

Ponies are a relatively new race in the world. According to their lore, they once lived on another plane entirely, and a portion of their population was banished to this one over 1,000 years ago. They are a generally friendly and agreeable society, who still worship their dual solar and lunar deities.

They bear superficial resemblance to more common equines, but with an almost caricature-ish appearance. They come in a wide variety of pastel colors, and each one gains a mystical mark on their hindquarters upon maturity related to their talents. Due to their stance they end up about the same height and weight as a dwarf.

Additionally, they come in 3 distinct breeds, each fully capable of reproducing with each other. Sliepnirs are hardier than their kin and typically have a strong connection with natural powers. Pegasi, like the more familiar beast, are winged versions. Unable to fly without extensive training, they nonetheless are capable of gliding and many seek magics that allow them true mastery of the air. Unicorns are likewise named for their resemblance to the more common mystical creature by the horn on their head. It is too weak to use as a weapon, but it does serve as a focus for their innate magical abilities.

All Ponies share the following racial traits:

Fey: Ponies are creatures of the Fey type. They are not subject to effects that target humanoids.

Medium: Ponies are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Ponies have a base speed of 30 feet.

Low-light Vision: Ponies can see twice as far as a race with normal vision in conditions of dim light.

Quadruped: Ponies walk around on all fours. They are capable of modifying weapons and other objects to suit their form, but they must buy barding appropriate to a creature of their size if they wish to use armor. Magic items reshape themselves into a useable form as normal. While ponies are fully capable of manipulating objects with their hooves, mouths, tails, and other appendages, they still are not as dexterous as hands. Ponies take twice as long to perform any task that would normally require the use of a tool or two free hands.

Stability: Because they walk on all fours, ponies receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.

Languages: Ponies begin play speaking Common and Sylvan. Ponies with high Intelligence scores can choose from the following languages: Auran, Draconic, Dwarven, Elven, Giant, Halfling, and Undercommon

In addition, a pony gains additional abilities based on their breed:

Sliepnirs:

- **+2 Str, +2 Wis:** Sliepnirs are stronger than the other breeds and generally more level-headed.
- **Bond to the Land:** Sliepnirs choose a terrain from the list of ranger's favored terrain at character creation, and this choice cannot be changed. While in this terrain, they gain a +2 dodge bonus to AC.
- **Long Runner:** Sliepnirs receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.
- **Stampede:** Sliepnirs gain a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the sliepnir and its opponent are standing on the ground.

Pegasi:

- **+2 Dex, +2 Cha:** Pegasi are nimble and quite often showy or otherwise beautiful.
- **Gliding Wings:** Pegasi take no damage from falling (as if subject to a constant nonmagical [feather fall](#) spell). While in midair, members of this race can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. A member of a race with gliding wings cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide. A Pegasus may always put ranks into the [fly](#) skill.
- **Jumper:** Pegasi are always considered to have a running start when making [Acrobatics](#) checks to jump.

Unicorns:

- **+2 Con, +2 Int:** Unicorns are academic and surprisingly resilient.
- **Lightbringer:** Unicorns are immune to light-based blindness and dazzle effects, and are treated as one level higher when determining the effects of any light-based spells or effects they cast (including spell-like and supernatural abilities). If a unicorn has an Intelligence of 10 or higher, it may use [light](#) at will as a spell-like ability, but only on their horn.
- **Magical Manipulation:** Unicorns can use their innate magic to move objects around. This functions like an [unseen servant](#) with a caster level equal to the user's character level. The duration can be divided into 10-minute increments.
- **Arcane Familiarity:** Unicorns gain a +2 racial bonus on concentration checks made to cast arcane spells defensively. In addition, unicorns with an Intelligence score of 11 or higher gain the following spell-like abilities: 1/day—[comprehend languages](#), [detect magic](#), [detect poison](#), [read magic](#). The caster level for these effects is equal to the user's character level.

Alternate Racial Abilities:

- **Eternal Hope:** Ponies with this ability gain a +2 racial bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, members of this race may reroll and use the second result. This replaces Long Runner, Jumper, or Arcane Familiarity as appropriate.
- **Lucky:** Ponies with this ability gain a +1 racial bonus on all saving throws. This replaces Long Runner, Jumper, or Arcane Familiarity as appropriate.
- **Skilled:** Sliepnirs with this ability gain an additional skill rank at 1st level and one additional skill rank whenever they gain a level. This ability replaces Bond to the Land and Long Runner.
- **Bonus Feat:** Sliepnirs with this ability select one extra feat at 1st level. This replaces Bond to the Land and Long Runner.
- **Fertile Soil:** Sliepnir sorcerers with the verdant bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Sliepnir clerics with the Plant domain use their domain powers and spells at +1 caster level. This trait does not give members of this race early access to level-based powers; it only affects powers that they could already use without this trait. This replaces Long Runner.
- **Freaky Knowledge:** Pegasi with this ability receive [Skill Focus](#) as a bonus feat at 1st level. This replaces Jumper.
- **Night Guard:** Pegasi with this ability have bat-like wings instead of bird-like. They also have darkvision 120ft., but are dazzled as long as they remain in areas of bright light. This replaces Jumper.
- **Weather Savvy:** Pegasi with this ability are so in tune with the air and sky they can sense the slightest change in atmospheric conditions. They can spend a full-round action to predict the weather in an area for the next 24 hours. This prediction is always accurate, but cannot account for spells or supernatural effects that might alter the forecast. This replaces Jumper.
- **Guardian:** Unicorns with this ability add +1 to the caster level of any abjuration spells they cast. Members of this race also gain the following spell-like abilities: constant—[nondetection](#); 1/day—[faerie fire](#), [obscure object](#), [sanctuary](#). The caster level for these effects is equal to the user's character level. This replaces Arcane Familiarity.
- **Magical Linguist:** Unicorns with this ability gain a +1 bonus to the DC of spells they cast that have the language-dependent descriptor or that create glyphs, symbols, or other magical writings. They also gain a +2 racial bonus on saving throws against such spells. Unicorns with an Intelligence score of 11 or higher also gain the following spell-like abilities: 1/day—[arcane mark](#), [comprehend languages](#), [message](#), [read magic](#). The caster level for these spell-like abilities is equal to the user's character level. This replaces Arcane Familiarity.
- **Twilight Mage:** Unicorns with this ability add +1 to the DC of any saving throws against spells of the shadow subschool that they cast. Unicorns with an Intelligence score of 11 or higher also gain the following spell-like abilities: 1/day—[ghost sound](#), [pass without trace](#), [ventriloquism](#). The caster level for these spell-like abilities is equal to the user's character level. This replaces Arcane Familiarity.
- **Sileni:** (This is an optional rule if running quadrupedal characters is not to your liking) Sileni resemble bipedal ponies. They have arms ending in hands, and legs ending in hooves, much like satyrs. Sileni do not have the quadruped or stability racial traits.

Racial Archetype

Skyseeker (Monk)

Some pegasi put themselves through rigorous training regimens to reach ever-higher mastery of their wings

Skills: A skyseeker adds Fly to her list of class skills.

Flight Training (Ex): At 3rd level, and every 3 levels thereafter, the skyseeker gains True Flight (see below) as a bonus feat, even if she does not meet the prerequisites. This ability replaces Fast Movement.

Wonderbolt (Ex): At 4th level, the skyseeker adds half her level to all acrobatics and fly skill checks. This ability replaces all instances of slow fall.

Racial Deities

Ponies may choose from the following two deities in addition to any they normally could choose to worship.

SOLARIA (NG)

Alicorn goddess of the sun.

Domains Glory, Good, Protection, and Sun

Holy Symbol 8-pointed sun

Favored Weapon Halberd

Solaria is NG with lawful tendencies. The sun is regular, measurable, and dependable.

SELENA (NG)

Alicorn goddess of the moon.

Domains Darkness, Good, Knowledge, and Magic

Holy Symbol Waxing crescent moon over a dark background

Favored Weapon Starknife

Selena is NG with chaotic tendencies. The moon is ever-changing and mysterious.

Pony Feats:

TRUE FLIGHT:

you have learned how to use your wings properly

Prerequisites: Dex 13, Pegasus, gliding wings racial trait, fly 5 ranks

Benefit: You gain a fly speed of 30 feet (clumsy maneuverability).

Special: You may take this feat multiple times. Each time you do, your fly speed improves by 10 feet and your maneuverability increases by one step (max good).

Pony Magic Items

Ponies have access to the following magic items.

SADDLEBAGS OF HOLDING

Aura moderate conjuration; **CL** 9th; **Price** 2,000 gp; **Weight** 5 lbs.

DESCRIPTION

These saddlebags look ordinary, if well made and well used. Each of the two portions act like a bag of holding and can actually hold as much as 6 cubic feet or 60 pounds of material. No matter what is placed within, the saddlebags together only weigh 5 pounds.

While such storage is useful enough, the bags have an even greater power. When the wearer reaches into them for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what the saddlebags contain. Retrieving any specific item from a saddlebag is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

CONSTRUCTION

Requirements [Craft Wondrous Item](#), *secret chest*; **Cost** 1,000 gp

SADDLE OF THE FLUTTERBY

Aura moderate transmutation; **CL** 10th
Slot body; **Price** 54,000 gp; **Weight** 2 lbs.

DESCRIPTION

This fancy saddle, when worn, materializes translucent butterfly wings that empower her to fly with a speed of 60 feet (average maneuverability), also granting a +5 competence bonus on [Fly](#) skill checks. The gems in its design give its wings their color.

CONSTRUCTION

Requirements [Craft Wondrous Item](#), *fly*; **Cost** 27,000 gp

Pony Spells

Ponies have access to the following spell.

HOOVES TO HANDS

School transmutation (polymorph); **Level** Druid 3, Sorcerer/Wizard 3, Witch 3

Casting Time 1 standard action

Components V, S, M (a humanoid thumb bone)

Target willing creature touched

Duration 1 hour/level (D)

Save none; **Spell Resistance** yes

You transform the ends of the touched creature's limbs into hands and feet. In addition, if the creature is not a biped it is transformed into a bipedal form. A pony affected by this spell effectively becomes a sileni.

Hooves to hands can be made permanent with a [*permanency*](#) spell cast by a caster of 11th level or higher at a cost of 7,500 gp.

This spell is most often cast by ponies, but other intelligent creatures that lack hands, such as blink dogs, sometimes make use of it as well.

Age, Height, & Weight:

Adulthood	Intuitive	Self-Taught	Trained
14	+1d4	+1d6	+2d6

Middle-Age	Old	Venerable	Maximum Age
30	45	60	60+2d10

Pony	Base Height	Base Weight	Modifier	Weight Modifier
Pegasus, male	3' 8"	120 lbs.	2d4	6
Pegasus, female	3' 6"	100 lbs.	2d4	6
Sliepnir, male	3' 8"	140 lbs.	2d4	8
Sliepnir, female	3' 6"	120 lbs.	2d4	8
Unicorn, male	3' 8"	130 lbs.	2d4	7
Unicorn, female	3' 6"	110 lbs.	2d4	7

Sileni	Base Height	Base Weight	Modifier	Weight Modifier
Pegasus, male	4' 10"	120 lbs.	2d6	4
Pegasus, female	4' 8"	100 lbs.	2d6	4
Sliepnir, male	4' 10"	140 lbs.	2d6	6
Sliepnir, female	4' 8"	120 lbs.	2d6	6
Unicorn, male	4' 10"	130 lbs.	2d6	5
Unicorn, female	4' 8"	110 lbs.	2d6	5

CREDITS:

[Goth Guru](#) - Saddle of the Flutterby

[Molly Dingle](#) - Solaria and Selena; Sileni