

# PONY RACES AND SUPPLEMENTS FOR D&D 5E

## PONIES



onies are an intelligent equine race of creatures originally from the world of Equus. They are fragile and naive, but they are bound by destiny to greatness and have a connection to the natural magic of the world unmatched by any other race. They see the good in the world and want to bring it out as much as possible.

### NATURAL MAGIC

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

### HARMONY AS CULTURE

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

### DESTINY BOUND

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

# PONY TRAITS

Ponies should be considered humanoid for all mechanical purposes.

**Ability Score Improvement:** Ponies are non-threatening and strong in conviction and character. Their 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:** Ponies are Medium size four legged creatures, standing above 3 feet tall at the shoulder.

**Speed:** Being four legged has some advantages; the base speed of a pony 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. Ponies may choose any one skill to become proficient in and gain expertise in, OR they may pick a fighting style from the Fighter's list.

**Fingerless:** Ponies do not possess the dexterous digits most humanoids use for so many tasks, instead they use their mouth for most manipulation. Their mouth is considered one hand for most intents and purposes. Therefore a pony will be at disadvantage to use two-handed weapons or the versatile property of such weapons and they are simply unable to use two weapons at once or a weapon and shield at the same time. They also cannot make object interactions normally involving hands if their mouths are full. Somatic spells may use hooves instead and simple ranged weapons do not count as two handed for the application of this trait.

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

**Vision:** Ponies have normal vision and senses.

**Herbivores:** Ponies mostly eat plants. Some have come to enjoy meat as a delicacy, but in general this is frowned upon and it never agrees with their stomach. If a pony eats a meal with meat as a main component, it must make a Constitution check, DC 15 or gain the poisoned status for 1d6 hours.

**Variant Rule:** In place of the normal Destiny Bond trait, Ponies can take a free feat.

This feat should be something that represents the pony's main calling in life. The Tool Feats from *Unearthed Arcana* are particularly attractive feats for Ponies.





# SUBRACES

There are three common pony subraces. Earth Ponies, Pegasi and Unicorns. There are also less common subraces that are practically non-existent outside of small areas of Equus or were born of ponies in other realms. These include Crystal ponies, Bat Ponies, Moth Ponies, and possibly Changelings. Finally there are Alicorns, with the strengths of all the common subraces 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 truly 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 were the founders of most pony cities on Equus. They are a merry folk, but are firm believers in hard work.

**Ability Score Improvement:** Earth ponies are physically strong and hardy. Increase their Strength and Constitution by 1.

**Adaptable:** Earth ponies are adaptable to most situations, and have widely varied upbringings. Choose one martial Weapon, and one tool set to gain proficiency in. Pick any one skill to be trained in.

**Steady:** Earth Ponies have advantage on Strength saving throws to avoid being knocked prone and Dexterity (Acrobatics) checks to be grappled.

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

## UNICORN PONIES

Unicorns are the most obviously magical of the common types of pony, and are generally studious and reserved. 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.

**Ability Score Improvement:** Unicorns are mentally gifted. Their Intelligence and Wisdom are increased by 1.

**Education:** Unicorns may learn an extra language, tool proficiency, or a simple weapon proficiency of their choice.

**Explicit Magic:** Unicorns gain the Horn Hand cantrip. Also, take any cantrip from the Wizard class list. At 3rd level learn a 1st level wizard spell. You can cast it once per short rest or with any spell slots you have. Use INT for the spell casting ability of these spells.

**Horn Based Casting:** A unicorn's horn is an Arcane and Divine focus and can be used as such by the unicorn.

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

## PEGASUS PONIES

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

**Ability Score Improvement:** Pegasi are quick in the air and on hoof. Increase Dexterity by 1.

**Weathersense:** Pegasi are attuned to the weather and have advantage on any Intelligence check relating to the weather.

**Flight:** Pegasi can fly and hover with their undersized wings. Their innate magic allows them a flying speed of 30 feet, plus 5 feet times their Dexterity modifier feet, but not if they are wearing heavy armor. 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.

**Cloudwalkers:** Pegasi treat clouds as if they were solid objects. They can sit or stand on them or push them around the sky. They can also coax rain out of any cloud, as in the spell *Create Water*.

**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.

**Variant Rule:** For Unicorns and Earth Ponies, rather than their normal ASI, let them distribute two points between the subrace's favored stats.

For Earth ponies this would be STR and CON, and for Unicorns these are WIS and INT.





# UNCOMMON SUBRACES

## BAT PONIES

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

**Ability Score Improvement:** Bat ponies are exotic and sensual. Increase Charisma by 1.

**Keen Senses:** Bat Ponies have keen hearing and darkvision out to 60 feet. They gain advantage on any perception check that relies on hearing.

**Flight:** Bat Ponies can fly, but are not as adept at it as Pegasi. Bat Ponies have a magical flying speed of 30 feet but only in light or no armor. 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.

**Languages:** Bat ponies also know Undercommon

**Lesser Cloudwalking:** Bat Ponies can 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 only recently re-emerged. They are Earth Pony relatives and thus share much with their more common sister subrace, but they differ greatly in appearance. Their coats and manes shine like gemstones and are almost as hard, but under that hard shell are a broken race. Long kept in slavery, they still bear a mental scar from that ordeal.

**Ability Score Improvement:** Crystal Ponies are hardy folk. Increase Wisdom and Constitution by 1.

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

**Hard But Brittle:** Crystal Ponies have natural armor that gives them damage reduction to slashing and piercing damage from non-magical sources. When you take damage from any of those sources reduce it by 2 to a minimum of 0. In addition when you are wearing armor increase your AC by 1. However, they are vulnerable to Psychic damage.

**Broken Psyches:** After spending nearly a millennia under the control of King Sombra, the Crystal Ponies are weary of Enchantment spells, and for good reason. When targeted by an enchantment spell the Crystal Pony is at disadvantage for the saving throw or attack roll of the spell.

## ZEBRAS

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

**Ability Score Improvement:** Zebras are world weary and suspicious. Increase Wisdom by 2.

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

**Language:** Zebras also speak Zebrican.

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

**Roleplaying Suggestion:** Zebras should speak in rhyme if they are not speaking Zebrican.

## SEAPONIES

Seaponies are small ponies that have adapted to an amphibious lifestyle. Despite their name, they are most commonly found in rivers and lakes, though some tribes do live in the seas.

**Size:** Seaponies are Small Creatures, only about 2 feet tall at the shoulder.

**Speed:** They have a base speed of 30 feet.

**Ability Score Improvement:** Increase Dexterity by 2.

**Swift Swimmers:** While in deep enough water to swim, the speed of a seapony becomes 60 feet. They get advantage on any athletics or acrobatics check involving swimming. They can also breath underwater by innate magic. They don't possess gills, but water that they breathe becomes air in their lungs, and is expelled again as water.

**Omnivores:** Unlike most ponies, Seaponies are adapted to eating and hunting fish. Due to this they gain advantage on any perception checks made while looking for anything underwater and do not suffer the typical herbivore penalty for eating fish. This also means that, to one of the common ponies, the typical Seapony has something of an alien outlook on life. Gain a bite attack that does 1d4 Piercing damage and grapples the target on a successful hit.



# OTHER RACES OF EQUUS



These might not show up in every world or adventure, but these are races that Ponykind shares Equus with.

## CHANGELINGS

Changelings are a race of (debatedly pony related) insectoid shapechangers who feed on emotions. They live in hives and are lead by a Queen is far more powerful and intelligent than a typical drone, almost reaching the level of Pony alicorns. Changeling Queens are obsessed with gaining and securing power for themselves and are rightly considered evil by the ponies but most drones have little care for anything beyond serving their hivesisters and Queen, with as little conflict as possible. This rarely stops the Changelings from facing heavy opposition when undisguised.

**Ability Score Improvement** Changelings are cunning and deceptive hunters. Increase Charisma by 1.

**Age:** Changeling Drones are adults in 2 months. They live up to 40 years, however few live past 20 because their Queens typically treat them as disposable, basic laborer drones tend to meet their fate by 10.

**Size:** Drones are about 3 feet tall, Medium.

**Speed:** 35 ft.

**Flight:** Changelings are poor flyers, and can fly at a speed of 20 ft naturally, but only in light or no armor. If their shapechanger feature is mimicking a flying race, then their flight speed becomes that race's flight speed instead.

**Vision:** Changelings have darkvision for 60 feet.

**Languages:** Drones speak Common, Undercommon and Equish. As serial infiltrators they do not have a language of their own, but most hives use undercommon when speaking between fellow Changelings.

**Shapechanger:** A Changeling can use it's action to polymorph into a small or medium humanoid it has seen or back into it's true form. It's statistics other than it's size, are the same for each form. Any equipment it is wearing or carrying isn't transformed. It reverts to it's true form if it dies.

**Horn Based Casting:** A changeling's horn is an arcane focus and can be used as such by the changeling for casting Illusions and Transmutations.

**Deceptive Character:** Gain training in Insight or Deception.

**Emotion Drain:** Changelings feed on emotions, and do so with the spell Emotion Drain. A use of this spell on a target is enough to feed the Changeling for a day, even if the target avoids the damaging effects. They can cast it once per long rest at level 1 and an additional time per total character level.

**Fingerless:** Changelings 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.

## GRIFFONS

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

**Ability Score Improvement** Griffons are muscular and honed to perfection. Add 1 to your Strength and Dexterity Scores.

**Age:** Griffons reach adulthood at around 12 years and live to around 90.

**Size:** They are about 4 feet at the shoulder. Medium.

**Speed:** 30 ft land. 35 ft if moving on all fours, but talons must be free.

**Flight:** You have a flying speed of 40 feet. Griffons raptor half gives them huge wings and they fly without magical assistance, and in any armor. 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 armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings.

**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.

**Lesser Cloudwalker:** Griffons can treat clouds as solid ground.

**Vision:** Griffons have Darkvision out to 60 feet and get advantage on any perception checks that deal with sight.

**Languages:** Griffons 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.

**Obligate Carnivore** Griffons need to eat meat to survive, to the dismay of the herbivorous ponies. Though they do enjoy many vegetarian dishes, if a Griffon goes without meat for a day it cannot benefit from a long rest.

**Warrior Tradition** Griffons are proficient with Spears, Pikes, Glaives, Halberds, Lances, Light armor and Shields



Non-Pony Races

## BREEZIES

Another pony shaped race without a cutie mark, Ponies look far more favorably upon the Breezies than they do Changelings. Breezies are perhaps the most innately magical race on Equus and have a strong affinity for the winds, which they use to spread pollen across the land.

**Ability Score Improvement** +2 Charisma +2 Dexterity

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

**Size:** Breezies are Tiny Creatures no taller than 6 inches at the shoulder.

**Speed:** Breezies move at 10 feet on land.

**Flight:** Breezies magically fly at 25 feet.

**Vision** Breezies have darkvision out to 60 feet.

**Languages** Breezies speak Sylvan and Common

**Trance** You don't need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a pony does from 8 hours of sleep. A full long rest still takes 8 hours, but you may do other restful activity rather than sleeping during this time.

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

**Windcunning** Gain advantage on any Wisdom or Intelligence skill checks involving the winds.

**Flow of the Winds** When calculating your AC, add 1 point to your dexterity bonus.

**Magic of the Winds** Pick two cantrips that do not cause damage from the druid spell list. You can cast these at will. At third level pick two first level spells that cannot cause damage also from the druid list. You can cast these once per long rest. Use CHA as the spell casting ability for these spells.

**Fingerless** Breezies 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.

**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 status for 1d6 hours.

## RELEVANT TINY CREATURE RULES

- Weapons not made specially for Tiny creatures give Disadvantage. (You can assume your starting gear was made for you.)
- Squeeze into smaller spaces – as small as 15 inches.
- 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.
- You can also gain half cover from objects that would otherwise be considered incidental, such as rocks or tree saplings
- Occupy the same space as another Tiny or larger creature.
- The Carry and lifting weight for a tiny race is half that of a medium creature with the same Strength.

## ELK

A race of intelligent Deer relatives, this race as a strong connection to the forests of Equus. They have commonly warred with the Griffons over use of resources, conflicts that the Ponies have often tried to mediate. Recently they have become a hidden people, gathering in small isolated villages.

**Ability Score Improvement:** Increase Wisdom and Dexterity by 2 points each.

**Age:** Elk reach adulthood rapidly, at about 5 years, but live as long as ponies to about 80.

**Size:** Elk are lithe and slender, less than 3 feet tall at the shoulder, but still medium sized

**Speed:** Elk are swift and move at 40 feet

**Vision:** Elk have normal vision

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

**Forest Protectors:** Elk are at home in any forest, and cannot get lost in one except by magical means. They also get advantage on any Wisdom (Perception) check or initiative roll within a forest.

**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.

**Herbivores:** If an Elk eats a meal with meat as a main component, it must make a Constitution check, DC 15 or gain the poisoned status for 1d6 hours.





# APPENDIX A: SPELLS

## HORN HAND

(Bard, Sorcerer, Warlock, Wizard)

*Conjuration 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. In short anything humanoid hands can do. Any skill checks that would use DEX instead use your spell casting ability. You can move the aura up to 30 feet each time you use it and can split it into two smaller auras as to perform several tasks at once. The auras can't activate magic items, or carry more than 50 pounds in total and you can only perform one split per round. You can use an Attack Action with the non split aura only, and use your spell casting ability for the attack and damage bonus.

## EMOTION DRAIN

(Warlock, Sorcerer)

*1st level Necromancy spell*

**Casting Time:** 1 action

**Range:** 10 ft

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

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

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

- **Love:** 1d4 psychic damage 1d4 necrotic damage, caster gains same amount of HP
- **Anger:** 1d6 psychic damage. Does the same damage to CHA, which is regained upon a long rest.
- **Happiness:** 1d8 Psychic damage, caster gains same amount of HP
- **Sadness:** 1d6 psychic damage. Does the same damage to WIS, regained upon long rest
- **Hope:** 2d4 psychic damage. CON save only halves damage
- **Despair:** 1d6 necrotic damage. Does same damage to INT, regained upon long rest

**When cast at a higher level,** you can feed on one emotion extra per extra level this spell is cast as.

## APPLES TO ORANGES

(Wizard, Sorcerer, Bard)

*1st level Transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

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

**Duration:** 1 minute

You can change any one mundane object into another similar object, up to 1 meter cubed in size. Weapons can be transformed but must retain the same damage die and features. Armor for a small or smaller creature can be changed from within the same weight category. If cast upon a creature then it must make a DC10 Dexterity saving throw or it's head becomes shaped as the object. It suffers disadvantage on Charisma skill checks for the duration.

## ALTER RACE

(Wizard, Sorcerer, Druid)

*3rd level Transmutation*

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:** S, M (Skin from the race you wish to become)

**Duration:** 1 hour

# APPENDIX B: FEATS

## STRONG JAW

*Prerequisite: Fingerless racial trait*

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

- Increase your Strength score by one, to a maximum of 20.
- You may use the Versatile property of melee weapons without disadvantage.
- You may wield two-handed melee weapons without disadvantage.

## WORKHORSE

Life before your adventures was full of harsh physical labor, but you reveled in the sweat and kept on pushing. Gain the following benefits.

- Increase your Strength or Dexterity score by one, to a maximum of 20.
- Gain proficiency in the Athletics skill.
- Your carrying capacity, lifting and pushing weights are all increased by 50 lbs.
- When you take the Dash action, you may move 50 feet rather than your speed.
- Gain advantage on any Intelligence checks about agriculture.

## 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.
- Gain Expertise in the Medicine Skill
- You can tell the approximate health of a creature just by looking closely at them.
- When making a medicine check to stabilize an unconscious creature, you may take disadvantage on the skill check to also heal the creature 1d4 hitpoints and stand them up.

## DEFT DANCER

You have mastered the art of dance and have learned to use your graceful movements to your advantage. You gain the following benefits:

- Your Charisma score increases by one, to a maximum of 20.
- When you make a Charisma (Performance) check by dancing, you may add your proficiency bonus to the roll. This stacks if you are already proficient in Performance.
- When you trigger an Attack of Opportunity by moving out of range of an enemy you may use your reaction to give cause disadvantage on the attack roll. You may do this a number of times equal to your Dexterity modifier (Minimum of one) until you take a short or long rest.

## WEATHER CONTROL

*Prerequisite: Cloudwalker or Lesser Cloudwalker Racial trait*

You have trained and studied with the Pegasi masters to become a weather pony. You gain the following benefits. You can coax rain from any cloud as a pegasus can, and also can use your action to cast the spells listed when your total levels are equal to the double the level of the spell plus one. These spells are always cast at their lowest level. The cloud is used as all components of the spell and any spell of level 1 or higher destroys the cloud. You will need 1 cubic meter of cloud for each level of spell. Use Charisma as the Spell casting ability for these spells cast in this manner.

Level	Spells
0th	Thunderclap, Shocking Grasp
1st	Thunderwave, Witchbolt
2nd	Gust of Wind, Snowball Storm
3rd	Lightning Bolt, Sleet Storm



# APPENDIX C: SUBCLASSES

## OTHERWORLDLY PATRON: CHANGELING QUEEN

### PATRON SPELL LIST EXPANSION

Level	Patron Spells
1st	<i>Emotion Drain, Sleep</i>
2nd	<i>Calm emotions, Phantasmal Force</i>
3rd	<i>Blink, Insect Plague</i>
4th	<i>Compulsion, Greater Invisibility</i>
5th	<i>Dominate person, Seeming</i>

### ALTER OTHERS

At 1st level you may use an action to change the form of any creatures you can see within 10 feet. Unwilling creatures make a Wisdom saving throw to avoid the effect. They change visually and tactilely as per the disguise feature of the spell *Alter Self*, but their abilities and personality do not change. This lasts up to 8 hours, or you may spend an action to undo the transformation.

### VOICE OF A LOVED ONE

At 6th level when hit by a melee attack you may use your reaction to force the attacker to make Wisdom saving throw. On a failure you take no the damage from the attack and they are charmed on their next turn. On a success you take half damage from the attack. You may use this feature once per short or long rest.

### GOO CACOOON

Starting at 10th level, you can trap a creature in a conjured cocoon. As an action, choose a creature that you can see within 60 feet of you. It must make a Dexterity saving throw against your warlock spell save DC. On a successful save it's movement is reduced to zero. On a failed save, it is restrained within a green gooey cocoon conjured by you. The creature is incapacitated until the cocoon is broken. The Cocoon has an AC of 12 and 80 HP. You must finish a short or long rest before you can use this feature again.

## SORCEROUS ORIGIN: ALICORN ANCESTRY

### CELESTIAL CHOSEN

At first level you gain the Thaumaturgy Cantrip. Also Choose one cleric domain. When choosing Sorcerer Spells by leveling up, you may also choose from the domain spells of your selected domain.

### ALICORN METAMAGIC

At 6th level you may gain a bonus metamagic. This stacks with any metamagics that you might have already taken.

### ALICORN HORN AND WINGS

At 14th level, you gain the ability to sprout a pair of feathered wings from your back gaining a 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 use. You can manifest the horn in the same way you manifest the wings.

### DIVINE PROTECTION

At 18th level you gain the ability to use your reaction to throw up a magical shield to protect you from magical harm. You may use a reaction to change any spell saving throw to Charisma. If the spell that targets you is attack roll based, then you gain your Charisma Modifier in AC instead.



# APPENDIX D: MAGIC ITEMS AND DEITIES

## MAGIC ITEMS

### ALICORN AMULET

Wonderous Item (*Rare*) (*Cursed*) Requires Attunement by a character with spellcasting ability

This amulet turns any level 5 or lower spell slots of the wearer into their highest level slots, up to level 5. It is cursed and can only be removed by the wearer. 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 move them one orthogonal alignment step closer to Lawful Evil. Their alignment resets if they take off the amulet.

### ICE BOW

Magical 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 uses 30 feet of movement, 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, or have their movement reduced by 10 feet. The damage type of this weapon is Cold.

## ELEMENT OF HARMONY

Wonderous Item (*Artefact*)

These stones require attunement by a person chosen by the item itself. They are somewhat sentient and choose their barers 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 barers 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 barer of the element of Magic acts as the source of the line and its range is 120 feet. If any of the barers has doubts as to the validity of their relationship to the other barers then the beam has no effect.

