



PLANESHIFT: EQUESTRIA



D&D HOMEBREW

Everything you need to play the world's greatest roleplaying game in the High Fantasy world of Equestria.

Zion
20

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Last Updated: November 9, 2018

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PART 1

World of Equus

CIVILIZATION, NATIONS, AND CITIES

Equestria is the major pony power on Equus. It was formed by the unification of the unicorn, pegasus, and earth pony tribes, by far the three most numerous types of pony, and thus by sheer population it dominated its rivals economically and militarily. The unicorns have their major settlement at **Canterlot**, at the top of the tallest mountain in Equestria. Its central location and already noble population made it the obvious pick as the capital of the united pony nation. The pegasi have a mobile cloud city as their base. Originally a forward base of the pegasus military, it's now the bustling city of **Cloudsdale**.

Not long after founding, the alicorn sisters **Luna** and **Celestia** took over rule of the nation, to vast success and public adoration. But a few decades ago this diarchy was shattered. The civil war was a long five years of war and hardship, and the conflicts of today were forged in its fires. **Celestia** was victorious, and **Luna** was banished to the very moon she raised each night. This catastrophic event still shapes events decades and even centuries later.

The Crystal Empire was one such rival whose destiny was forever altered by Equestria. Economic stress led to the overthrow of the alicorn empress and the tyranny of **King Sombra**. War on Equestria soon followed. Losing badly, Sombra destroyed his crumbling empire rather than let the alicorn sisters have their victory. Today, most of Northern Equestria was once Imperial lands, and adventurers scour old Crystal ruins for treasure, but the darkness of Sombra's evil remains.

A shallow ocean separates the continent of the **Griffon Kingdoms** from the ponies, and its capital **Griffonstone**. When the two peoples first met, the griffons tried to swiftly conquer the ponies, but unlike **the elken tribes** that had been unable to stop the imperialist griffons, newly united Equestria leveraged its huge population and economy to fight the Griffons to a standstill. Fleet actions and pegasus strikes were able to cripple the griffons' agricultural economy without serious civilian deaths, earning the ponies begrudging respect from the griffons who agreed to a ceasefire in exchange for Equestrian surplus grain. Ever since, the two nations have remained strong trade partners, and are among the only sources of stability and law on Equus.

The survivors among the elks were vastly displaced and fractured in two. Some live on the fringes of civilized lands as bitter wanderers and others live a nomadic life in the cold northern steppes where the Crystal Empire once ruled.

Goats are another people who live among ponies and others. Ancient records indicate that they once ruled a vast and ambitious nation, but some cataclysm brought them low. Now they live on high mountaintops, including Canterlot.

Dragons hordes roam both Equestria and the neighboring griffon continent, migrating over the centuries as birds do over years. No one but the dragons themselves know why they choose to roost in one place at any one time, but the gold hungry wyrms cause no shortage of trouble for the lands they fly over, leaving eggs that hatch into troublesome **wyverns**, **kobolds** and even true **dragons** along the way. Ponies often abandon areas under a migration for a few years to wait out the chaos, while the griffons, futilely, send armies to oppose the dragons, with huge rewards for those lucky or brave enough to survive. These abandoned lands and forlorn hopes often feature in the lives of heroes.

Currently six **changeling hives** are known to exist in Equestria. Outsiders know very little about the insectoid race, but they have as complex of a society as the ponies do, lurking right under their noses. Each hive has an evil ideology the leader has adopted and they are in constant shifting alliances and wars. Of note are the hives of **Queen Chrysalis** (NE), **Princeps Lepidoptera** (LE), **Countess Sanguina** (NE), and **Chieftain Mandible** (CE).



RELIGIONS

CULT OF THE ALICORNS

The main religion of the pony nations of Equus involves their alicorn rulers. These are very powerful beings, but they have the personalities of normal ponies and there is lively debate among scholars as to their actual divine status. Most alicorns will deny that they are divine in any way, but their immense power has many ponies convinced. They worship the alicorns as god-rulers and build temples in their name. The alicorns don't seem to do too much to discourage the worship beyond simple declarations, and many leverage their followers to accomplish goals the alicorn champions, for good or ill. The main day of Celestian celebration is the Summer Sun Celebration.

There are also anticipations of future alicorns, prophesied in lost grimoires or ancient tomes that some clerics devote themselves to, such as the Anticipation of Heart or Friendship. Many worshipers of Celestia consider these heretical cults and are devoted to stamping them out. Celestia herself has never responded to the issue.

A twisted form of this worship extended to Luna's evil alter-ego, Nightmare Moon. Some ponies felt that Nightmare Moon was right to want the night to last forever, and after the war that banished their Princess, many cultists still practice in her name.

CULT OF DISCORD

Before the rule of the diarchy, much of Equestria was under the thumb of the mad-god Discord. While not truly divine, he was a powerful spirit of chaos who demanded the worship of the ponies for his own amusement. Many cults plot for his return.

CULT OF HARMONY

Harmony is the veneration of the natural world and the ponies place within it as caretakers and guardians. It's a popular religion, and is compatible with the more organized religions of the alicorns, with many lay worshipers devoted to both together. Its primary holiday is Hearth's Warming in the dead of winter.

CULTS OF EQUESTRIA

Deity	Sphere	Alignment	Suggested Domains
Celestia	Sun, Good	CG	Light, Life
Reclamation of Luna	Moon, Law	LN	Moon, Tempest
Anticipation of Twilight	Friendship, Magic	NG	Knowledge, Arcana
Anticipation of Cadance	Love, Compassion	LG	Life
Nightmare Moon	Tyranny, Moon	LE	War, Moon
Discord	Chaos	CN	Trickery
The Tree of Harmony	Harmony	N	Nature

THE WAR

Adventurers of this age are exploring a nation still recovering from the wounds of civil war. Celestia banishing her sister to the moon was simply the end of a much wider conflict with much wider causes and effects than the alienation of one ruler, though this was also a major factor.

LUNA

The most obvious cause of the war was Luna's increasing isolation and alienation from politics and her subjects. She was always a more introspective Princess, and only visited most ponies in their dreams. This made her no allies in the Royal Courts, and contributed to her views. Politically she saw the abuses of the nobility as a perfect excuse to take on her personal rivals. She advocated for a stronger central authority, and by the time fighting had started, was calling for the alicorns to take over the nation as absolute monarchs.

CELESTIA

Celestia is in many ways the inverse of her sister. Gracious and gregarious where Luna was intense and introverted. While privately she agreed with her sister that the system of feudalism the ponies lived under had many problems, she thought they were better served by slow reforms, and couldn't stand by and watch her sister tear down the network of lords and knights that brought order to the wilds of the nation. The nobles rallied around the Princess to make her sole sovereign, but she refused, keeping the title she shared with Luna.

NIGHTMARE

With her peasant armies crushed under knightly hooves, Luna turned to dark magic as a last ditch effort to win the war. At this point, any goals of freeing the downtrodden from the yokes of nobles had vanished from her mind, and she wrought eldritch power to keep Celestia or the unicorn archmages from raising the sun. Celestia was forced to banish her sister to the moon using the Elements of Harmony, artifacts of great power that had served the Princesses well when fighting together against mad-gods and tyrants. Blasted through the astral planes, the Nightmare swore vile oaths to creatures from that alien place to break the binds of the Elements... one day. But in the present she is a prisoner in her own domain of shadow and dreams.

WAR WOUNDS

Though it has been decades since the drums of war last beat, they still loom large over everything that happens in the Equestria that adventurers now roam. Bat ponies are remembered as the Nightmare's staunchest supporters, and several cities are still in ruins from the sieges and battles. Items of power were lost in the chaos, and the Cult of Luna was driven almost underground. Some keep dark devotion to their banished Princess, while others seek repentance. Celestia herself may bare the greatest wound of the war, holding herself responsible for tearing the diarchy apart.



PART 2

Races of Equus

PONIES

Ponies are an intelligent equine race of creatures living on the world of Equus. They are strong in character, and boast the most powerful and influential culture on Equus.

NATURAL MAGIC

All ponies possess some sort of magic, how exactly it manifests is dependent on the individual and, to a lesser degree, upon their lineage. Ponies feel a strong connection to the magic that flows through Equus, a connection to the destiny of the world.

HARMONY AS CULTURE

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

DESTINY BOUND

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

QUADRUPEDAL NATURE

Ponies are quadrupedal herbivores, making their anatomy quite different from the typical humanoid adventurer, but they are no less capable. Ponies can use magic, their mouths, or their hooves to interact with the environment with just as much strength or dexterity as a humanoid. For all intents and purposes, as far as adventuring goes, you can consider ponies and equinoids the same as humanoids for spells such as *hold person*, or class features such as the ranger's Favored Enemy.





PONY TRAITS

You gain the following traits from your pony heritage. You are considered equinoid type, humanoid for all mechanical purposes.

Ability Score Improvement. Ponies are non-threatening and strong in conviction and character. Your Charisma score is increased by 1.

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

Alignment. Ponies tend to the good alignments, but this is far from universal. Few ponies would serve evil gleefully, but many fall prey to greed or selfishness.

Size. You are Medium sized. Ponies are four-legged creatures, standing about 3 feet tall at the shoulder.

Speed. Being four-legged has advantages. Your speed is 35 feet.

Destiny Bound. Ponies have a destiny emblazoned as a symbol on their flank. This is known as a Cutie Mark and represents their main calling in life. See the list on this page for what a Cutie Mark can give your character. Some subraces have more options.

Fingerless. Ponies do not possess the dexterous digits most humanoids use for so many tasks, instead they use their mouth for most manipulation. Your mouth is considered one hand for most intents and purposes. You will be at disadvantage to use two-handed weapons or the versatile property of such weapons. You also cannot make object interactions normally involving hands if your mouth is full. Somatic spells, simple pole weapons such as the spear or quarterstaff, and simple ranged weapons may use hooves instead. For martial ranged weapons with the loading property, you use them when prone, or with the weapon braced upon something.

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

Herbivores. Ponies eat an almost entirely plant-based diet. Some have come to enjoy meat as a delicacy, but this is culturally frowned upon and it never agrees with their stomach. If you eat a meal with meat as a main component, you must make a Constitution saving throw, DC 15, or gain the poisoned condition for 1d4 hours.

Subraces. There are three common subraces of pony, and four uncommon subraces. Choose from them below.

PONY UNIQUE TRAITS

CUTIE MARKS

The show gives us a wide variety of what a cutie mark might be. To best represent this in 5th edition D&D, a separate list is needed for what a pony character can take as their Destiny Bound bonus.

- One of the feats from the [Feats for Skills](#) [Unearthed Arcana](#) without the +1 ASI.
- One Fighting Style
- Two cantrips from the sorcerer OR cleric lists, cantrips must be from the same list. Use Charisma as your spellcasting ability for these spells.
- Proficiency in one tool set, or Expertise with one you already are proficient with.

FINGERLESS/DESTINY BOUND - VARIANT

The Fingerless trait is controversial. It was included to give ponies a way to feel more unique and to let the Cutie Mark be as powerful and versatile as it is, while giving ponies non-trivial constraints based on their anatomy to make them feel more authentic to play.

However, if you feel like you'd rather not have these constraints, a **Variant Rule** may suit your group more. All pony characters should use the same set of Rules.

- **Fingerless** no longer has any mechanical effects. Fingerless creatures have no restrictions compared to their normal bipedal counterparts.
- **Destiny Bound** is now for flavor only. A pony character should still have a Cutie Mark, but it's assumed that their stats and proficiencies take this into account.

COMMON PONY SUBRACES

There are three common pony subraces that founded Equestria long ago: earth ponies, pegasi and unicorns. Equestria is also home to small numbers of other types of ponies, including crystal ponies, bat ponies, and several others. Finally, there are alicorns, with the strengths of all the common subraces and long lives that span centuries, but they are so rare as to number in the single digits. They typically are held as demigod-rulers of pony states, but most alicorns deny their own divinity.

EARTH PONIES

Earth ponies may seem like the least magical of all ponies, and are indeed the most common, but they are every bit as attuned to the magic of Equus as any other pony. They are also by far the most adaptable subrace to any profession or climate, and are the founders and general denizens of most pony cities. They are a merry folk, but are firm believers in hard work. You gain the following traits as an earth pony.

Ability Score Improvement. Earth ponies are physically strong and hardy. Your Strength is increased by 2.

Adaptable. Earth ponies are adaptable to most situations, and have widely varied upbringings. Choose one simple or martial weapon, one artisan tool set or musical instrument and one skill to gain proficiency in.

Steady. Earth ponies are rock steady, even on unstable ground. You have advantage on Strength checks and saving throws to avoid being shoved, knocked prone, or grappled.

Toughness. Earth ponies are determined and tough. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

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

DOWN TO EARTH

Unicorns: *They're good enough neighbors I suppose. Don't get them talking, or you'll have to hear some inane arcane babble, but the magic they wield is a powerful ally.*

Pegasi: *For once I'd like to meet a pegasus that wasn't in a hurry. I swear they can't sit still. Capable fighters, though it's too often that they've turned on other ponies.*

Griffons: *Tough as nails, those birds, and boy do they know it. Pride is one thing, but griffons are arrogant as a rule.*

Breezies: *Don't call 'em cute. You'll get a right earful. Still, I'd love to be as in tune with Nature as they seem to be.*

Changelings: *Good for nothing bugs, parasites. It's too bad, I wonder what they could accomplish if they built for themselves instead of stealing from ponies.*

CUTIE MARKS FOR EARTH PONIES

Earth Ponies have additional Destiny Bound options:

- One of the following feats: Strong Jaw, Heavily Armored (without the +1 ASI) or Gourmand (without the +1 ASI).
- +1 Constitution





UNICORN PONIES

Unicorns are the most obviously magical of the common types of pony, and are generally studious and reserved. They highly value education over inborn talent, and are often at the cutting edge of magical, social, and technological progress among the ponies. Canterlot, the capital of Equestria, is a unicorn city, and comes with all the glitz and glamor one could expect. You gain the following traits as a unicorn pony.

Ability Score Improvement. Unicorns are mentally gifted. Your Intelligence is increased by 2.

Education. Unicorns value education. You learn an extra language and choose a skill proficiency from Arcana, History, Nature or Religion.

Explicit Magic. Unicorns have an innate ability with telekinesis and other basic magic. You gain the *horn hand* cantrip and any one cantrip from the wizard class list. At 3rd level, you learn a 1st level wizard spell. You can cast it once per short rest or with any spell slots you have. Choose either Charisma or Intelligence, this will be the spellcasting ability for these spells.

Horn Based Casting. A unicorn's horn is magically imbued. It is an arcane and divine focus and can be used as such by you. It also counts as the material component for *horn hand*

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

SORCERY AND SOCIETY

Earth Ponies: *Rustic, salt of the earth. Sometimes I envy them, but you can always count on them. I do wish they'd be more progressive, we could accomplish great things with unicorn brains and earth pony brawn.*

Pegasi: *Pegasi are far too flighty and unreliable for me. They have a hideous disdain for learning anything but the rules to childish games and contests. But, if you need something somewhere else as fast as possible, you've got no other choice.*

Griffons: *They can be real brutes, griffons. I read that they were known for tearing ponies to shreds in the old wars. Some know wonderful things though. A lot to learn from such a unique culture.*

Breezies: *They might look like foals, but breezies are as wizened and magical as they come. What we might gain from studying their vast fey realm, it's too bad they're so protective of it. Listen to their tales of the flow of the winds and tell me that you're not intrigued.*

Changelings: *They have a poor reputation, but I've never met one. I read a novel once where the vulgar masses of drones were really just downtrodden by their viscous queens. I'm not sure if I hope that's true or not. It certainly would be nice to have friend to body-double for you every now and again though.*

CUTIE MARKS FOR UNICORNS

Unicorns get additional Destiny Bound options

- One of the following feats: Elemental Adept, Magic Initiate or Spell Sniper.
- +1 Wisdom

PEGASUS PONIES

Pegasi are athletic and gifted with the freedom of flight. They value freedom, love friendly competition, and can be playful and mischievous. But like all ponies, they're a harmonious group and never want to see a contest turn to a bitter feud. Even today, Equestria's Royal Guard has a disproportionate number of pegasi. This was not always the case; in the distant past pegasi ruled over the other tribes as despots. They possess a natural affinity for weather to the degree that in most civilized areas highly trained pegasi control it. You gain the following traits as a pegasus pony.

Ability Score Improvement. Pegasi are quick in the air and on hoof. Your Dexterity is increased by 1.

Magical Flight. Pegasi can fly with their undersized wings via innate magic. You have a flying speed of 35 feet. You must be in a space wide enough to accommodate your wingspan to fly. Your wingspan is equal to twice your height. You cannot fly if you are wearing heavy armor, armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings.

Wing Magic. You can cast the cantrip *gust* using only somatic components; flapping your wings. Use Charisma as the spell casting ability for this spell.

Cloudwalkers. You treat clouds as if they were solid objects. You can sit or stand on them or push them around the sky. You can also coax rain out of any cloud, as in the spell *create water*.

Natural Athletes. Pegasi are naturally good at moving themselves through space. Choose proficiency in Athletics, Acrobatics, or Stealth.

Names. Pegasus names tend to be descriptive and utilitarian. They are usually given after birth, unlike most ponies, often based on skills exhibited in flight school. Pegasi also have a matronymic name from birth, but rarely use it once they are assigned a personal name.

RULES FOR FLYING CREATURES

Flying characters with magical flight have their own set of advantages and disadvantages. They generally don't have a minimum flight requirement, but may be more vulnerable to spells or effects on the magic in an area, such as an *anti-magic field* or *dispel magic*.

All flying creatures are still vulnerable to falling. Any flying creature that has its speed reduced to 0, or is knocked prone falls to the ground. In one round, they will fall 300 feet.

FRIENDLY RIVALS

Earth Ponies: *You can always count on an earth pony for a good challenge or a fair fight, but they often need a kick in the rear to get moving.*

Unicorns: *Spend far too much time with their snoots in dusty old books. A quick wit is nice and all, but won't help when the rubber meets the road.*

Griffons: *I've never met a griffon without a chip on their shoulder. It's great to fly against a strong competitor, but too many griffons are willing to cheat to save their pride.*

Breezies: *You'd think they'd be fast fliers, with how small they are, but most breezies are more concerned with the flow of the wind than the flaps of their wings. Disappointing, really.*

Changelings: *Cheaters never prosper. And that's all those bugs know how to do. No, I don't hate them, but I have no respect for a people that just leech off the rest of us, you know.*

CUTIE MARKS FOR PEGASI

Pegasi get Additional Destiny Bound Options

- One of the following feats: Mobile, Charger, or Weather Magic





UNCOMMON PONY SUBRACES

BAT PONIES

Bat ponies are dark looking relatives of pegasi with similar, if lesser flight capabilities and bat-like wings, ears and eyes. They have been recently discriminated against due to their association with Luna's rebellion and the destruction it caused, making them somewhat more serious than a typical pony. You gain the following traits as a bat pony.

Ability Score Improvement. Bat ponies are exotic and sensual. Your Charisma is increased by 1.

Keen Senses. Bat ponies can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. You also have keen hearing have advantage on any Wisdom (Perception) check that relies on hearing.

Flight. You have a magical flying speed of 25 feet. You must be in a space wide enough to accommodate your wingspan to fly. Your wingspan is equal to twice your height. You cannot fly if you are wearing heavy or medium armor, armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings.

Bonus Language. You know Undercommon.

Lesser Cloudwalking. You treat clouds as solid ground.

CRYSTAL PONIES

Crystal ponies are denizens of the far north of Equus. They lived in a splendorous Crystal Empire that vanished long ago. They are earth pony relatives and thus share much with their more common sister subrace, but they differ greatly in appearance. Their coats and manes shine like gemstones and are almost as hard, but under that hard shell they are a broken race. Long kept in slavery, they still bear a mental scar from that ordeal.

Ability Score Improvement. Crystal ponies are hardy folk. Your Constitution is increased by 2.

Proficiencies. Crystal ponies are nearly as adaptable as their common sisters. Choose one skill, one martial or simple weapon, and one artisan tool set or musical instrument to gain proficiency in.

Hardened Coat. Crystal ponies have natural armor, hard as stone. This natural armor lets you calculate your AC as 13 + your Dexterity modifier when you're wearing no armor. You can use a shield with this and gain the benefits of both.

Toughness. Crystal Ponies are just as tough as earth ponies. Your hit point maximum increases by 1, and it increases by 1 each time you gain a level.



SEA PONIES

Sea ponies are a smaller subrace of ponies that have adapted to an amphibious lifestyle, almost like seals or otters, though depending on their exact ancestry they might resemble more aquatic species like sharks. Despite their name, they are most commonly found in rivers and lakes, though some tribes do live in sheltered gulfs or bays of Equus's seas. Their piscivorous diet is a bit of a culture shock to other ponies, and they share their more predatory outlook with the hypercarnivore griffons.

Ability Score Improvement. Sea ponies are lithe and graceful, in water and out. Your Dexterity is increased by 2.

Size. Sea ponies stand only about 2 feet tall at the shoulder. Your size is Small.

Speed. Sea ponies are most at home in the water. You have a land speed of only 30 feet, but a swimming speed of 60 feet.

Amphibious. Sea ponies can breathe underwater by innate magic. You don't possess gills, but water that you breathe becomes air in their lungs, and is expelled again as water.

Swift Swimmers. While in water, you can add your proficiency bonus to Strength (Athletics) and Dexterity (Acrobatics) checks. This stacks if you're already proficient.

Omnivores. Unlike most ponies, sea ponies are adapted to eating and hunting fish. Due to this you do not suffer the typical herbivore penalty for eating fish and you gain a **Bite** natural melee weapon that does **1d8** piercing damage and grapples the target on a successful hit, as long as the target is of Medium size or smaller. You can only grapple one creature at a time with this ability. This counts as an unarmed strike.

ZEBRAS

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

Ability Score Improvement. Zebras are world weary and suspicious. Your Wisdom is increased by 2.

Wilderness Hardened. Life in the desert is tough and demands knowledge of poisons and potions for any who live there. You are not affected by hot climates and you gain proficiency in Survival. You speak Zebrican, instead of Ponish. Zebrican is a sing-song language, that while spoken with the same sounds as Ponish, is totally unrelated.

Alchemical Adaptation. While many zebras are masters of crafting potions, nearly all are attuned to their use. Potions you drink last twice as long, and you get advantage on Constitution saving throws against poisons.

Experimental Brews. You gain proficiency with the herbalism kit, and in addition to crafting *potions of healing*, you can also spend 10gp and 8 hours of downtime to craft various brews including the following:

- *Salve of Restoration.* After drinking this potion and getting 1d8 days of rest, the imbiber gains the benefit of the spell *lesser restoration* as if cast at 2nd level.
- *Tincture of Owl Vision.* For 1 hour, the imbiber can see in dim light as if it were bright out to 60 feet, and darkness as if it were dim light. They can't discern color in darkness, only shades of grey. They also have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when they, the target of their attack, or whatever they are trying to perceive is in direct sunlight.
- *Traveler's Tonic.* For 1 day, you count as a size larger for carrying capacity, and the weight you can lift, push or pull. If you stop traveling at any point in the day, you gain a level of exhaustion.



FOREIGN RACES OF EQUUS

BREEZIES

Possibly the most inherently magical race, breezies are tiny pony shaped creatures with gossamer wings and a mysterious connection to the fey. They live in the civilized pockets of the Feywilds more accessible to the Prime Material. Even they do not fully grasp how they are related to the various natural spirits of things, but know that the Winds are their domains.

Ability Score Improvement. Breezies are nimble and versatile. Increase your Dexterity by 2 and one other ability of your choice by 1.

Age. Breezies are adults at 50 years and live several centuries.

Alignment. As their bodies are too small to hold all their emotions at once, breezies tend to extreme alignments. The vilest and most noble are among them.

Size. Breezies are no taller than 8 inches at the shoulder. Your size is Tiny.

Speed. You move at 10 feet on land, but magically fly at 25 feet. You can't fly in medium or heavy armor.

Darkvision. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You speak Sylvan, the language of the fey, and Common.

Trance. You don't need to sleep. Instead, you meditate deeply for 4 hours a day, remaining semiconscious. After resting in this way, you gain the same benefit that a pony does from 8 hours of sleep.

Fey Ancestry. You have advantage on saving throws against being charmed and magic can't put you to sleep.

Windcunning. You may add your proficiency bonus to any Wisdom (Perception) check dealing with winds.

Magic of the Winds. You know the cantrip *gust*. At 3rd level, you learn the spell *thunderwave*. At 5th level, *misty step*. Once you cast these spells you must finish a long rest before you can cast them again. Use Charisma as the spellcasting ability for these spells.

Fingerless. You must use your mouth for most manipulation. Your mouth is considered one hand for most intents and purposes. Somatic spells, simple ranged weapons, and simple melee polearms may use hooves instead. For ranged weapons with the loading property, you can use them when prone, or with the weapon braced upon something.

Herbivores. If a breezie eats a meal with meat as a main component, it must make a Constitution check, DC 15 or gain the poisoned condition for 1d4 hours.

RELEVANT TINY CREATURE RULES

In addition to the rules in the PHB for Small creatures:

- Weapons not made specially for Tiny creatures give disadvantage. (You can assume your starting gear was made for you.) Armor or other gear might not fit at all.
- Make better use of cover – in general, where another PC would gain half cover or three-quarters cover, you gain three-quarters cover and total cover respectively. Incidental objects may offer 1/2 cover.
- Occupy the same space as another Tiny or larger creature.
- The carry and lifting weight for a Tiny creature is half that of a Medium creature with the same Strength.

FLOW OF THE WIND

Ponies: *Good folk, yeah. Maybe a bit too trusting fer their own good. But if'n yer in a tight spot they're always there to lend a helping hoof. I ain't got much bad ta say, really.*

Goats: *Well, they seem alright enough. Somethin' about 'em feels off, can't put me feelers on it though. Maybe I'm just a bit windweary. Don't want to think poor o' some decent folk.*

Griffons: *T'be honest with ya, I can't say I'm fond of 'em. I knoo they're on the ponies' side now, but my Pa was around when they were eating the poor big folk. And I'd barely make a midday snack, meself.*

Diamond Dogs: *Don't plan on goin' underground if'n I can help it, and those dogs are a good reason why. Wind help us if they ever get organized.*

Changelings: *Never seen one meself. Probably for the best. Can't picture anythin' good come from them.*

GOATS

Seen as an eccentric but unremarkable race, the goats of the world have ensured their dark past is lost to the sands of time. They are the survivors of an ancient and long hidden pact, formed with otherworldly beings so old that even goats have forgotten their names. Though they have shrouded their history from others, their eyes are forever marked by it, bearing a likeness to those of the unknowable forces they long ago swore union to. In modern times, they often seek day to day hardship, as though to drown out the echos from beyond that persist still in their minds.

Ability Score Increase. Goats have an enduring nature and wary minds. Your Constitution score increases by 2, and your Wisdom score by 1.

Age. Goats reach adulthood at around 14 years and live to around 90.

Alignment. The few goats that take an interest in the greater world rarely find much value in, or indeed even notice, the laws of others, and as such tend towards chaotic alignments.

Size. Goats are short but dense creatures, standing at around 3 to 4 feet tall and averaging about 140 pounds. Your size is Medium.

Speed. As a quadruped, your base walking speed is 35 feet.

Darkvision. Thanks to your otherworldly heritage, you have superior vision in dark and dim conditions. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Imbued Horns. A goat's horns act as an arcane focus for the purpose of casting and can be used as such by the goat. They also count as the material component for *horn hand*.

Hardened Mind. The madness your kind has endured has left you with thoughts not easily disrupted. You have resistance to psychic damage.

Old Sight. Goats have ancient magics hidden within their eyes that let them perceive the world as it truly is. You may cast the spell *see invisibility* on yourself. Once you do so you must finish a long rest before you can cast it again.

Old Speech. You can speak telepathically to creatures within 30 feet of you. You must share a language with them.

Fingerless. Goats must use their mouth for most manipulation. Their mouth is considered one hand for most intents and purposes. Somatic spells, simple ranged weapons, and simple melee polearms may use hooves instead. For ranged weapons with the loading property, you may use them when prone, or with the weapon braced upon something.

Languages. You know Bovine and Abyssal. Abyssal is a nuanced and ancient language consisting of drawn out bleats that is often considered simplistic and repetitive by those unfamiliar. You can understand Common, but cannot speak it.

Omnivore. Goats can eat almost anything to survive, including spoiled food.



BEARERS OF SECRETS

No Goat could be reached for his opinion, but on an expedition to Tartarus, this note written in Abyssal was found, slightly singed, next to our interviewer, who had been missing for 2 weeks. He didn't seem to know that any time had passed.

Ponies: *Marked. Uncloven. Curious. They are born of a truth older than sin. Fools. But a fool makes all the difference.*

Griffons: *Sharp. In claw. In beak. In eye. In hunger. They see the hidden, but not the truth. Doomed. But perhaps strong enough to bear it.*

Breezies: *Fragile. Enduring. Their passions flow like blood, and the rules are broken on their wings. Outsiders. But their sins are gentle.*

Changelings: *Hidden. Broken. We know how to see, they know how to blind. Their sin is as old as ours. Changed. But then, so are we.*

Diamond Dogs: *Simple. Heartless. They bind strong wills, their own too weak. The rock meets their will, basic as it is. Slow. But fast thoughts would tear them asunder.*

Minotaurs: *Strong. Fierce. Scarred. Our lesser folly, keen in their pursuit. They are not the desired, but their worth is seen. Mistakes. But our sin is not theirs to bear.*



ELK

They were once a nation stretching from polar ice to tropical sea, living in great forest enclaves among elder trees, untouched by the hardships of neighboring kingdoms. This peace was not to last, and would be shattered by a barbarian horde, descending upon them with aggression they were ill equipped to face. With an uncaring enemy devastating their ancient homes and internal disagreement tearing their numbers in half, the elk faced a slow but inevitable defeat, driven back by scorched earth and savage raids. When finally the last of them fled, they left little better than those they fought, having grown bitter and bloodthirsty. Centuries later, they remain a homeless race.

ELK TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Age. Elk reach adulthood at around 10 years and live to around 80.

Alignment. Despite the hardships of their past, or perhaps because of them, elk are an empathetic race, and tend towards good alignments. Their dispersal across the world and loss of their own laws has led to a wide range of views on authority, and elk of chaotic or lawful leanings are both common.

Size. Elk are sleek, tall creatures. Your size is Medium.

Speed. As a quadruped, your base walking speed is 35 feet.

Blessed Horns. An elk's horns act as a divine focus for the purpose of casting and can be used as such by the elk. They also count as the material component for *horn hand*.

Nomad. You have proficiency in the Survival skill.

Languages. You can speak, read and write Common and Elken. Elken is a language of lilting tones and mimicked animal calls, best suited to speaking softly. There are few curses in this language, and their use is considered a sign of serious distress.

Fingerless. Elk must use their mouth for most manipulation. Their mouth is considered one hand for most intents and purposes. Somatic spells may use hooves instead and simple ranged weapons do not count as two handed for the application of this trait. For ranged weapons with the loading property, you may use them when prone, or with the weapon braced upon something.

Herbivores. Elk eat an almost entirely plant-based diet. Some have come to enjoy meat as a delicacy, but this is culturally frowned upon and it never agrees with their stomach. If you eat a meal with meat as a main component, you must make a Constitution saving throw, DC 15, or gain the poisoned condition for 1d4 hours.

Subrace. Two main subraces of elk populate the world: The snow elk and wild elk. Choose one of these subraces.

SNOW ELK

As a snow elk, you are light pelted and small of horn, built to be at home upon the frostbitten snowy plains that lie far from civilization. Snow elk live in great swaths of untamed wilderness, between the unnamed mountains and icy tundras of the north. Survival in this savage environment is no mean feat, but the snow elk pride themselves on their adaptation to the threats of their home, be they driving blizzards, fearsome predators or ice-hearted fey.

Ability Score Increase. Your Wisdom score increases by 1.

Frost Pelt. You are well adapted to frigid environments. You gain resistance to cold damage, and are not affected by the drawbacks of a cold climate. Additionally, you have advantage on any roll to avoid falling prone on a slippery surface, and do not treat snow or ice as difficult terrain.

Ice Bond. You know the *frostbite* cantrip. When you reach 3rd level, you can cast the *ice knife* spell once per long rest.

When you reach 5th level, you can also cast the *misty step* spell once per long rest. Wisdom is your spellcasting ability for these spells.

Bonus Language. You speak Sylvan, the language of the fey, who inhabit parts of the great northern wilds.

WILD ELK

As a wild elk, you are larger, hardier and darker pelted than your snow dwelling kin, sporting impressive horns and a sturdy frame. Wild elk roam the world as nomads, outlanders and mercenaries, living at the edge of other societies.

Ability Score Increase. Your Constitution score increases by 2.

Roamer. Your base walking speed increases to 40 feet.

Great Horns. Wild elk have large, branching horns that can be used to attack. They are natural melee weapons you are proficient with that deal 2d4 piercing damage.

Animal Spies. You have the ability to understand and be understood by beasts that are Small or smaller.

Recovered Teachings. You are proficient with one type of artisan's tool and one type of musical instrument.



AVIANS

Avians are hybrid creatures with the front half of a bird and a common heritage. They tend to prefer living on mountains and in seclusion from other races.

Age. Avians reach adulthood at around 12 years and live to around 90.

Speed. You have a speed 30 feet, on land and in the air.

Flight. An avian's bird half gives them huge wings. Your flight is nonmagical, and you can fly in any armor you're proficient in that is also tailored for your wings. You must be in a space wide enough to accommodate your wingspan to fly. Your wingspan is equal to twice your height.

Can Not Hover. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn.

Eagle Eye. You can see in dim light within 30 feet of them as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. You also gain proficiency in Perception.

Lesser Cloudwalker. You can treat clouds as solid ground.

Languages. Avians speak Griffin and Common. Griffin is a language of bird-like squawks with very colorful swear words that have filtered in to use in most variants of Common used on Equus. The hippogriff dialect is also called Auran, and is intelligible, but more archaic.

Subrace. There are two major subraces of avian, the cunning and powerful raptor-headed griffons, and the noble hippogriffs.

GRIFFONS

Griffons are half big cat, half soaring raptor. Long ago they raised themselves up from tribal savagery to civilization after their ruler looted an artifact that is still a cultural keystone to the griffons; whomsoever controls this idol controls the monarchy. Despite their differences, due to being the main sources of order on Equus, the ponies maintain a fragile peace with the griffons.

Ability Score Increase. Griffons possess the might of lions and raptors. Increase your Strength by 2.

Alignment. Griffons tend to the neutral alignments, being self-interested at worst, but are prone to avarice. Griffons are brawny and muscular. Your size is Medium.

Covetous Claws. Griffons use their talons to snatch and fight. Your talons are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Hypercarnivore. Griffons need to eat meat to survive, to the dismay of the herbivorous ponies. Though you might enjoy many vegetarian dishes, if you go without meat for a day you cannot benefit from a long rest.

HIPPOGRIFFS

Hippogriffs are lithe and lanky avians with the heads and plumage of birds but an equine body. They rule a noble and isolated kingdom far south of Equestria. Far from any of the mainland's strife, the hippogriffs live hedonistic and materialistic lives. They create great works of art, architecture and arcana, and believe with every feather of their beings that they are the most perfect culture to exist.

Ability Score Increase. Hippogriffs are lean and graceful. Increase your Dexterity by 2.

Alignment. Hippogriffs are empathetic, almost to a fault. They trend Good.

Size Hippogriffs are tall and lanky. Your size is Medium.



KIRIN

An isolated folk who live in small hilltop villages, the kirin are sources of many legends among the more civilized. Tales of beasts of great strength and fierce flames that drive away any intruders of their lands abound, but the reality is even more unbelievable. Kirin emotions are so strong that they create magic of their own. Typically subtle, when angered kirin become known as *nirik* creatures wreathed in magical flames. Only the kirin with the best control over their emotions can temper the flames within them.

Ability Score Increase. Kirin have strong personalities and strong bodies. Your Charisma increases by 2 and your Strength increases by 1.

Age. Kirin have the same lifespan as ponies.

Alignment. Kirin trend to be Chaotic and Good, living amongst nature and being willing to make great self-sacrifice to avoid destruction.

Size. Kirin are built much like ponies. Your size is Medium.

Speed. Kirin are typical quadrupeds and have a speed of 35.

Horn Casting. A kirin's horn acts as an arcane focus for the purpose of casting and can be used as such by the kirin. It also counts as the material component for *horn hand*.

Flames of Anger. When a kirin is angry, this manifests as magical fire. You know the cantrip *conjure bonfire* and you can cast *hellish rebuke* once without a spell slot. At third level you can cast the spells *continual flame* and *scorcher* once without a spell slot. Use Charisma as the spellcasting ability for these spells. After you cast these spells, you must finish a short or long rest to cast them again. You must be angry to cast these spells, and thus you can't use this magic if your emotions are suppressed by magic like *emotion drain* or *calm emotions*, but you **can** cast these spells while raging.

Tempered Calm. As long as you are not angry, you are resistant to fire damage.

Fingerless. You must use your mouth for most manipulation. Your mouth is considered one hand for most intents and purposes. Somatic spells, simple ranged weapons, and simple melee polearms may use hooves instead. For ranged weapons with the loading property, you may use them when prone, or with the weapon braced upon something.

Languages. Kirin speak Common and Ponish.





YAKS

Pastoral nomads that roam the northern mountain ranges of Equus, yaks are a hardy and uncivilized culture. They were a constant threat to the outlying farms of the Crystal Empire, and the usurper tyrant Sombra's swift and merciless campaign against them won him many supporters among their targets. Now that the Empire lays long fallen into snowy wastes, yaks pick through the ruins, scavenging and raiding what they can. Yak culture is very different from their more civilized neighbors, and every yak is proud of this fact, making insular communities when they do live among other races.

Ability Score Increase. Your Constitution is increased by 2, and your Strength is increased by 1.

Age. Yaks have an average lifespan of 70 years

Alignment. Yaks have a xenophobic and primitive culture, but value honesty and strength. They trend Lawful and Neutral.

Size. Yaks are big boned. Your size is Medium.

Speed. Yaks are ponderous for quadrupeds. You have a walking speed of 30 feet.

Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, pull, or lift.

Acclimatized. You are immune to cold damage, and are not affected by the drawbacks of a cold climate.

Boisterous Boast. Yaks are known for their boasting. As an action you can boast and brag, bringing all attention to yourself. Enemies within 30 feet must make a DC 13 Wisdom saving throw, or have disadvantage on Attack rolls not made against you. This ends if you stop bragging for any reason, the creature moves out of earshot, or 1 minute passes, whatever comes sooner. An affected creature in combat gets a saving throw to end the effect at the end of each of its turns. Once you use this feature, you must finish a short or long rest to use it again.

Fingerless. You must use your mouth for most manipulation. Your mouth is considered one hand for most intents and purposes. Somatic spells, simple ranged weapons, and simple melee polearms may use hooves instead. For ranged weapons with the loading property, you may use them when prone, or with the weapon braced upon something.

Herbivores. Yaks mostly eat plants. Eating small game or birds is considered a rite of passage among yaks to see how much one can consume before succumbing to nausea. If you eat a meal with meat as a main component, you must make a Constitution saving throw, DC 15, or gain the poisoned condition for 1d4 hours.

Languages. Yaks speak Common and Bovine.

MONSTROUS RACES

The races below have often been in conflict with ponies, and their use in a party should be at the DM's discretion.

CHANGELINGS

Changelings are a race of insectoid shapechangers who feed on emotions. They live in hives and are led by a Queen who is far more powerful than a typical drone, and almost totally obsessed with gaining power for themselves. Such Queens are considered evil. On the other hand, most drones simply wish to live lives with as little conflict as possible. Apathy and pragmatism let the cunning and evil rise in their society.

Ability Score Improvement. Changelings are cunning and deceptive hunters. Your Charisma is increased by 1.

Age. Changeling drones are adults in 2 months. They live up to 60 years, however few live past 40 because their queens typically treat them as disposable, and basic laborer drones tend to meet their fate by their 20th year in the harsh living conditions of the underground hives.

Size. Drones are about 3 feet tall, slightly smaller than a pony. Your size is Medium.

Speed. As a quadruped your speed is 35 ft. You also have a flying speed of 25 feet in your natural form.

Flight. Changelings are poor fliers. You can only fly in light or no armor. While polymorphed, the changeling can lose this trait, or gain the speed of the race they are mimicking.

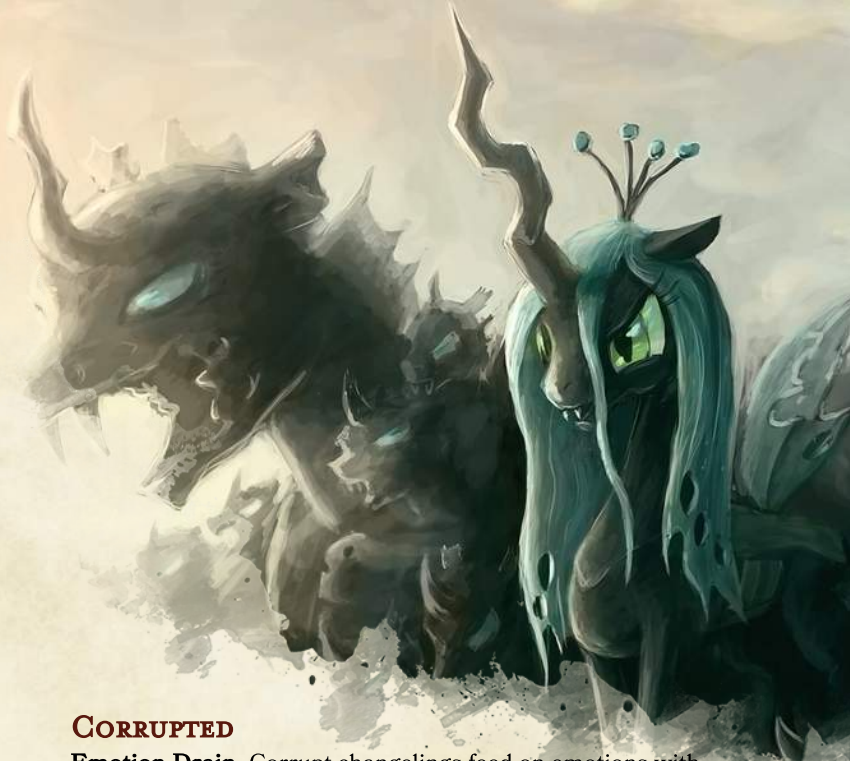
Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. Drones speak Common, Undercommon and Ponish. As a serial infiltrator, you do not have a language of your own, but most hives use Undercommon when speaking between fellow changelings.

Shapechanger. A changeling can use their action to *polymorph* into a small or medium humanoid you have seen. Your statistics other than size and speed are the same for each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die. After using this action, you must complete a short or long rest before you can use it again. You can revert to your true form at any time.

Fingerless. Changelings must use their mouth for most manipulation. Your mouth is considered one hand for most purposes. Somatic spells, simple ranged weapons, and simple melee polearms may use hooves instead. For ranged weapons with the loading property you may use them when prone, or the weapon is braced upon something. Changelings can gain fingers through their Shapechanger feature.

Subraces. Most changelings have long been Corrupted by the evil of their Queens, but some ancient changelings were purified. Choose one of the two.



CORRUPTED

Emotion Drain. Corrupt changelings feed on emotions with the spell *emotion drain*, which you know. A use of this spell on a creature with an Intelligence score greater than 5, other than another changeling, is enough to feed you for one day. You use Charisma as the casting ability for this spell. Once you cast the spell you must finish a short or long rest to cast it again without using a spell slot. Changelings can eat normal food, usually to blend in, but gain no nutrition from such meals.

Armored Carapace. While in their natural form, corrupt changelings have natural armor that lets them calculate their AC as 13 + their Dexterity modifier.

PURIFIED

Ability Score Improvement. Choose one ability score to increase by 1.

HIDDEN HUNTERS

Ponies: *Impulsive, emotional, and overly friendly. Silly little creatures. Good primary source to feed on.*

Goats: *Followers of a different path than us, but one just as respectable. They should probably be avoided due to their keen eyes and minds. Do not feed on.*

Griffons: *Big dumb bags of meat and feathers that could probably be fooled by writing "not a changeling" on your forehead. Feed if no ponies are available, or if you want to try exotic fare.*

Breezies: *They're little ones, right? I don't know if you can feed on those. Go ahead and try, I guess.*

Diamond Dogs: *Diligent and dedicated and I've got no problems with them, but greed doesn't taste as good as love. Feed if the only viable option.*



DRAGON WYRMLING

Dragons hardly need introduction. A powerful, ancient, and magical race; dragons are feared by ponykind for good reason. Their reputation as brutish and cunning monsters is well earned, but they have their own reasons for wanting to adventure.

Ability Score Adjustment. Your Strength Increases by 2. Your Intelligence decreases by 1.

Age. Dragons are effectively immortal, but after about 200 years they will become too consumed by greed and evil to adventure.

Alignment. Most dragons are inherently Evil, though raising a dragon from the egg will keep its nature dormant, unless it begins to acquire wealth, at which point it will revert to its true nature. There are rumors of Good natured dragons with scales that shine with metallic sheen, but most ponies think those are just legends.

Size. As a young dragon your size is Medium. You can grow larger only after your adventuring career has long ended with you cooped up in some forgotten lair.

Speed. You have a base walking speed of 25 feet.

Type. You are not an Equinoid, but a Dragon, for purposes of creature type.

Flight. You have wings that give you a flying speed of 25 feet. Your flight is nonmagical, and you can fly in any armor you're proficient in and that is tailored for your wings. You must be in a space wide enough to accommodate your wingspan to fly. Your wingspan is equal to twice your height.

Cannot Hover. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Dragon	Damage Type	Breath Weapon	Adult Alignment
Red	Fire	15ft cone	Chaotic Evil
Blue	Lightning	30ft Line	Lawful Evil
Green	Poison	15ft Cone	Lawful Evil
Black	Acid	30ft Line	Chaotic Evil
White	Cold	15ft Cone	Neutral Evil
Silver	Cold	30ft Line	Lawful Good
Gold	Fire	30ft Line	Lawful Good

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Languages. You know Draconic and Common.

DIAMOND DOGS

Diamond dogs dwell deep underground, where they delve for gems. They are cruel and lazy, and prefer to enslave weaker creatures to do their digging.

Ability Scores. Your Constitution is increased by 2 and Strength by 1. Your Intelligence is reduced by 2.

Age. Diamond dogs are adults by 8, and live to about 60.

Alignment. Diamond dogs are almost universally chaotic. Their culture rewards ruthlessness, so evil members are often at the forefront.

Size. Diamond dogs have a lot of variance in size, standing anywhere from 4 to 6 feet tall, though they prefer to hunch over. Your size is Medium.

Speed. Your speed is 30 feet, but you also have a burrowing speed of 15 feet.

Powerful Build.

You count as one size larger when determining your carrying capacity and the weight you can push, pull, or lift.

Darkvision. Diamond dogs are used to harsh mining in their darkened tunnels. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Underbite. Diamond dogs have massive jaws and sharp teeth. You are proficient with a **Bite**, a natural melee weapon that does **1d8** piercing damage. If a you reduce an enemy to zero hit points with this attack, you can use a bonus action to move half of your speed and make a **Bite** attack.

Diamond Delvers. Diamond dogs are in their element underground searching for gems. While underground you can add your proficiency bonus to any Wisdom ability check. You can also instantly identify any natural gemstones.

Obligate Carnivore. Diamond dogs need to eat meat to survive. If you go without meat for a day you cannot benefit from a long rest.

Languages. You speak, read and write Canine and Undercommon.

NOBLE SAVAGES

Ponies: *The ponies treat life as if it was a game. But they are not as defenseless as they might appear.*

Goats: *The goats are hard to get a read on. They may not want to accept what they have created, but Minotaurs are not fair-weather friends.*

Griffons: *You come to a foe worthy of a Minotaur's attention. Griffons could use a lesson in humility, a lesson Minotaurs are glad to teach.*

Diamond Dogs: *The deep Dogs are vermin. Minotaur is beneath considering them and what little they have to call a culture.*

Changelings: *Minotaur had heard more than he has seen of the hidden ones. It is a good thing that they seem so lacking as real adversaries, as a stronger hidden foe might actually be concerning.*

GREED AND GEMS

Ponies: *PONY is always ask FRIENDSHIP this and FRIENDSHIP that. It enough to drive Dog nuts. PONY weak for count on others. Dey make easy works, quick to give up when DOG scare.*

Goats: *Old eyes and older knowings. DOG not want know. No shiny there, only pain. BLOOD and pain. Never make works.*

Griffons: *CATBIRD are stronk. Do not like the DARK and the stone, DOG best get them DEEP. Never above. Good for in charge of pony, DOG think for fear of eats.*

Breezies: *Too TINY for works, too weak for stone. USELESS for DOG.*

Changelings: *DIRTY SNEAKS. Steal gems and then hide too deep. If DOG got his paws on SNEAK, it would PAY.*

MINOTAURS

Minotaurs are bullheaded bipeds that trace their ancestry to constructs made to serve the ancient goat empires. The minotaurs claim they won their freedom in bloody conflict, while the goats disavow any responsibility. Still, the two races are close, and most minotaurs outside of their ancestral lands are usually in service of a traveling goat.

Ability Scores. Your Strength is increased by 2. Your Wisdom is decreased by 1.

Age. Minotaurs enter adulthood at around the age of 17 and can live up to 150 years.

Alignment. Minotaurs believe in a strict code of honor, and thus tend toward law. They are loyal to the death and make implacable enemies, even as their brutal culture and disdain for weakness push them toward evil.

Size. Minotaurs typically stand well over 6 feet tall and weigh an average of 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Horns. You are proficient with your horns, which are a natural melee weapon that deals **2d4** piercing damage. Your horns grant you advantage on checks when shoving a creature, but not to avoid being shoved yourself.

Goring Rush. When you use the Dash action during your turn, you can make a melee attack with your horns as a bonus action.

Hammering Horns. When you use the Attack action during your turn to make a melee attack, you can attempt to shove a creature with your horns as a bonus action. You cannot use this shove attempt to knock a creature prone.

Powerful Build.

You count as one size larger when determining your carrying capacity and the weight you can push, pull, or lift.

Labyrinthine Recall. You can perfectly recall any path you have traveled.

Languages. You can speak, read, and write Common, and understand Abyssal but not speak it.

SIZE CHART

EQUESTRIAN RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Pony, Pegasus	2'6"	+2d6	70lb.	x(1d6)lb.
Pony, Earth	2'7"	+2d8	90lb.	x(2d4)lb.
Pony, Unicorn	2'5"	+2d8	75lb.	x(1d6)lb.
Pony, Bat	2'8"	+2d6	68lb.	x(1d6)lb.
Pony, Crystal	2'7"	+2d8	100lb.	x(2d4)lb.
Pony, Zebra	2'10"	+2d8	85lb.	x(2d4)lb.
Pony, Sea	2'	+2d4	50lb.	x(1d4)lb.
Breezie	5"	+1d2	1lb.	x0.5lb.
Avian, Griffon	3'1	+2d8	110lb.	x(2d6)lb.
Avian, Hippogriff	3'2	+4d4	90lb.	x(1d6)lb.
Goat	2'6"	+2d8	90lb.	x(2d4)lb.
Elk, Snow	2'7"	+2d8	90lb.	x(2d4)lb.
Elk, Wild	2'9"	+2d8	100lb.	x(2d4)lb.

RANGES

Race	Height	Weight
Pony, Pegasus	2'8"/3'6"	72/142lb.
Pony, Earth	2'9"/3'11"	94/218lb.
Pony, Unicorn	2'7"/3'9"	77/171lb.
Pony, Bat	2'10"/3'8"	72/142lb.
Pony, Crystal	2'9"/3'11"	104/228lb.
Pony, Zebra	3'/4'2"	89/213lb.
Pony, Sea	2'2"/2'8"	52/82lb.
Avian, Griffon	3'3"/4'5"	114/302lb.
Avian, Hippogriff	3'6"/4'6"	94/186lb.
Breezie	6"/7"	1/1.5lb.
Goat	2'8"/3'10"	94/218lb.
Elk, Snow	2'9"/3'11"	94/218lb.
Elk, Wild	2'11"/4'1"	104/228lb.



PART 3

Character Options

FEATS

COMBAT MEDIC

Prerequisite: Proficiency in the Medicine skill

You have experience as a medic for those in constant danger. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You can double your proficiency bonus to your Wisdom (Medicine) checks.
- You can tell the approximate remaining Hit points (to the closest 10%) of a creature when you make a Wisdom (Medicine) check by visually examining them as a bonus action.
- When making a Wisdom (Medicine) check to stabilize an unconscious creature as an action, you may take disadvantage on the skill check to also heal the creature 1d4 hit points and end their unconscious condition.

COMBAT FLIGHT TRAINING

Prerequisite: A flying speed

You have trained to overcome the limits of Flight to make better use of it while fighting.

- Your Dexterity or Strength score increases by one, to a maximum of 20.
- You can now fly while wearing any type of armor you're proficient with, and at half speed with armor you're not proficient with.
- When you trigger an opportunity attack by moving out of range of an enemy you may use your reaction to cause disadvantage on the attack roll. You may do this a number of times equal to your Dexterity modifier (minimum of once) until you take a short or long rest.

EARTH PONY GRIT

Prerequisite: Pony (Earth or Crystal)

You exemplify the natural hardiness of earth ponies.

- You take no ill effects from 1 level of exhaustion, though it accumulates as normal.
- Choose one damage type from slashing, bludgeoning, or piercing, you now resist damage from that type.
- You can gain reroll a saving throw after you roll but before the results are called. Once you do this you must finish a long rest before you can do it again.

BAT PONY CHARISMA

Prerequisite: Pony (bat)

Bat ponies are known for their wily demeanor, and you do nothing to dispel the stereotype.

- You can add your proficiency bonus to Charisma (Persuasion and Deception) checks when dealing with someone attracted to your gender. This stacks if you're already proficient.
- When bartering with someone of the attracted to your gender, you can never be bartered below the item's nominal value.
- You learn the *friends* cantrip, and can cast *charm person* without a spell slot or components. After casting *charm person* with this you must finish a long rest before casting it again. Use Charisma as the casting ability for these spells.





STRONG JAW

Prerequisite: Fingerless racial trait

You have trained extensively with the earth pony knight weapons normally too large for a fingerless creature like you to wield. Gain the following benefits:

- You may use the versatile property of a melee weapon without disadvantage.
- You may wield two-handed weapons without disadvantage.
- Any attempt to disarm you is made at disadvantage.

TELEKINETIC MASTERY

Prerequisite: Ability to cast horn hand, mage hand, levitate or telekinesis

You've studied with the master unicorn mages and have enhanced your deftness with telekinesis, including your ability with the unicorn's *horn hand* cantrip. Gain the following benefits:

- The max weight limit of *horn hand* increases to 30 lbs.
- You can split the aura from *horn hand* to manipulate 2 objects at once, up to the max weight limit.
- As long as you are proficient in a weapon or set of tools, when used with *horn hand* you may use your spellcasting ability in place of your Strength or Dexterity. This does not apply to skill checks.
- The range of *mage hand* is increased to 60 feet.
- The spell *levitate* can move creatures up to 30 in altitude per turn.
- While using the spell *telekinesis*, you're considered proficient in the ability checks it calls for.

WEATHER MAGIC

Prerequisite: Cloudwalker or Lesser Cloudwalker Racial trait

You have trained and studied with the pegasi masters to learn how to harness the magic of the sky. You gain the following benefits:

You learn the spell *create water* and can cast it at will, without expending a spell slot. You also learn *gust of wind* and *call lightning*, each of which you can cast once without expending a spell slot. You regain the ability these two spells in this way when you finish a long rest. Use Charisma as the spellcasting ability for these spells.

UNICORN SORCERY

Prerequisite: Pony (Unicorn), level 5

As a unicorn, you have more access to spells and other scholarly magic than any other pony. You learn one non-concentration 1st level spell that has a casting time of one action from the Wizard spell list that you can now cast at will. In addition, you learn one third level or lower spell from the Wizard spell list that you can now cast without a spell slot, but you must finish a long rest to cast again. Use either Intelligence or Charisma as the spellcasting ability for these spells.

CLASS ARCHETYPES

DIVINE DOMAIN: MOON

Equestrian clerics of the Moon are devoted to the alicorn Luna, and sometimes to her evil persona, Nightmare Moon. They use the magic granted by their unshaken faith in her to reveal the unseen, aid the downtrodden, and sometimes to attempt to make their glorious night last forever.

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>healing word, sleep</i>
3rd	<i>moonbeam, invisibility</i>
5th	<i>gaseous form, call lightning</i>
7th	<i>control water, greater invisibility</i>
9th	<i>scrying, dream</i>

GUIDING VISION

At 1st level, you learn the *guidance* cantrip. This doesn't count against your number of cantrips known. In addition you gain darkvision out to 60 feet. If you already had darkvision, add 30 feet to its range.

MOONKISSED SIGHT

Starting when you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself and give it darkvision out to 60 feet. If it already had darkvision, increase its range by 30 feet. This blessing lasts one hour or until you use the feature again.

CHANNEL DIVINITY: MOONLIGHT AURA

Starting at 2nd level, you can use your Channel Divinity as an action to call down a beam of moonlight that provides dim light for 20 feet around you. In addition, allies in the beam gain your spellcasting modifier in temporary hit points at the start of their turns. When enemies in the beam take damage, they also take your spellcasting ability modifier in radiant damage. You may decide who is an ally and who is an enemy. This lasts until you use an action to dismiss it, you lose concentration (as if concentrating on a spell) or for 1 minute, whichever comes sooner. If the moon is out, the temporary hit points your allies gain is doubled.

CHANNEL DIVINITY: WHISPERED LULLABY

Starting at 6th level, you can use your Channel Divinity as an action to put one creature you can touch to sleep with whispered lullabies. If the target has a CR lower than your cleric level, they fall asleep instantly. Higher, and they make a Wisdom saving throw to avoid all effects. They wake up in 1 minute, if they take damage, or if a creature uses an action to wake them, whichever comes first.

NIGHT CASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip. At night, this also applies to any cleric spell.

ETERNAL NIGHT

At 17th level, you can track and control the movement of the moon. You can spend 10 minutes to perform a ritual to turn day into night. After you use this feature, you must wait 7 days before using it again.



SORCEROUS ORIGIN: ALICORN BLOODLINE

Sorcerers of the Alicorn Bloodline often are distant relatives of the divine rulers, called to magic by their very soul. They can be haughty if they are aware of their heritage, but most often they never know until wings sprout from their backs. Alicorn Bloodline sorcerers tend to be ponies, especially unicorns from Canterlot, though there have been rumors of other races bearing these traits. They've never been confirmed of course.

CELESTIAL CHOSEN

At 1st level, you gain the *thaumaturgy* cantrip. Also, when choosing sorcerer spells by leveling up, you may also choose from the cleric spell list.

ARMOR TRAINING

Casting spells with divine power is easier than doing arcane magic in armor. At first level you gain proficiency in light and medium armor.

DIVINE METAMAGIC

At 6th level, you can use a bonus action after casting a spell with a metamagic to empower any creature within 60 feet of you that you can see with that same metamagic for their next spell. If and only if they use their next action to cast a spell, it gains that metamagic, assuming the spell meets all requirements as usual for the metamagic, and you pay the Sorcery Point cost for it. While empowered by this ability, you and the target gain spectral wings and/or a spectral unicorn horn, unless you have either of those physical features already. If so, those physical features glow dimly.

ALICORN HORN AND WINGS

At 14th level, you gain the ability to sprout a pair of feathered wings from your back, gaining a magical flying speed equal to your current walking speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them. In addition, you gain a horn on your forehead that acts as an arcane focus. You can manifest the horn in the same way you manifest the wings. If you already have a horn or wings, you only gain the one you don't have.

DIVINE FAVOR

At 18th level, you gain the ability reach out to the threads of divine fate and respin them. As a reaction, you can roll 1d12, and choose to add or subtract this total to any attack roll, ability check, saving throw or damage roll you or a creature you can see makes, before or after you learn the result of the roll. Once you use this feature you must finish a short or long rest to use it again.





SACRED OATH: HOLY FLAME

Called the Holy Flames of Celestia, these paladins traditionally worship the Solar Alicorn as a goddess, and seek to bring her glory through their holy might. Celestia's most trusted guardsponies are usually Holy Flames.

TENETS OF THE FLAME

Unity. Trust in your companions and yourself, The Holy Flame is brightest when brandished by many.

Patience. A Holy Flame burns eternal, wait until your action will have the most impact.

Kindle. Protect the innocent and weak. Keep the Holy Flame of hope alive in their hearts.

Rebirth. Enemies should be converted rather than destroyed, as the Holy Flame cleanses all evil, to be reborn as the Phoenix.

OATH SPELLS

Paladin Level	Spells
3rd	<i>burning hands, searing smite</i>
5th	<i>flame blade, zone of truth</i>
9th	<i>fireball, crusader's mantle</i>
13th	<i>fire shield, banishment</i>
17th	<i>banishing smite, flame strike</i>

CHANNEL DIVINITY

You gain the following two Channel Divinity options.

Aura of Radiance. As an action, you can imbue armor you're wearing with Holy Radiance. You gain immunity to radiant damage, and resistance to fire damage. In addition, your armor emits bright light for 30 feet that counts as sunlight, and dim light that is mundane for another 30 feet. This effect lasts for 1 minute, until you fall unconscious, or if you dismiss it as an action.

Turn the Fallen. As an action, you can make each aberration or monstrosity that can see or hear you within 30 feet of you make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF FRIENDSHIP

At 7th level, when friendly creatures within 10 feet of you take fire, bludgeoning, slashing or piercing damage while you are conscious, reduce the damage taken by your Charisma modifier to a minimum of 1. At 18th level, the range of this aura increases to 30 feet, and it reduces radiant, thunder, cold and lightning damage as well. Friendly creatures can only benefit from one Aura of Friendship at a time.

TRANSCENDENTAL FIRE

At 15th level, when you deal fire or radiant damage with a spell, you can add your Charisma modifier to the damage total. In addition, for spells that deal fire damage, you can choose to deal radiant instead.

SOL INVICTUS

At 20th level, as long as you are in direct sunlight and conscious, you regenerate hit points equal to twice your Charisma modifier at the beginning of your turns. You can forgo the regeneration to gain advantage on an attack roll or ability check.



OTHERWORLDLY PATRON: CHANGELING QUEEN

Changeling queens are beings of great power, and they will often share this magic within and without their hive to best serve their nefarious interests. Non-changeling warlocks with this patron often sought knowledge of the changeling's mastery of transmutation magic, and were coerced into pacts for their forbidden quest.

PATRON SPELL LIST EXPANSION

Spell Level	Patron Spells
1st	<i>emotion drain, sleep</i>
2nd	<i>calm emotions, enlarge/reduce</i>
3rd	<i>sending, nondetection</i>
4th	<i>polymorph, greater invisibility</i>
5th	<i>dominate person, modify memory</i>

ALTER OTHER

At 1st level, your patron shares the secrets of changeling transmutation magic with you. You may use an action to change the form of one willing creature that you can touch. They change visually and tactilely as per the disguise feature of the spell *alter self*, but their abilities and personality do not change. This effect lasts 8 hours, until you use it again, or spend an action to end the transformation. Whichever comes first.

VISAGE OF TERROR

Beginning at 6th level, your patron gives you the ability to unnerve your enemies by transfiguring your face into a twisted and grotesque form. As a bonus action you can cast *cause fear* without using a spell slot, and your face takes on a frightening form that you choose for 1 minute or until your concentration ends. During this time you can cast *cause fear* as a bonus action on each of your turns, without expending a spell slot. Any creature that can see your face is at disadvantage on its saving throw for *cause fear* unless it averts its eyes, gaining disadvantage on attack rolls against you. Once you use this feature, you must finish a long rest before using it again.

MIND COCOON

At 10th level, your patron gifts you with the ability to mentally overpower enemies with enchantment magic. When hit by a melee attack, you may use your reaction to forcefully enter their mind. The attacking creature must make a Wisdom saving throw. On a failure, you take no damage from the attack and they are charmed until the end of their next turn. While charmed they act favorably toward you. On a success, you take half damage from the attack. Once you use this feature, you must finish a short or long rest before you can use it again.

ABSORB ESSENCE

Starting at 14th level, any time you reduce a creature of CR 2 or above to zero hit points with a spell, cantrip, or weapon attack, you gain a temporary spell slot. The slot lasts until you use it, fall unconscious, or you finish a short or long rest. You can only have one temporary spell slot at a time.

ELDRITCH INVOCATIONS

REGISTER OF REALITY REVISION

Prerequisite: Pact of the Tome

As long as you have your pact tome on your person, you cannot be compelled to tell the truth via magic, and your illusions and transmutations appear as real to divination magic and truesight.

TONGUE OF CHAOS

Prerequisite: Warlock level 6

Whenever you use a warlock spell slot, your DM can make you roll for a wild magic surge, as per the Wild Magic sorcerer.

RITUAL OF THE LUNATIC

Prerequisite: Warlock level 9

You gain one additional warlock spell slot, which is only usable at night, outside, when the moon is visible. The spell slot is otherwise identical to a standard warlock spell slot and is restored at short or long rests as normal.

LIGHT BRINGER

Prerequisite: Warlock level 6

You can cast *daylight* at will, but only on an object you're holding. The spell ends if you let go.

FRIENDS WITH BENEFITS

Prerequisite: friends cantrip

When the *friends* cantrip you cast ends, the target is no longer aware that they were charmed.

GHOSTLY ILLUSIONS

Prerequisite: minor illusion cantrip

The range of *minor illusion* increases to 120 feet. When you make illusions with *minor illusion* you can choose which creatures see or hear it.

WINDING WHISPERS

Prerequisite: message cantrip

When you cast *message* you can target as many creatures as are in range. They all hear the same message. The targets can respond only to you, not each other.

CHAINS THAT BOND

Prerequisite: Pact of the Chain

Self targeted spells also apply to your familiar as long as it's within 60 feet of you.



PART 4

Spells and Items

SPELLS

APPLES TO ORANGES

(bard, druid, sorcerer, warlock, wizard)

2nd level transmutation (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A small slice of fruit)

Duration: Instantaneous

You change a small or smaller object you can see within range to a similar type of natural object of equal or lesser value of your choice. Any object can be the target, but the object it becomes must be organic. You must hit with a ranged spell attack if the object is attended. Magical items are immune to this spell.

CLOUD WALKING

(cleric, sorcerer, wizard)

3rd Level transmutation (ritual)

Casting Time 10 minutes

Range 10 feet

Components S, V, M (finely ground moth wings)

Duration 24 Hours

For the duration, willing creatures within range gain the ability to treat clouds as solid ground, push them around, or even kick them apart.

ANIMATE ROPE

(bard, sorcerer, wizard)

Transmutation cantrip

Casting Time: 1 bonus action

Range: touch

Components: V, S, M (Rope made of organic material no more than 50ft long)

Duration: 1 minute

You imbue a rope with magic to trip or seize your enemies. You or someone else can make a ranged spell attack with the rope by throwing it. The throw has a normal range of half the length of the rope you use and maximum range equal to the length of the rope. If someone else attacks with the rope, they add your spellcasting ability modifier, not the attacker's, to the attack roll. On a hit, the target is restrained or knocked prone. The spell ends if you cast it again, the attack misses or the rope is cut.



EMOTION DRAIN

(cleric, druid, sorcerer, warlock)

1st level necromancy

Casting Time: 1 action

Range: 10 ft

Components: S, M (A piece of beetle chitin)

Duration: Concentration, up to 8 hours

You attempt to drain emotion from one creature you can see within range. This deals 2d6 psychic damage and reduces one mental ability score of your choice (Intelligence, Wisdom, or Charisma) by half that amount until the creature completes a long rest, and ends the charmed or frightened condition. On each of your subsequent turns that you choose to maintain concentration, the creature cannot become charmed or frightened, and takes an additional 2d6 at the start of your turn. They make a Constitution saving throw at the end of each turn to stop the effects. You can continue casting this at the same target until it makes the save, at which point it is immune to this spell's effects for 24 hours, or falls unconscious. If any of the target creature's ability scores fall to 0 from this effect, they fall unconscious.

When cast at a higher level You may choose one additional creature to affect per level of slot above first used.

HORN HAND

(bard, cleric, druid, sorcerer, warlock, wizard)

conjunction cantrip

Casting Time: 1 bonus action

Range: 10 feet

Components: M (An animal horn worth at least 1cp)

Duration: 1 minute

A spectral, floating aura appears at a point you choose within range. The aura lasts for the duration or until you dismiss it as a bonus action. The aura vanishes if it is ever more than 10 feet away from you or if you cast this spell again. You can use your bonus action to control the aura. You can use the aura to manipulate an object, attack with a weapon, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. The aura can only lift 15 lbs at any one time, and cannot make attacks with heavy weapons. The aura always moves with you, as to stay in range. If you use the aura to attack, or perform a skill check, it uses the normal ability to do so.

SHARE MEMORIES

(cleric, druid, paladin, ranger, warlock, wizard)

4th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a lock of your own hair)

Duration: Instantaneous

Choose an adjacent creature. You share roughly one hour of your own memories with the target in the course of a few seconds. The target receives any or all of these benefits (your choice):

- End the charmed, frightened, or stunned conditions.
- You swap proficiency in a tool, instrument, or language that you are proficient in with one the target is proficient in, which lasts until you or the target take a long rest.
- You can give the target an opportunity to analyze a particular scene, conversation, or other situation you witnessed as if they had been there to experience it themselves.

This experience is overwhelming to the target. It must make a Constitution saving throw or be paralyzed until the start of your next turn.

REINCARNATE

(druid)

5th level transmutation

This spell is the same as in the PHB, but needs a new table of races.

d100	Race	d100	Exotic Race
1-3	Changeling	1-4	Yak
4-12	Griffon	5-15	Goat
13-42	Earth Pony	16-25	Hippogriff
43-62	Unicorn	26-55	Crystal Pony
63-82	Pegasus	56-75	Seapony
83-97	Bat Pony	76-80	Diamond Dog
98-99	Zebra	81-99	Breezie
100	Exotic Race	100	Dragon Wyrmling



MUNDANE ITEMS

CURRENCY

In Equestria, the main denomination is the Royal gold and silver bits, worth 1 gp and 1 sp respectively. Cities and towns mint copper bits as well, worth 1 cp. Platinum bits worth 1 pp are used by banks and businesses but aren't always accepted in smaller villages or towns. These are often noted as cb/sb/gb/pb. Pony bits are widely used and accepted all across Equus.

Electrum coins were used by the Crystal Empire, but are now just seen as collectables and aren't worth much.

Griffons use the platinum drachma, gold shekel and silver agorot worth 4 pp, 4 gp, and 4 sp in Griffonlands, and half that in other nations. The central bank of Griffonstone also issues paper notes in denominations of 5, 10, 20, or 100 shekels, agorots, and drachmas. Ponies tend not to accept the newfangled paper money, though they will happily take griffon coinage. Money changers in Equestria charge 5% as their fee.

SHIELD RACK

This item lets a fingerless creature proficient with shields mount one to their body. As a reaction, a creature wearing the shield rack equipped with a shield may gain the benefits of the shield until the start of your next turn. You cannot wear this and a weapon rack at the same time, and using a heavy weapon or two-weapon fighting with a shield rack equipped will give you disadvantage on attack rolls. It costs 20 gp and weighs 6 lbs. Clerics, barbarians, fighters, paladins and rangers may begin with a shield rack in place of a simple or martial weapon.

WEAPON RACK

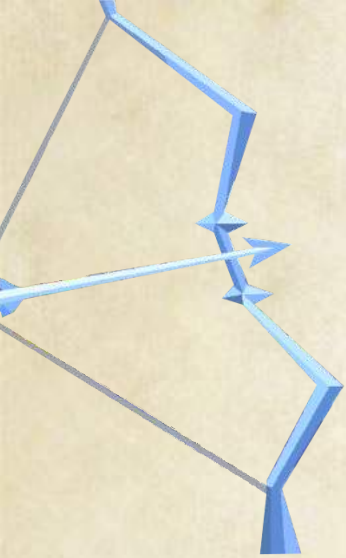
This item lets a fingerless creature mount a polearm type weapon (spear, pike, lance, halberd, glaive, ect.) to its body and use it despite its two-handed status. It cannot be worn at the same time as a shield rack, and the haft cannot be used to strike while such a weapon is mounted. It costs 40 gp and weighs 8 lbs. Weapon racks can also be built into medium and heavy armors and increase the value of the armor by 40 gp. A fighter or paladin may take this as starting equipment, or have their armor built with one, instead of taking one martial weapon.

STRAPPED WEAPONS

Name	Base Damage	Properties	Price
Hoof claw	1d4 slashing	simple, light, finesse, strapped	5 gp
Hoof blade	1d6 slashing	martial, light, finesse, strapped.	20 gp
Hoof bow	1d6 piercing	martial, ranged (30/120), light, loading, strapped	75 gp

Classes that are proficient with daggers are proficient with hoof claws. Classes proficient with shortswords are proficient with hoof blades. Classes proficient with hand crossbows are proficient with hoof crossbows and feats that affect the hand crossbow also affect the hoof crossbow.

Strapped Weapons are able to be mounted to a fingerless creature's hooves, letting them use these with their mouths empty or holding another object.



MAGIC ITEMS

Typical magical items can be found in Equestria, as befits its inhabitants. The *Boots of Elvenkind* might be known as *Boots of Bat Ponykind* for example. While griffons can wear standard rings, for fingerless creatures, magic rings will warp themselves to fit around their wrists like bangles. Boots just fit over the hind legs, and gauntlets or gloves become either socks, bracers or horseshoes for the front hooves, depending on what makes the most sense for a given item. For example, the *Gloves of Missile Snaring* would likely end up as socks, while the *Gauntlets of Ogre Power* might comprise of both bracers and horseshoes.

ALICORN AMULET

Wondrous item, very rare (requires attunement by a spellcaster who is not a warlock)

This amulet turns any spell slots the wearer has of 5th level or lower into the highest level slot the attuned creature has, up to 5th level.

Cursed The amulet is cursed and can only be removed by the wearer. Even the *remove curse* spell will not work. The wearer must succeed on a Charisma saving throw each day at DC 25 or they will not willingly take it off for 24 hours. They can still be persuaded or deceived into removing it. Every time they fail the saving throw, the attuned creature takes one orthogonal alignment step closer to lawful evil. For example, a neutral good character would become lawful good, then lawful neutral, ect. Their alignment can only be reset by a *greater restoration* spell or similar.

RING OF PEGASUSKIND

Wondrous item, uncommon (requires attunement)

Made for non-flying visitors to the Pegasus cloud domains, the wearer of this ring is under the effects of a permanent *cloud walking* spell. The wearer can also operate the ring to cast *fly* on itself, once per day. When *fly* is cast in this manner, it causes spectral wings to appear attached to the target. After casting *fly* with the ring, roll a d20. On a roll of 1, the ring disintegrates.

ICE BOW

Weapon (longbow), common, +1 versions are uncommon, +2 are rare, and +3 are very rare

This bow can be fired one-handed when set up by planting its base upon solid ground. Setting up the bow is a bonus action, and once placed, the bow cannot be moved without the use of an action. On a hit, the target must make a Strength saving throw (DC10 + the weapon's magic bonus, if any) or have their movement reduced by 10 feet for 1 minute. This can stack until the creature is reduced to 0 movement. This weapon deals cold damage.

ELEMENT OF HARMONY

Wondrous item, artifact (requires attunement)

These stones require attunement by a person chosen by the item itself. They are somewhat sentient and choose their bearers carefully.

- **Loyalty:** Chooses a person who embodies the struggles of those loyal to ideals and others.
- **Honesty:** Chooses a person who embodies the struggles of those who strive to shine the light of truth upon a dark world.
- **Generosity:** Chooses a person who embodies the struggles of those who give all of themselves to better the lives of others.
- **Kindness:** Chooses a person who embodies the struggles of those who show compassion even when shown none themselves.
- **Laughter:** Chooses a person who embodies the struggles of those who bring joy to people who need it most.
- **Magic:** Only reveals itself once the other 5 are claimed. It chooses a pony who truly embodies the magic of Harmony.

When the bearers of the elements are united in friendship, they can all together use their actions to fuel a beam of concentrated Harmony that does 20d12 radiant damage to any non-good aligned creature. The bearer of the Element of Magic acts as the source of the line and its range is 120 feet. If any of the bearers are charmed, unconscious, or have doubts about the use of the elements, or the status of the bearers in friendship is in doubt, then the beam has no effect.

SCARAB STONE

Wonderous Item, rare

These unremarkable-looking carved stone scarabs hold specialized divination magic that allows audiovisual communication at a distance. Scarab Stones come in sets of 3d4, with all "drone" stones being capable of connecting only to the slightly larger "queen" stone, and not each other. Once per day, the bearer of either variety of stone can initiate audiovisual contact of duration sufficient for a single conversation, with the effects of the stone otherwise operating as per the sending spell. If the receiving stone is not in a creature's possession, no message is sent and the sender is aware that the message failed. If the queen stone is destroyed, all other stones in the set become useless. It is thought that these stones are of changeling design, thus the unorthodox method of connection.

POTION OF THE PAST

Potion, very rare

When imbibed this white viscous potion lets you see into the past to answer a current inquiry, stated before drinking. You are not given context or a balanced perception of the events you will see. Events may only be vaguely related to what you asked. The visions will last about 10 minutes, during which your body is paralyzed. A typical vial holds enough potion for 3 such visions.

ORB OF OBSIDIAN

Simple ranged weapon, very rare

You can use a ranged weapon attack to throw the orb at a creature up to 30 feet away. The orb shatters on impact with a creature and is destroyed. Attacks made with this weapon ignore AC gained from spells. If the creature's body is made of flesh, it is restrained as its flesh begins to harden. A target restrained by the orb must make a DC 17 Constitution saving throw at the end of each of its turns. If it successfully saves against this effect three times, the effect ends. If it fails saves three times, it is turned to obsidian and subjected to the petrified condition.

STAFF OF SACANAS

Staff, legendary

In addition to acting as an arcane focus, this staff can be operated to drain a creature of its magic. A creature within 30 feet of you must succeed a Dexterity saving throw, or they lose all spell slots they currently have. You regain spell slots up to the amount drained. You cannot regain 6th level or higher slots this way, but the staff still drains them. After draining any 6th or higher level slots, the staff gives you a bonus to your spell casting DC and spell attack bonus of +2, until dawn on the next day.

PEARL OF TRANSFORMATION

Wonderous Item, artifact

By operating this item, you can change the race of any willing creature you can see. This is permanent unless undone by this item, or a *wish* spell.



NETITUS

Armor (shield), rare

This shield has a magical +1 bonus to your AC when used. You can add the total AC bonus of the shield to your Dexterity saving throws. While worn, if you succeed on a Dexterity Saving Throw for half damage against Fire damage, you take none instead.

MEADOWBROOK'S MASK

Wonderous item, rare (requires attunement by a cleric, druid, paladin, ranger or bard)

This mask has 10 charges. While wearing it, you can use an action to expend one or more charges to cast one of the following spells from it using your spellcasting ability modifier and spell save DC: *cure wounds* (1 charge per spell level, up to 4th), *lesser restoration* (2 charges), or *mass cure wounds* (5 charges).

The mask regains 1d8 + 2 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the mask disappears in a flash of light, lost forever.

STRONGHOOF'S STEADFAST SHOVEL

Wonderous item, rare

This Shovel has 5 charges. You can use an action to operate the shovel, expending 1 or more charges to increase your Strength by as many charges as you used for 1 hour. During this time you can add your proficiency bonus to Strength (Athletics) skill checks, stacking if you're already proficient. This effect cannot increase your Strength above 25.

The shovel regains 1d4 + 1 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the shovel disappears in a flash of light, lost forever.

MISTMANE'S FLOWERPOT

Wonderous item, rare (requires attunement by a spellcaster)

This magic item only functions while a healthy and well cared for flower grows within it. While attuned to the pot, any spells not from the illusion or transmutation schools you cast may have their visuals changed with illusion magic. You can add the effects of *minor illusion* to any spell you cast, *silent image* to any spell above 1st level, or *major image* to any spell above 3rd. These illusion effects only last as long as the original spell or the illusion, which ever is shorter.

SOMNAMBULA'S BLINDFOLD

Wonderous item, rare

While wearing this blindfold, you gain blindsight out to 30 feet. In addition, you become proficient in Charisma, Wisdom, and Intelligence saving throws.

SPELLBOOK OF STARSWIRL

Wonderous Item, very rare (requires attunement by a spellcaster)

This spell book acts as a +2 arcane focus, and contains the spells *banishment*, *dimension door*, *planar binding*, *contact other plane*, *etherealness*, *plane shift*, *teleport*, *demiplane* and *gate*. These spells can be cast by anyone attuned to the book with their own slots, or by using the book's own magic. If you do not use a slot, roll a d20. If you roll the level of the spell or lower, the book disappears in a flash of light, lost forever.



FRIENDSHIP Is MAGIC

Equestria is the setting of the popular *My Little Pony: Friendship is Magic* cartoon; a land of adventure, magic and above all, friendship.

Planeshift: Equestria is a valuable resource for players and Dungeon Masters alike. This document not only describes the races and nations of Equestria but also offers a plethora of new player options, spells, magical and mundane items for to inspire your adventuring party.

Cover Art: [Ziom05](#)

For use with the fifth edition *Players Handbook*,
Monster Manual, and *Dungeon Master's Guide*



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