HP, without resolving the cause of their emergence, will eventually return.
- A Vengeful Spirit can always vanish at any point, but they will not reappear for 24 hours. When they reappear, they can be in a completely different place within 1 km or within the place they are linked to.

## The Knave

*The Knave was once a warrior of some sort who was either sentenced to death unjustly or left on the battlefield to die, betrayed by their comrades or commanders. They now seek vengeance against those who betrayed or executed them, or simply against figures of authority and law enforcement.*

**AC 16, HP 35, ATK 3** weapon +6 (1d8) or 3 hoof/claw +6 (1d6) or 2 stomp/swipe (1d10), **MV** near, **S** +3, **D** +1, **C** +3, **I** +0, **W** +2, **Ch** +1, **LV** 7

## The Bride / The Groom

*This vengeful spirit died on the first day of marriage or within a few days of the event, either assassinated by their beloved, a jealous rival, or by accident. This type of spirit often manages to maintain an appearance as if still alive, although a little sickly, and can even live a “regular life” while seducing and then murdering their next betrothed.*

**AC 12, HP 15, ATK 1** hoof/claw (1d4) or 1 stiletto (1d6), **MV** Near or Near (Fly), **S** +0, **D** +1, **C** +1, **I** +2, **W** +1, **Ch** +3, **LV** 3

**Silken Kiss.** A willing living creature kissed by the vengeful spirit must pass a CON check (DC 15) or lose 1 CON. If reduced to 0 CON, the creature is slain. Seduced creatures or those in love with the spirit cannot recover until the spirit is destroyed.

## The Ripper

*The Ripper was either a brigand, a thief, or a violent person who was sentenced to death by the local justice system or slain when they resisted arrest. Now they wander alone, in the dark of alleys and abandoned houses, looking for their next victim.*

**AC 14, HP 25, ATK 2** weapon +4 (1d6) or 2 hoof/claw +5 (1d4) or stomp/swipe (1d6), **Near** or **Near (Fly)**, **S** +2, **D** +3, **C** +1, **I** -1, **W** +1, **Ch** -2, **LV** 5

**Ambusher.** Rolls damage with advantage when undetected.

# Lore and Knowledge



# Eternal Night

## The Two Sisters

Once upon a time, there were two sisters who ruled over the equestrian lands. The oldest brought the hope of sunlight, allowing her subjects to thrive thanks to abundant crops, clear skies to fly, and an open mind toward craft and magic.

The youngest brought the calm of the night, where the subjects would rest after a long day of work, but also enjoyed more privacy and intimacy for artists and lovers. The sisters even fought together against forces of chaos, skittering infiltrators, and the rise of a tyrant king who was overthrown after a long war.

The older sister was a wise ruler and active all day, listening to the problems of their subjects, giving guidance, and maintaining peace among other nations, even if it wasn't always possible.

The youngest was active during the night, but her work was no less important. She was the only one able to travel through the Dreamscape—a place where all dreams are connected somehow and which was sustained by the same.

This allowed her to enter the dreams of others to observe, but also to give guidance, especially to those with troubled lives or to grant shelter against nightmares.

But something also seemed to grow inside the youngest one, who slowly became bitter and jealous of all the admiration her older sibling received, despite all the effort she also put into her job. This was especially because most of the time those she helped would forget about her the moment they woke up—such is the flickering nature of dreams—but also because no one can face nightmares for centuries without becoming infected by them.

Her grudge and resentment became fertile ground for nightmares to fester in her mind with bitterness and envy, which culminated in a rather violent confrontation between the two. The older sister was forced to use a powerful set of artifacts, the Elements of Harmony, to take down her sister. That's how things should have ended, but sometimes, things go differently.

The younger sister knew that the artifacts were a powerful card if used by her sister, so she replaced them with fake artifacts that, once activated, would drain magical energies from the closest source of magic. So when the younger sister attacked, the older retreated to gather the elements—only to be betrayed one last time. The fake artifacts managed to drain a portion of the older sister's powers, but that was enough for the younger to gain the necessary edge and banish her older sister to the moon. Victorious, the younger sister absorbed the energies and declared herself Princess of the Night.

## Times are Changing

The young princess knew that a change in the power dynamics of their realm would cause a lot of trouble and resistance from those who were more loyal to her sister, but she knew how to manipulate things. At first, she declared that she and her sister had fought a new menace and that her sister was extremely tired and needed to rest in a secluded place, although some were skeptical since nobody witnessed such a battle and, most of all, her appearance had drastically changed. The explanation given was that the older sister had granted her some powers so she would be able to rule while her sister recovered her strength, and to many, such a lie was enough due to the ingenuity they were educated to.

The younger sister then put her plan in motion, using her ability to enter the dreams of others to manipulate important figures of the palace, which was important for maintaining everything under control, but also by creating a circle of subjects with curated flaws such as hunger for power, envy, wrath, arrogance, and pride—all of whom would follow a stronger leader who also allowed them to act in such a way, since the older sister usually reprimanded such negative behaviors.

She worked hard and tirelessly because, in the absence of her sister, the sun needed to rise and set to avoid causing alarm among her subjects. While she had access to such ability by having absorbed her sister's power, such a task was rather demanding; thus, she decided to use the old technique of having powerful unicorns take care of the matter, many of them coerced or manipulated.

Slowly but diligently, things changed at court. While at first the absence of the older sister meant many of her daily ceremonies or even the possibility for subjects to ask for council were denied because she was allegedly “resting,” after some time doubts began to grow along with concern. But thanks to the influence the Princess of the Night was able to sow, new ruling figures were established: Dukes, Counts, and Barons, with the justification that the absence of the older sister required a lot of effort from the court to maintain order.

However, the Princess of the Night was unable to keep up with all the proposed figures for each part of the vast equestrian realm, mostly due to her shorter patience and hatred for bureaucracy. This caused many newly appointed dukes and counts to question the efficiency of the Canterlottian Rule and propose dividing the realm into smaller portions of land, each under the rule of a Duke, Count, or Baron. Others simply declared independence and even started waging war against each other, mostly those farther from the capital.

## Night Falls

The new figures in command, waging war with each other or trying to maintain their loyalty to the capital, worked in favor of the Princess of the Night, who was playing a longer game.

She now had access to the whole royal library, which contained many spells but also forbidden knowledge, and she put herself and her new loyal magicians to work.

While new powers rose and fell, the land slowly changed. The entirety of the area around the main capital was slowly put under a perpetual night, causing the flora to die off but be quickly replaced by new ones. Where once trees and flowers grew in abundance, now mushrooms and bioluminescent plants took their place. Even Everfree forests became more common, since such locations had their own arcane rules and sunlight wasn't really necessary to them.

Darkness engulfed everything with alarming speed, causing temperatures to drop drastically, and the sun slowly became smaller and smaller, as if it was being pushed away—leaving only the moon to brighten the nights. Days were replaced by a sort of unusual twilight. This caused mass panic, as cold and famine quickly became the major problems to handle everywhere. Many fled underground thinking it was warmer, while others attempted to use magic to create barriers over cities and metropolises to keep the temperatures high enough. Some succeeded, while others malfunctioned and either exploded or caused all sorts of arcane anomalies—the most common were later called “chrono-domes.”

Meanwhile, the capital and the adjacent territories increased their security and managed to thrive despite the cataclysmic changes. Those who kept their loyalty to the Princess of the Night received immediate aid through the arrival of geomancers and pyromancers, who used their magic to raise what are nowadays known as Moltenlamps.

These pillars, made of strange crystals, towered above everything but also granted illumination and warmth around them, and even kept creatures and monsters at bay—or at least those who fled such light.

While the Princess of the Night did nothing in regard to those who declared their independence, leaving them to their fate for a few years, many tried to flee from their old towns and cities and reach the capital territories. But most of them vanished along the way—either due to monsters or environmental hazards—or were enslaved by diamond dogs.

Another supernatural occurrence, which took time to be noticed, was that many orphans suddenly had the urge to reach the main capital. This bizarre event happened either slowly, with groups of fillies and foals escaping from time to time, or as entire orphanages being emptied within a night. Many of them also vanished, but those who managed to survive the ordeal were directly taken under the custody of the Princess.

## A Night who will Last Forever

Due to the turmoil caused by the cataclysm occurred 200 years ago, nowadays known as the Eternal Night, a lot of information and knowledge was lost, but many scholars still try to find documents or even record oral traditions from those days, from those who managed to survive.

Many of those who once declared independence from the capital either pledged their loyalty immediately when they realized their impending doom, while others took even decades of stubborn resilience before either capitulating or being overthrown by the population. Yet, some still remain separated, usually those more distant from the capital.

Other races also had their share of struggles. The griffon main capital was partially destroyed by an erupting volcano when they attempted to raise their own Moltenlamp by using captive unicorns. The result was then considered a partial success, since heat is now technically granted and the capital was already in ruins anyway.

Zebras had to rely on their shamanistic magic with minimal results, make pacts with other entities, or were enslaved by the Sabitians, who surprisingly also had access to Moltenlamps—although their versions were more powerful and stable, many of which radiated from their pyramids. The only ones who seemed unfazed by all events were the yaks, since they already lived within cold environments where nights could even last for months, and the Abyssinians, due to their cat-like nature. But the increase of night terrors and monsters also affected them one way or another. Diamond Dogs dug deeper to escape the cold, while others migrated nearby active volcanoes or to those new ones which formed due to the cataclysm. Some also attempted to use unicorns in the same way the griffons did and, indirectly, had a better advantage due to their skill in finding crystals. They inadvertently had more success in locating those whose resonance was useful for the purpose of making a Moltenlamp.

Lastly, it is told that in certain regions within the jungles of the deep south, there are ancient temples that were able to pierce the eternal veil of darkness through powerful artifacts, and instead, there is eternal sunlight. But such rumors are often considered myths or just made-up tales from the hopeless.

The landscape drastically changed, but nature managed to adapt to the new conditions. Where once many plants that required the sun withered and died, new ones sprouted and replaced them.

More Moltenlamps were raised from the ground to allow crops to grow and to maintain a warmer temperature, while some started to naturally occur in the wilderness—without explanation, or through the actions of unsanctioned wizards and witches. More arcane anomalies also appeared, either due to the cataclysm or as a result of attempts to raise Moltenlamps or similar experiments aimed at countering the Eternal Night, which went terribly wrong.

# Moltenlamps

It is told that without the Moltenlamps, the plan of the Princess of the Night to rule over eternal night would have gone terribly wrong for everyone. The absence of the sun was something that she didn't really comprehend immediately, blinded by her rage towards her sister. She thought that the night would simply replace the day, but it was thanks to many of her advisors (some of whom were initially punished) who insisted that their findings were alarming that she begrudgingly allowed the study of new sources of heat and light.

Moltenlamps were actually an exotic curiosity from the desert regions, and originally were simple crystals infused with pyromantic magic to grant light and heat in a similar way to a lamp—thus their name. It was also possible to intensify the heat to keep a room warm, and it was mostly something used during the cold desert nights.

Some then theorized that making something like a Moltenlamp but on a larger scale could solve the problem, but it would have required a considerable amount of arcane power to be made. So many magic users were tasked with studying either geomancy or pyromancy, and in the end, the solution was to combine both.

The first Moltenlamps—those that were raised in the cities and metropolises around the capital, and which maintained their allegiance to the Princess of the Night—were actually raised by the Princess herself and are considered the most pure and stable thanks to her Alicorn magic. But she refused to raise more herself out of spite towards those who declared their independence.

This is why the other Moltenlamps were only raised by magicians assigned to the task, but it also meant that some were not as precise or pure as those raised by Alicorn magic. Some eventually became defective or even broke, causing all sorts of problems, such as working intermittently, shutting down, or even exploding.

In some cases, it is possible to try to either repair or restore a Moltenlamp, but such a task requires a lot of work and effort. In other places, they are simply kept at an acceptable operational level through constant maintenance by many unicorns, either allowing the Moltenlamp to radiate or simply slowing their decay rate until they eventually shut down or explode.

Cloudsdales are the only places that don't need Moltenlamps and have instead adopted two methods of heating: either by using the Thundercore, which also keeps the city floating, or by performing a Lunar Harvest, which consists of placing certain crystals under direct moonlight during specific periods of the year. These crystals absorb such energies and store them, to be used in a similar way to a Moltenlamp, with the exception that these are also more stable.

This method is more common within those Cloudsdales ruled by night pegasi rather than regular pegasi.

Moltenlamps require precise work to be raised, since the higher the lamp, the larger the base has to be. Most of those that usually fail, break, or explode do so due to miscalculations by those who try to raise them, assuming they can simply make pillars of crystal emerge from the ground and infuse them with pyromantic energies that directly absorb heat from the core of the world.

Raising a Moltenlamp as tall as a tree or house isn't the same as raising one that is visible even from afar. But arrogance and nepotism are often the cause of problems, while in other cases, it's the inability to correctly handle the arcane weave.

The radius of a Moltenlamp often depends on its size but also on how efficiently it works. Those raised by Alicorn magic can generate enough light to illuminate an entire metropolis and radiate heat for kilometers. The light itself is of magical origin, so it works within a semi-sphere, granting something similar to daylight, although without changing the night sky.

Shadows are cast in relation to the pillar and not to the time of day, so citizens and townsfolk usually refer to shadows to understand in which quadrant of the city or metropolis they might be. The light always comes from outside, so completely obscuring windows inside a house will prevent the light from entering.

Most Moltenlamps cycle between illumination and obscurity, used to mimic the cycle of day and night, but also because night time is what's most beloved to the Princess herself. During the obscurity cycle, the pillar still emits heat but no longer emits light, reducing its glow to a minimum.

Defective Moltenlamps might have altered cycles or remain constantly active, which causes many problems for the inhabitants due to constant light, difficulty sleeping, and the attraction of giant insects that can cause serious trouble for everyone.

# Cloudsdales

Cloudsdales, or flying cities, are places inhabited only by Pegasi, although they can often accommodate Griffons, and more rarely, Night Pegasi.

A Cloudsdale is built upon a semi-spherical structure called a Nucleus, within which lies a large chamber containing a Thundercore—an object from an ancient past, made as a collaboration between the Pegasi and Unicorns. Or at least that's what common Equestrian history teaches. The truth, which can only be found in some old libraries of the oldest Cloudsdales, is that the first Cloudsdale ever built wasn't a collaboration at all, but was something the Pegasi forced captive Unicorns to build, years before the arrival of the Two Sisters and even before the founding of the Equestrian lands.

The Thundercore is a sphere made of copper and cast iron, which contains an incredible amount of electrical energy that empowers a number of arcane crystals, generating a gravitational field that allows the structure to float at a high distance from the ground. The phenomenon also causes the spontaneous generation of clouds around the Nucleus. These special clouds, simply named "solid clouds," have an arcane property that allows them to be modeled and molded into different shapes and forms, many of which are then used to make actual buildings where the Pegasi live, due to their affinity with such types of magic.

Most Pegasi have forgotten such concepts and barely know how a Thundercore works, which has caused some Cloudsdales to malfunction and lower their height or even plummet to the ground, causing huge explosions on impact and generating gravitational anomalies in a vast area around the crash site.

Of all the Cloudsdales that were active two hundred years ago, nowadays less than half are still operational, many of which are barely kept functional due to malfunctioning Thundercores or a lack of maintenance.

The only one that's fully functional and actively kept at an optimal level is Cloudsdale Prime, often called Canterlottian Cloudsdale or just "Cloudsdale," since it's also the only one close to the main capital. Any other Cloudsdale is instead located all across the continent, mostly due to the necessity of large spaces for a Cloudsdale to fully operate and maintain its functionality, since the Thundercore needs to maintain a certain amount of charge regularly. Such activity is only achieved either through powerful magical energies or by harnessing electrical energy from lightning during storms.

To accomplish such a task, many Pegasi work as Storm Chasers: a specialized group that operates on board airships equipped with special metallic structures required to collect and store the energy gathered during storms.

The Pegasi themselves use what are called storm harpoons, which are actually a sort of kite that is thrown outside the ship in an attempt to attract lightning. Once struck, the electricity will run down the special cord and be stored. These instruments are rather rudimentary, and the knowledge of how to build them has been lost, so any storm harpoon is basically an attempt to make them work, but most of them either explode or get fused by the high voltage, thus forcing them to be cut down before they cause a fire on the ship. Others might instead malfunction and randomly discharge electricity in all directions, which might also strike a crew member, who then has very low chances of surviving the shock.

Other problems might arise when the ship has enough stored electricity and the harpoons have to be retrieved, since they could still attract lightning, so caution doesn't always guarantee safety. Sudden bursts of wind might also throw off a crew member or cause other secondary accidents that could be potentially fatal.

Captains of such ships are respected among Pegasi society, while for the rest of the Equestrians they are barely considered more than simple sailors, so many of them often opt to also serve within the military.

# TOIL AND TROUBLE

## Sun and Moon

One of the major difficulties that the cataclysm caused was the absence of the sun, which is fundamental for the growth of crops and most of the plants in the whole world. Still, if it wasn't for the intrinsic nature of magic and the alteration of the arcane weave itself, the plan of the Princess of the Night would have resulted in a catastrophic extinction of plants and life forms, and she would have ruled over a frozen and barren world, sitting on a throne made of the corpses of her subjects.

But luckily, or by pure chance, life isn't as easy to eradicate, and the cataclysm simply brought changes to most ecosystems. While plants that required the sun mostly withered and died unless exposed to the warmth and light of a moltenlamp, new forms of plants that didn't require such nutrition or even grew stronger in dark and damp environments blossomed and even reached unexpected sizes. While the fungi gained a huge boost to the point that entire mushroom forests started to cover the empty space left by old forests, other bizarre plants managed to find their place in this new environment.

Even plants that were considered rare or of supernatural origin, like the zap apples, suddenly had more nourishment than before and flourished in vast orchards, the same as for new species of roots, berries, and fruits.

## Cultivation and Extreme Remedies

Production of certain crops was still largely relegated to the presence of a moltenlamp, thus forcing entire fields to be placed around one, and since the costs of maintenance were pretty high, only barons, counts, and such rich figures were allowed to "own" one, while farmers were forced into servitude; otherwise, they would have been replaced. Life within the range of a moltenlamp was hard, but still better than trying to survive far from it, since low temperatures and monsters were often far worse than famine itself.

In some extreme cases, farmers managed to acquire their own moltenlamps, paid for by the collective work of everyone, and in other cases, different methods were used by smaller communities, such as forging pacts with powerful witches and wizards, or by adopting more extreme measures such as the "blood harvest."

Zap Apples, Mushrooms, Pumpkins, and Moonberries don't require the proximity of a moltenlamp and can easily grow in zones closer to the wilderness, although this also often involves the risk of the presence of monsters such as timberwolves or sudden contamination, causing a twisted harvest.

# MAGIC AND LAWS

## Unicorns

Even if unicorns have access to magic, learning is still a complex process which eventually leads to the majority of the unicorn's population to barely know even the most basic trick.

Those who showcase a particular affinity to magic are usually sent to specific schools where their talent is evaluated through severe scrutiny and if they succeed they can become wizards or spell blades. This is mostly done to also keep the number of wizards and spellcasters known to the authorities and rulers, in case something goes wrong.

Some might oppose to all these restriction and simply try to live outside of such boundaries but they are usually branded as criminals and outlaws by the law and the schools of magic.

## Necromancy

Necromancy is forbidden with no exceptions and while a Sorcerer or Witch might just receive a fine when they mess things up, Necromancers are punished swiftly and without hesitation.

## Sorcerers and Witches

A wizard that doesn't follow the rules imposed by the laws of arcane academies is called a "sorcerer" and is often seen as someone who might have less experience or be more keen to cause trouble when a spell fails.

The term "witch" was used in the past to describe rebellious unicorn mares who preferred to learn magic as they pleased and even dabbled in dark magic, necromancy, or attempt to interact with eldritch creatures. Although some witches actually do that, it mostly depends on the coven they are part of, and in modern times, "witch" is simply used to specify those who use witchcraft and don't follow the rules of the various academies, instead choosing to learn whatever they please. While for the common folk this is seen as problematic because witches can just do whatever they want, to those who know how magic actually works, it's more of a problem stemming from lack of self-control, since many Arcane Anomalies are actually caused by the lack of skill or carefulness of magic users—usually sorcerers and witches—who might also injure others by mistake.

Sorcerers, sorceresses, and witches can be persecuted by the law or by other wizards and spell blades, while some might turn a blind eye to their status as long as they don't cause too much trouble or live far from civilization.

"Warlock" is usually referred as the male son of a Witch.

## **Sanctioned Warlocks and Witches**

The term "Sanctioned" is used to indicate those warlocks and witches who have received a special permit to operate within certain boundaries of the law and often have to pay an annual tax to renew such permit.

Sorcerers can be sanctioned too if they have caused problems in the past.

Ermine, Goose, and Owl witches are usually those who will accept such terms or even manage to build enough trust with the local authorities to receive an official pardon, which allows them to operate within the law or offer assistance when requested. However, this is mostly shunned by other witches, since it's seen as being submissive to an authority.

Badger and Toad witches don't get sanctioned most of the time since it's either too much of a hassle to actually bring them forth to justice or because they tend to live on the edge of civilization, thus being only a problem to those who actually provoke them. However, for those who need to travel for one reason or another, having such a piece of paper might help avoid a lot of headaches. As an alternative, they might get permits as long as they help travelers or keep an eye on criminals who might find shelter in the wilderness.

Magpie and Rat witches get arrested mostly when they commit crimes, and usually, being a witch is just an aggravating factor if they get sentenced. So, if they get sanctioned, it is because they probably have knowledge that is useful for solving specific problems –so being sanctioned is better than being imprisoned.

Raven and Viper witches are instead always seen as criminals, and they rarely get such permits, although some can be coerced or subjugated by Justicars.

## Witch Covens

*While Wizards have different approaches to magic, by being an elementalists, an enchanter or a researcher, Witches instead are divided into Covens who are more of a sort of secretive sisterhood with their own goals and practices. A Coven is also referred to a group of three witches who form a pact of collaboration.*

### Badger

Badger witches have a strong connection with nature and primeval magic.

Mostly found among wildlings or alone in the wilderness, they are not necessarily evil but can be easily angered by those who don't respect the old ways or cause unnecessary destruction when it is not needed or not aimed at granting renewal. Badger witches despise any type of unnatural creature with a burning passion and are always willing to try to destroy chimeras, eldritch creatures, and the undead. Some also see nightmares as something dangerous that must be destroyed, while others embrace this aspect as a method of teaching a lesson or as punishment.

### Ermine

Ermine witches focus more on beauty and social status than actual magic, although such knowledge can always help them gain an advantage or fix what words can't. Most Ermine witches pose no real threat if confronted directly, as they prefer to avoid direct violence. However, thanks to their charm and knowledge of many important figures (and often their secrets), it's always better not to antagonize those with a strong presence within the nobility. Although they can easily become envious of younger mares and often seek to maintain their beauty, some of them actively try to help those who struggle with their femininity or self-consciousness. It is also common for nobles and members of high society to have their daughters learn social etiquette from them or just attend an Ermine witch.

### Goose

Goose witches are commonly found in the countryside, and in folklore, they are often the "grumpy old mare" who will turn foals into frogs to teach them a lesson but doesn't really mean any harm, or who tricks arrogant nobles for their rudeness. Goose witches often work as simple herbalists or midwives and have enough experience to know how to raise fillies and foals, to the point that some even become teachers or nannies. Thanks to this, Goose witches are the only coven that is openly tolerated or even welcomed in villages and hamlets, but they might still cause perplexity in more urban environments.

### Magpie

As the name might suggest, Magpie witches are tricksters and thieves, specializing in subterfuge and petty crimes, but also in causing mischief just for the sake of having a laugh at the expense of others. This has caused all the other covens to never trust them, not even the Rat witches, who are often in direct competition or openly hostile due to their different points of view. Magpies usually try not to actually cause harm, or at least limit it as much as possible.

### Owl

Owl witches put knowledge above everything, and to them, the pursuit of research never truly ends, since there is always something new to be discovered or learned. Owl witches are rather solitary, and even when they form a coven, they usually only do so to gain access to the knowledge of the others, thus expanding their understanding. While they try to ignore or avoid other covens, they often simply tolerate Ermine witches, since they are the only ones who seem capable of holding a civilized discussion, although they lack magical knowledge. They can also respect Raven witches and their mastery of dark arts.

### Rat

Rat witches thrive within the degradation of civilization and the decadence of society. Liars, tricksters, and backstabbers, they are barely even considered a real coven, since whenever a trio of Rat witches gathers, they will eventually try to betray each other or hinder their common objectives, mostly due to petty reasons. Rat witches despise Magpie witches because they see them as just pranksters or spineless pickpockets, while they often openly envy or even hate Ermine witches due to their beauty and social status, especially when compared to the Rat's rough appearance and rude behavior.



## **Raven**

Raven witches are the most dangerous type of witches of all and are usually the stereotypical “evil witch” depicted in folkloristic tales, but in reality, they are often even worse. Raven witches are the only coven that actively learns and practices dark magic or even necromancy, while some specialize in studying eldritch knowledge.

Raven witches despise all other covens but still respect the ancient traditions and are often known to tolerate Owl witches for their arcane mastery, Toad witches for their alchemical prowess, and the Ermine witches when time takes its toll on their appearance.

## **Toad**

Toad witches specialize in alchemy and potion-making, while some also learn about poisons and venom. Considered the most eccentric and mentally unstable of all covens, they can be found in gloomy forests, swamps, or even on the edge of arcane anomalies, where they gather new ingredients for their experiments. These types of research often take a heavy toll on their mental stability, so caution is highly recommended when encountering one.

## **Viper**

Mostly present in the southern lands, Viper witches are even more specialized in poisons and venom than Toad witches.

The Viper witches are overly zealous in their craft and often use substances that alter their mental state to enter mystical trances for inspiration and/or meditation, while others consume small doses of snake venom to build up a tolerance to it.