

Ponyfinder: World of Equestria Race Guide.

My version of a much-needed
Pathfinder expansion.



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Pegasus Ponies^(9rp)



Overview: Children of the sky, Pegasi are gifted with the ability to fly. Pegasi relish in their air-found freedom, and a large portion of them have never even set foot on solid ground. Pegasi are very impulsive and in a constant state of flux, keeping nothing the same save for friends. Because of this, many see Pegasi as chasers of fancy and ponies prone to changing sides at a moment's notice. In charge of weather service, Pegasi are the only ponies able to control the weather, building complex factories and cities high in the clouds, out of the reach of all other races. Despite all this, Pegasi are loyal companions and kind-hearted creatures, traits that are good in any adventurer.

Physical Description: Pegasi are of the same approximate size as Earth Ponies, but of leaner build. All Pegasi have a pair of wings growing out of their backs, from which they get their name. The coat of Pegasus Ponies tend to be dark, brown and grey being the most common colors, blue and white being the next most conventional. The mane of a Pegasi can vary wildly, from a simple brown or black to a whole rainbow of colors on a

single Pegasi.

Society: Most Pegasi amongst the clouds in large cities built into the floating masses. Thanks to the Pegasi's ability to walk on fog and vapor, they are able to construct nearly anything on top of clouds. Living miles in the sky, all Pegasi learn to fly at an early age, and those that don't often find themselves taking residence in Earth Pony settlements. Pegasi tend to find work in the weather business as cloud chasers or rainmakers, while a select few have the flying talent to become stunt performers. Those that do are held upon in the highest esteem, as to become a flying mater is the highest honor a Pegasi can attain.

Relations: As open as the sky they fly in, Pegasi get along with nearly every creature they come across. While initially friendly, some Pegasi are very competitive and excitable; traits which all too often lead to conflict with whomever they are currently with. Others are soft-spoken, choosing to avoid conflict at all costs and simply get back to their individual pleasures. Pegasi do have a good relationship with the Griffons, something that is uncommon for other Pony races, due to their shared ruling of the sky.

Alignment and Religion: Pegasi are loyal to friends and family, but are also drifters and wanderers. This leads many Pegasi to be Chaotic Good, those who do the right thing despite the rules there may be. Pegasi favor gods whom encourage their wandering spirits, so many pray to The Sky Queen (For Good) or Nightmare Moon (For Evil).

Adventures: Never able to stay in one place, a Pegasus is always seeking

out new adventures. The speed and agility of a Pegsai coupled with their ability to fly makes them perfect for scouting and exploration. Many groups welcome these fiercely loyal compatriots, and are glad to have such a stalwart heart by their side. Most Pegasi tend to be Rouges or Rangers, using their wings to fly in and out of combat with frightening ease.

Names: Pegasi often fixate on names that involve the clouds, sky, wind, weather, or their own impulsive attitudes.

Male Names: Thunderlane, Rumble, Orion, Nimbus, Blitz.

Female Names: Flutter, Raindrops, Misty, Snowcloud, Silverspeed.



Pegasi Racial Traits.

+2 Dexterity, +2 Charisma, -2 Constitution: Pegasi are quick and

charming, but their light frame that's critical for flight is weak in combat.

(0rp)Medium: Pegasi are medium creatures and have no bonuses or penalties due to their size.

(1rp)Fast Speed: Pegasi have a base speed of 40ft and a flight speed of 50ft.

(2rp)Speed Strut: Pegasi are able to move at a ground speed of 50ft by use of wings, but only in a straight line. (Once per encounter)

(2rp)Gliding: Pegasi can use their wings to glide, negating damage from a fall of any height and allowing 20 feet of forward travel for every five feet of descent, gliding at a speed of 40 feet with average maneuverability.

(3rp)Flight: Pegasi are able to fully use their wings at level 1. At 1st level, Pegasi are clumsy (-8) they are poor at 4th level (-4) average at 7th (-0) good at 10th (+4) and perfect at 13th (+8). Additionally, Pegasi always treat Fly as a class skill.

(-1rp)Head In The Clouds: Pegasi are known for speed and agility, not spellcraft. Pegasi automatically have an arcane spell failure chance of 15%.

(2rp)Cloudwalk: Pegasi may treat clouds and fog as solid ground or as vapor.

(-2rp)Non-Dexterous: Pegasi only grasp (mouth) one item at a time. They can use two-handed weapons but suffer a -2 penalty to attack when doing so with with melee or unmodified ranged weapons. Pegasi also take a -5 to all checks needing fingers due to their hooves, unless using specialty tools.

(0rp)Languages: Pegasi begin play speaking Common. Pegasi with high *Int* can learn additional languages (Aside from secret languages such as Druidic)

(2rp)Cutie Mark: All Pegasi may have a [*Cutie Mark*](#).

Unicorn Ponies_(8rp)



Overview: The embodiments of all things magic, Unicorns are a race of intelligent and wise creatures. Unicorns value order and beauty, often finding solace in learning or organizing a team. They are creatures of solitude, often preferring a good book or work in their area of expertise rather than socialize. While most Unicorns use their magic well, and are helpful to the town they live in, a select few see themselves as the superior race, using their power in attempts to control other ponies.

Physical Description: A Unicorn's defining feature is the horn growing from the center of its head. The source of the Unicorn's magic, the horn glows a vibrant color of the Unicorn's mane or eyes when casting a spell. The coat of a Unicorn is often a cool color, such as purple, blue, or white,

their manes also following this theme.

Society: The society of the Unicorns is one of thought and patients. Most Unicorns are researchers or artists, choosing to use their inborn magic to grace the world with beauty and knowledge. Since they can use items with finesse no other pony race can achieve, Unicorns are the best at detailed work.

Relations: Unicorns are known for keeping to themselves, usually preferring to stay at home and study rather than go out make new friends. Unicorns have the closest link with Dragons, them being one of the only other naturally magical race in Equestria. Unicorns find Pegasi much too brash and reckless for their tastes, and Griffons to be even worse offenders. Unicorns respect Earth Ponies as they are strong without need for magic.

Alignment and Religion: As most Unicorns have a penchant for order and beauty, they almost always tend to be Lawful Good. The strict following of laws and traditions suits their personalities well, and they will often hold back their own powers if it means not disobeying the established order. As a type of pony, Unicorns follow the Church of Luna as their main religion, although some still pray to the gods of old, such as Orion or Hercules, represented by the ancient symbols written into the sky itself. The select few evil Unicorns pray to the gods of destruction, such as the evil Nightmare Moon.

Adventures: A Unicorn's everlasting search for knowledge is the only reason such a secluded and introspective creature would ever decide to explore the world. For Unicorns that live among Earth Ponies, that desire is inherited from their surroundings, and they need no other reason. Due to their inherent magical ability and weakness of body, Unicorn adventurers

are usually Wizards or Clerics, but many have also used their magic for more physical ends, and Unicorn Rangers are not unheard of

Names: Unicorns use celestial bodies, art, music, and everything beautiful as themes for names.

Male Names: Midnight, Stargazer, Spark, Shining Armor, Rhythm.

Female Names: Heartstrings, Dawn, Seafoam, Vinyl Scratch, Melody.



Unicorn Racial Traits.

+2 Intelligence, +2 Wisdom, -2 Strength: Unicorns have great strength of mind, but little strength of body.

(0rp)Medium: Unicorns are medium creatures and have no bonuses or penalties due to their size.

(1rp)Fast Speed: Unicorns have a base speed of 40ft.

(3rp)Unicorn Magic: Unicorns receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, Unicorns with an *Int* of 11 or higher also gain the following spell-like abilities: At will - Mage Hand. 3/day - Prestidigitation. The caster level for these effects is equal to the Unicorns level. The DC for these spells is 10 + the spell's level + it's *Int* modifier.

(2rp)Arcane Knowledge: Unicorns receive a +2 racial bonus on Spellcraft and Knowledge (Arcana) checks. Additionally, Unicorns always treat these skills as Class Skills.

(2rp)Gifted Linguist: Unicorns gain a +4 racial bonus on Linguistics checks, and they learn one additional language every time they put a rank in the Linguistics skill.

(-2rp)Non-Dexterous: Unicorns only grasp (mouth) one item at a time. They can use two-handed weapons but suffer a -2 penalty to attack when doing so with with melee or unmodified ranged weapons. Unicorns also take a -5 to all checks needing fingers due to their hooves, unless using specialty tools.

(0rp)Languages: Unicorns begin play speaking Common. Unicorns with high *Int* can learn additional languages (Aside from secret languages such as Druidic)

(2rp)Cutie Mark: All Pegasi may have a Cutie Mark.

Earth Ponies_(11rp)



Overview: Honest and fun loving in nature, the most common type of ponies in Equestria are Earth Ponies. Blessed with a natural affinity towards plants and animals, Earth Ponies make up for their lack of wings and magic with their extreme versatility. From world-class bakers to the most daring explorers of the Everfree Forest, Earth Ponies excel at whatever they put their hearts to. Earth Ponies are tough and dependable, quick to help, fun to be around, and smart as can be. Unable to fly or use magic, Earth Ponies have thrived in Equestria thanks to their ability to specialize in almost any field. With a natural predilection towards being kind and helpful, Earth Ponies often put the needs of others before their own. Never one to leave a friend in need, Earth Ponies are companions that can cut you out of a bind, but know when to cut loose and throw a party.

Physical Description: As varied as these ponies themselves, the physical characteristics of an Earth Pony are as varied and unique as they are. From the orange coated farm workers to the bearded athletes, Earth Ponies display the widest variation in coat colors and facial features. Yet, In

general, the coat of an Earth Pony has some connection to their special talents.

Society: Earth Pony society is the longest held government in all of Equestria. Many of the towns and cities throughout Equestria were settled by Earth Ponies, and their style of democracy with a mayor in charge of the region is most common. Earth Ponies generally fill rolls on the industrial and agricultural fields.

Relations: Earth Ponies are most accepting of all ponies in Equestria and are on good terms with all other races. As such, it is not uncommon to see a few Pegasi or Unicorns in an Earth Pony settlement. For Earth Ponies, Unicorns are thought of as Earth Ponies with a penchant for magic, and Pegasi are simply Earth Ponies with wings. Earth Ponies do have a very tumultuous relationship with the unknown though, regarding foreign or unusual creatures with fear and suspicion. Generally liked by all, Earth Ponies have no real enemies aside from those who directly threaten them.

Adventures: Earth Ponies are constantly exploring the outer reaches of Equestria. Most Earth Pony explorers do it for the love of discovery and the freedom it allows, while many others simply do it for fun. Earth Ponies have a strong connection to the ground beneath them, and often serve as leaders or guides on many expeditions. They are driven by an innate desire to help others, and are willing and able to take up any roll the party is in

need for.

Names: Earth pony culture is both deep and simple, being mainly agriculture, culinary, and even music. These themes are most obvious in Earth Pony names.

Male Names: Blues, Braeburn, Big Macintosh, Onyx, Caramel.

Female Names: Apple Fritter, Pinkie Pie, Octavia, Bon Bon, Fiddlesticks.



Earth Pony Racial Traits.

(4rp)**+2 To Physical Score (Str/Con/Dex), +2 To Mental Score**

(Int/Wis/Cha): Earth Ponies vary widely in nature.

(0rp)**Medium:** Earth Ponies are medium creatures and have no bonuses or penalties due to their size.

(1rp)**Fast Speed:** Earth Ponies have a base speed of 40ft

(-3)Down to Earth: Due to the difficulty of providing a somatic components for spells while a quadruped, Earth Ponies automatically have a spell failure chance of 15%. Additionally, if an Earth Pony is flying, she is [*Shaken*](#) for the duration of the flight, and 2 rounds afterwards.

(1rp)Sturdy: Earth Ponies receive a +4 racial bonus to resist bull rushes and being knocked prone.

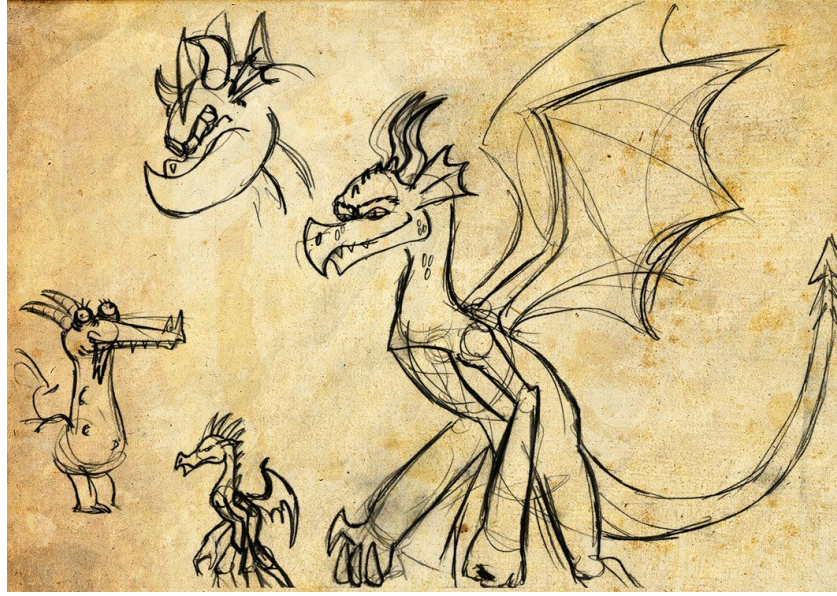
(8rp)Uncanny Mastery: Earth Ponies gain an extra feat at first and 10th level.

(-2rp)Non-Dexterous: Earth Ponies only grasp (mouth) one item at a time. They can use two-handed weapons but suffer a -2 penalty to attack when doing so with with melee or unmodified ranged weapons. Earth Ponies also take a -5 to all checks needing fingers due to their hooves, unless using specialty tools.

(0rp)Languages: Earth Ponies begin play speaking Common. Earth Ponies with high *Int* can learn additional languages (Aside from secret languages such as Druidic)

(2rp)Cutie Mark: All Earth Ponies may have a [*Cutie Mark*](#).

Dragons_(11rp)



Overview: Both rare and powerful, Dragons are a force to be reckoned with. Dragons live high in the mountains where they can be at peace from the annoying races below. Although they can live for hundreds of years, gathering ancient arcane knowledge, all Dragons are prone to greed. Most elder Dragons are hidden away within the mountains themselves, hoarding entire cities of treasure. But from the fire and ash of greed and disdain, some Dragons wish to set themselves apart. Some get curious of the little ponies below, breaking away from their kin in search of something more.

Physical Description: Most young Dragons stand as tall as a pony with scales that widely vary in color. Spines, spikes, or fins may dot the body of a Dragon, often contrasting to the color of their scales. When a Dragon reaches adolescents, they grow a pair of wings that allow them to fly, though not as dexterous as a Pegasi or Griffon.

Society: Dragon society consists of large nests built into huge mountains, housing 5 to 10 families each. Nest leaders are often powerful, experienced adults who protect the nest with frightening efficiency. Elder Dragon leaders

are almost unheard of, due to most of them breaking under greed. Even so, nests lead by Elder Dragons are as close to “settlements” as Dragon society can get.

Relations: Dragons are a mystery to pony kind, and are often thought of as aggressive hulking fire-breathing monsters who would destroy them on sight. Unfortunately, they are correct. Dragons see Pegasi, Earth Ponies, and Zebras as vermin. Unicorns, however, interest Dragons due to their intelligence and magical prowess. Griffons are not seen as equals, but Dragons see them as an honorable, strong race of warriors. Yet, In general, Dragons see themselves as the master race.

Alignment and Religion: Young Dragons who enter a civilized society find it difficult to adapt to social norms, having no concept of “Law”. Dragons usually do what they want, when they want regardless of what others think, making them Chaotic Neutral. Dragons are not known to be religious, but most Elder Dragons still pray to Hiperion, or Uranus. Some Good Dragons will adopt other gods, such as The Church of Celestia, or The Sky Queen. However, Dragons devoted to Evil will almost always follow Tartarus.

Adventures: Dragons who decide to adventure outside of the nest do so for greed, or simple curiosity. Fame is a rare goal for a Dragon, as it is an alien concept to them. Adventuring to help others is also quite rare since Dragons disdain almost all other races. Due to the Dragons resilient scales and dangerous breath weapon, they are usually Fighters or Barbarians.

Dragon Racial Traits.

+3 Constitution, -2 Charisma: Dragons are resilient, but unsightly.

(0rp)Medium: Dragons are medium creatures and have no bonuses or penalties due to their size.

(0rp)Normal Speed: Dragons have a base speed of 30ft and a flight speed of 40ft.

(3rp)Dragon Breath: Dragons can release a 20ft line of fire once per day that deals 1d6 points of damage /2 levels (max 10d6). All creatures within the affected area must make a Reflex saving throw to avoid taking damage. The save DC against this breath weapon is 10 + 1/2 the user's character level + the user's Constitution modifier. Those who succeed at the save take no damage from the attack.

(3rp)Thermic Scales: Dragons receive +1 natural armor to AC and have fire resistance 5.

(2rp)Gliding: Dragons can use their wings to glide, negating damage from a fall of any height and allowing 20 feet of forward travel for every five feet of descent, gliding at a speed of 40 feet with average maneuverability.

(3rp)Flight: Dragons are able to fully use their wings at level 1. At level 1, Dragons are clumsy (-8) at 5th they are poor (-4) average at level at 9th (-0) good at 13th (+4) and perfect at 17th (+8). Additionally, Dragons always treat Fly as a class skill.

(0rp)Language: Dragons begin play speaking Draconic and Common. Dragons with high *Int* can learn additional languages (Aside from secret languages such as Druidic)

Zebras_(11rp)

Overview: Hidden deep within the darkest forests across Equestria, Zebras roam. Living in tribes of 50 - 70, Zebras spend a fair amount of their time honing their bodies and mind. Zebras are masters of alchemy, and can brew up just about any potion they put their minds to, and always actively look for alchemical ingredients. Generations of living in the wilds have also taught them much about nature, and the dangerous creatures that lurk within the shadows. Zebras are naturally wise, and are never afraid to share their vast knowledge with outsiders. Zebras even had a place in founding Equestria, helping and trading with Earth Pony settlers. One of the most interesting aspects of Zebras, are their habits of rhyming. Whether it's for strengthening the mind, or they simply find it humorous, Zebras can't help but find something to rhyme.

Physical Descriptions: Zebras stand the same height as an average Unicorn, but are striped in various places. The base color of a Zebra is always white, with stripes that can be black, brown, grey, or even auburn. Zebras who have interbred with ponies can have more pronounced, vivid colorations. The mane of a Zebra always matches the coat, and is usually stylized according to tradition. Zebras often wear naturally colored cloaks that blend in with the environment. When not stalking through the woods, Zebras prefer to wear traditional gold bangles and jade amulets.

Society: Zebra society is simple and collected. They live to learn all there is about the mysteries of the world. Unlike Unicorns, they care little for arcane study, but do not disregard it. Zebras sometimes leave their tribes behind to study alone, or see the world. Such Zebras have a difficult time living with other races due to their unusual nature, so often decide to live outside of settlements instead. The life of a Zebra is full of hard work and deep thoughts, always trying to learn a new skill or create a new path.

Relations: Zebras love to meet others, and also relish in sharing their thoughts and knowledge. Zebras find Unicorns to be very keen, and have a certain respect for the horned ponies. Pegasi are humorous to Zebras, how they never stop to think and are always so brash. Dragons and Griffons are seen as bad omens, as they always bring conflict and destruction.

Alignment and Religion: Like Earth Ponies, Zebras are always ready to help others. Though, they can take their loyalty a little too far, sometimes having distrust for the simplest things. Most Zebras are Neutral Good, or sometimes just Neutral.

Adventures: Zebras want little more than to hold mass amounts of knowledge, this leads most Zebra adventurers to far off lands in search for the unknown. Whether it's alone or with trusted companions by their sides, they'll travel as far as their hooves can take them. Many Zebras become Rogues or Druids due to how stealthy and perceptive they are. Other Zebras with an affinity for magic may choose to be Clerics.



Zebra Racial Traits.

+2 Wisdom, +2 Dexterity, -2 Constitution: Zebras hone their body and mind to be sharp, but are still physically frail.

(0rp)Medium: Zebras are medium creatures and have no bonuses or penalties due to their size.

(1rp)Fast Speed: Zebras have a base speed of 40ft.

(2rp)Zebric Knowledge: Zebras gain a +2 racial bonus to *Craft (Alchemy)*, and *Knowledge (Nature)*. Additionally, they may treat these skills as class skills.

(2rp)Zebra Resistances: Zebras receive +2 racial bonus on saving throws against poison, fear, and magical sleep effects.

(4rp)Skilled: Zebras gain an additional skill rank at 1st level and one additional skill rank whenever they gain a level.

(-2rp)Non-Dexterous: Zebras only grasp (mouth) one item at a time. They can use two-handed weapons but suffer a -2 penalty to attack when doing so with with melee or unmodified ranged weapons. Zebras also take a -5 to all checks needing fingers due to their hooves, unless using specialty tools.

(0rp)Languages: Zebras begin play speaking Common. Zebras with high *Int* can learn additional languages (Aside from secret languages such as Druidic)

(2rp)Cutie Mark: All Zebras may have a [*Cutie Mark*](#).

Griffons_(9rp)



Overview: A cross between a lion and an eagle, Griffons are a product of arcane experimentation whom were bred for war. Some see them as brave warriors, reckless aviators, or simply bad news. But really, they are all of the above. Even so, Griffons live by honor and blood, never breaking a promise or contract, no matter the cost. Breaking such a promise could mean servitude, or death, depending on the offended party. Griffons have a large wingspan, allowing them great agility and speed during flight, maybe even more than Pegasi. Living in huge cities built into cliffsides, Griffons are well known for being ***BAD ASSES.***

Physical Description: With the the body of a lion, and the head, wings, and frontal talons of an eagle, Griffons are a menacing sight. A Griffon's coat is usually, black, white, tan, or brown. Their feathers usually contrast

with these colors, often being light yellow, auburn, dark brown, dark red, or white. Some Griffons prefer to dye parts of their feathers vivid colors, such as blue, red, purple, pink, yellow, grey or even black. Griffons stand as tall as an average Earth Pony, being slightly bigger than a Pegasus or Unicorn.

Society: Griffons live by a code of honor that they apply to almost every aspect of their life. Yet, some Griffons find this code of honor a hindrance that chains them to the Old Age. They believe the code is no longer necessary, and only stops Griffons from reaching their full potential. This split in belief has fueled a war among the Griffons, splitting Griffonia into two separate parts. North Griffonia, the cold mountainous region, and South Griffonia, where steep cliffs oversee rolling plains. Most Griffons from North Griffonia are white or grey in color, and care little for “Honor”

Relations: Aside from the war with themselves, Griffons are quite neutral with the other races, not really caring for one or the other. In years long passed, Griffons assisted the Unicorn kingdoms battle the Pegasi for territory and resources. However, most have forgotten about such tails, focusing on personal honor and discipline rather than history.

Alignment and Religion: Depending on which Griffon you meet, they might just be honorable and stoic (Southern Griffon / Lawful Good), or aggressive and brash (Northern Griffon / Neutral). Even so, any Griffon you befriend will be loyal till death. Griffons who are Good will most likely follow The Sky Queen, Neutral Griffons sometimes follow Mercury, and Evil Griffons always follow Nightmare Moon.

Adventures: Though they are honor-bound to their homeland, -Griffonia- Southern Griffins will sometimes leave to assist areas that need them most, questing to eliminate aggressors and restore order. Northern Griffons however, only wish to leave Griffonia, trading honor for freedom of choice. Northern Griffons often travel for fame and fortune, seeking out only the most daring quests. Griffons make fine Fighters and Paladins, but others

sometimes find themselves as Rangers.



Griffon Racial Traits.

+2 Strength, +2 Wisdom, -2 Intelligence: Griffons have a long history filled with wise words and even wiser actions, but are not known to be highly intelligent.

(0rp)Medium: Griffons are medium creatures and have no bonuses or

penalties due to their size.

(0rp)Normal Speed: Griffons have a base speed of 30ft and a flight speed of 60ft.

(1rp)Low-Light Vision: Griffons can see twice as far with normal vision in conditions of dim light.

(1rp)Wingspan: Griffons receive a +2 racial bonus to Fly checks.

(2rp)Gliding: Griffons can use their wings to glide, negating damage from a fall of any height and allowing 25 feet of forward travel for every five feet of descent, gliding at a speed of 50 feet with average maneuverability.

(3rp)Flight: Griffons are able to fully use their wings at level 1. At 1st level Griffons are clumsy (-8) they are poor at 3rd (-4) average at 6th (-0) good at 9th (+4) and perfect at 12th (+8). Additionally, Griffons always treat Fly as a class skill.

(1rp)Keen Senses: Griffons receive a +2 racial bonus to Perception checks.

(1rp)Minor Cloudwalk: A Griffons innate magic that allows them to walk on clouds for up to a minute (but only 2 rounds in combat) before falling through.

(0rp)Languages: Griffons begin play speaking Common. Griffons with high *Int* can learn additional languages (Aside from secret languages such as Druidic)

Lunar Ponies_(9rp)



Overview: One of the lesser known races to Pony kind, Lunar Ponies are dark, mischievous, and mysterious. Lunar Ponies often only come out during the nighttime, gathering food and resources for their subterranean homes before the dawn. Created by Luna in the Old Age, Lunar Ponies are a cross between bats and equines, making them highly perceptive, and very quiet. Lunar Ponies enjoy elaborate pranks, puns, and general immature humor. Though they were once a tool of war, and an enemy to Equestria, their past actions were forgotten long ago, and their legend has been lost to time.

Physical Description: A pair of small bat wings sprout from a Lunar Pony's back when they reach childhood, letting them glide short distances. Lunar Ponies are often dark in color, bearing shades of grey, purple, and

midnight blue. A Lunar Pony's mane also follows these themes, though sometimes lighter in color. The eyes of a Lunar Pony are often a very vivid color, such as red, yellow, pink, or emerald. Violet-eyed Lunar Ponies are very rare, and are least affected by the sun's blinding rays. The tips of a Lunar Pony's ears are accented by small tufts of fur, letting them easily gauge wind speed.

Society: Lunar Ponies live in massive underground cities they call "Nexea". Using sunclocks, they gauge the time of day, planning their next harvest of fruit, water, and wood. Though they look mincing, Lunar Ponies are strictly vegetarian, living off of subterranean mushrooms and whatever they can find on the surface. Food, weapons, and other resources act as currency in the Nexea, forcing everypony to trade and barter. Lunar Ponies will often mock each other and plan pranks that could play out for weeks, but always in good fun. Those who make a Lunar Pony crossed will face much more intense mischief.

Relations: Lunar Ponies almost never see the other races, though some get curious. Being strictly underground, Lunar Ponies only ever see other subterranean creatures, such as kobolds and oozes, which they try to avoid. Those few curious Lunar Ponies who do venture outside of the Nexea, often enjoy the company of Pegasi, who also share their love for pranks.

Alignment and Religion: Being lovers of mischief and playful chaos, Most Lunar Ponies are Chaotic Neutral. Though, sometimes they may not know when to stop their trickery. Lunar Ponies are quite religious, even though most have never been far outside of the Nexea. Most still believe in Luna, and try to follow the word of the Old Age. Good Lunar Ponies follow The

Church of Luna, and Evil Lunar Ponies follow Nightmare Moon.

Adventures: Whether it's by accident or curiosity, some Lunar Ponies may stray away from the Nexea, often being caught up in the excitement of adventure. The concept of "Money" is alien to Lunar Ponies, so they often accept fruit or equipment as payment for services (though they quickly learn that gold is just as useful). Lunar Ponies love to join groups of adventurers, enjoying the diversity and company of others. Lunar Ponies can have a broad range of specialties, being Rouges, Fighters, or Sorcerers. Some Lunar Ponies with a love for music may even be Bards.



Lunar Pony Racial Traits.

+2 Constitution, +2 Charisma, -2 Wisdom: Lunar Ponies are sturdy and exoticly beautiful, yet naive.

(0rp)Medium: Lunar Ponies are medium creatures and have no bonuses or penalties due to their size.

(1rp)Fast Speed: Lunar Ponies have a base speed of 40ft.

(2rp)Darkvision 60ft: Lunar Ponies can see in the dark up to 60 feet.

(-1rp)Light Sensitivity: Lunar Ponies are dazzled as long as they remain in an area of bright light.

(2rp)Glide: Lunar Ponies can use their wings to glide, negating damage from a fall of any height and allowing 20 feet of forward travel for every five feet of descent, gliding at a speed of 40 feet with average maneuverability.

(2rp)Lunar Magic: Lunar Ponies add **+1** to the DC of any saving throws against spells of the shadow subschool. Lunar Ponies with a **Cha** score of 13 or higher also gain the following spell-like abilities at level 4: 1/day - Darkness, Shadow Weapon. The caster level for these effects is equal to the Lunar Pony's level.

(-2rp)Non-Dexterous: Lunar Ponies only grasp (mouth) one item at a time. They can use two-handed weapons but suffer a **-2** penalty to attack when doing so with with melee or unmodified ranged weapons. Lunar Ponies also take a **-5** to all checks needing fingers due to their hooves, unless using specialty tools.

(3rp)Moon Shadow: Lunar Ponies receive a **+2** racial bonus on Stealth and Perception checks. (**+3** if the moon is present) In addition, they are always counted as class skills.

(2rp)Cutie Mark: All Lunar Ponies may have a Cutie Mark.

(0rp)Languages: Lunar Ponies start play speaking Common. Lunar Ponies with high **Int** can learn additional languages (Aside from secret languages such as Druidic)

Changelings_(10rp)



Overview: Often subject of fear and ridicule, Changelings are infamous for being creatures of pure evil. Those accusations are correct for the most part, but some hives of Changelings only wish to live in peace. Changelings feed on the energy produced by love, and can use this energy for changing their shape (as their name suggests). Changelings don't often form friendships, only seeing other beings as sources of food instead of potential comrades. Being insect-like, Changelings can communicate by rubbing their wings against their carapace, causing an audible low buzz.

Physical Description: Almost all Changelings are charcoal in color with a small horn tipping their head. A Changeling's eyes, wings, and carapace often share the same color, ranging for dark reds, greens, and even yellows. Though, color often varies between hives. Due to the unnatural innate magic flowing through them, the legs and wings of a Changeling

degrade over time, making them slower than the average quadruped, and making flight more difficult.

Society: Changeling hives are often built in caves or burrows, and are usually populated by 100 to 200 individuals at a time. Many hives in close proximity are considered a single community, and are usually protected by patrols. Rulers may be appointed to lead large clusters of hives, either for the greater good of the Changeling race, or more aggressive means such as war. Changeling society centers around cooperation and various chains of command, almost like an ant mound.

Relations: Changelings prefer to stay inside the hive as much as possible, save for patrols. Any Changelings that do leave the hive often enjoy the company of ponies (Especially Crystal Ponies), as they give off the most love energy. Other relations mostly include conflict. Even though Changelings almost never gain friends throughout their life, they are known to be extremely loyal. Even so, Changelings are not above feeding on whatever is nearby.

Alignment and Religion: Changelings are simple creatures with simple needs, and are often misunderstood (save for those tainted by evil). Changelings are mostly True Neutral, though others sometimes follow Chaotic Neutral, being more assertive with their feeding habits. Religion is rare inside the hives, as Changelings look mostly towards their rulers or

elders for guidance rather than higher powers. The very few who do worship gods often follow Puparium, the Changeling King of the Old Age.

Adventures: Changelings often break from the hive to live in other societies, feeding off of locals through false friendships. Others sometimes get bored of the easy life, and turn to adventuring instead. Naturally, Changelings are skilled liars, often needing the skills of deceit to fool ponies. Along with their innate transformation magic, they make great infiltrators and assassins.



Changeling Racial Traits

(-2) +2 Charisma, -2 Constitution: Changelings are natural manipulators, but their bodies are quite fragile.

(0rp)Medium: Changelings are medium creatures and have no bonuses or penalties due to their size.

(-2rp)Non-Dextrous: Changelings only grasp (mouth) one item at a time. They can use two-handed weapons but suffer a -2 penalty to attack when

doing so with with melee or unmodified ranged weapons. Changelings also take a **-5** to all checks needing fingers due to their hooves, unless using specialty tools.

(0rp)Average Speed: Changelings have a base speed of 30ft and a flight speed of 45ft.

(2rp)Gliding: Changelings can use their wings to glide, negating damage from a fall of any height and allowing 20 feet of forward travel for every five feet of descent, gliding at a speed of 40 feet with average maneuverability.

(2rp)Minor Flight: Changelings are able to fully use their wings at level 1. At 1st level, Changelings are clumsy (**-8**) they are poor at 6th level (**-4**) average at 7th (**-0**) and good at 11th (**+4**). Additionally, Changelings always treat Fly as a class skill.

(8rp)Changeling Magic: Once per day, a Changeling can assume the appearance of a Medium ponylike creature as the [alter self](#) spell for 4 hours (replacing humanoid with ponylike in the spell details), save that it does not adjust its ability scores.

(2rp)Consume Love: Every three hours, a changeling can cast [Consume Love](#) to increase the duration of it's transformation magic.

(0rp)Languages: Changelings start play speaking Common and Hive-common. Changelings with high **Int** can learn additional languages (Aside from secret languages such as Druidic)

Crystal Ponies_(8rp)



Overview: Glowing with love, respect, and tolerance (literally), Crystal Ponies are one of the most open and kind races in Equestria. Hailing from the Crystal Empire, the duty of these shining beings is to create love and spread beauty across the rest of Equestria. Even though these ponies are kind, they are far from weak. Crystal Ponies are known for being extremely resilient, shrugging off blunt hits without difficulty.

Physical Description: The mane of a Crystal Pony is unusually any single color, spread out in flowing hues ranging from light to dark. The coat of a Crystal Pony is smooth, yet solid, like a gemstone, and just as vivid in color. Crystal Ponies prefer to style their manes and tails with golden fabrics or threads, accenting their sparkling appearance.

Society: Crystal Pony society is full of rich culture and dashing style. All residents of the Crystal Empire are urged from a young age to spread love

and kindness wherever they go. This undying love fuels the Crystal Heart at the center of the Kingdom, reflecting beauty across all of Equestria. High ranking guards are appointed to protecting the Crystal Heart, using weapons and armor made from delicate metals found near the Kingdom. The Crystal Empire is usually ruled by a Princess, much like Equestria. A Princess ruling over the Empire must be pure of heart and show outstanding wisdom and empathy, as well as leadership.

Relations: Crystal Ponies are always happy to see other ponies, and take great joy in showing them tours of the Empire and showing off their beautiful attire. However, letting anything near the Crystal Heart is strictly forbidden, and can be punishable by death. Crystal Ponies have a very bad reputation with Dragons for obvious reasons.

Alignment & Religion: Crystal Ponies are shining beings of kindness and love, and are almost always aligned with any type of Good. Evil Crystal Ponies are extremely rare, but not unheard of. Good Crystal Ponies follow the Church of Celestia, while Evil Crystal Ponies follow Nightmare Moon.

Adventures: It's uncommon for a Crystal Pony to leave the Empire, as they prefer to live around what is familiar to them. Those who do decide to leave, usually do so to spread their message of love to other parts of Equestria. Other times, they leave to seek big dreams, such as fame. Crystal Ponies make good Fighters and Paladins, but Crystal Pony Sorcerers are not unheard of.

Crystal Pony Racial Traits

Charisma +2, Constitution +2, Dexterity -2: Crystal Ponies shine with beauty, and are very resilient, but are a little clumsy.

(0rp)Medium: Crystal Ponies are medium creatures and have no bonuses

or penalties due to their size.

(0rp)Average Speed: Crystal Ponies have a base speed of 30ft.

(-2rp)Non-Dexterous: Crystal Ponies only grasp (mouth) one item at a time. They can use two-handed weapons but suffer a **-2** penalty to attack when doing so with with melee or unmodified ranged weapons. Crystal Ponies also take a **-5** to all checks needing fingers due to their hooves, unless using specialty tools.

(2rp)Crystalline Form: Crystal Ponies have reflective, crystalline skin that grants them a **+2** racial bonus to AC against rays. Once per day, they can deflect a single ray attack targeted at them as if they were using the Deflect Arrows feat.

(4rp)Crystal Resistances: Crystal Ponies have energy resistance 10 to acid and electricity.

(2/-2rp)Stonehide: Crystal Ponies have DR/5 to bludgeoning damage, but take double damage from sonic attacks.

(2rp)Crystal Magic: Starting at level 1, Crystal Ponies gain the following spell-like abilities: 1/day - [Light](#), [Flare](#). The caster level for these spells is equal to the Crystal Pony's level.

(2rp)Gem Affinity: Crystal Ponies receive a **+3** on Appraise checks regarding gemstones.

(-2rp)Eye-Catching: Crystal Ponies receive **-2** to Sneak and Disguise checks.

(2rp)Cutie Mark: All Crystal Ponies may have a [Cutie Mark](#).

Credits:

Art-([Equestria-Prevails](#)).

Concept and some stats-([FightingFire](#)).

Changeling concept help-(cyfrostan)

Facebook fanpage is [Here](#). Please post any ideas or recommendations onto that page. Thank you. (I'm always open to new ideas)

New in V1.1: Reduced Non-Dextrus penalties. Removed Hot-Headed from Pegasi. Changed the Flight system back to the old style. Adding new race.

New in V1.2: Changeling fully updated. reduced RP cost of Glide on races with Flight. Changed the Equine language to Common.

New in V1.3: Earth Ponies nerfed a bit. Dragons now have DR/5 to fire damage. Starting another race.

New in V1.4: Added RP counters to each race. Changed the DR/Fire on Dragon to fire resistance 5, and altered Breath Weapon. Replaced Zebra's Highly Skilled to Skilled for rebalance.

New in V1.5: Added Crystal Ponies. Will likely be rebalancing them over time. Added bookmarks for convenience.

New in V1.6: Reconstructed Changelings. (1.6.5: Removed Arcane Mark from Unicorns, because it just didn't make sense)