

PONYFINDER

ADVENTURING IS MAGIC



Kingmaker: Equestria

A Campaign Path for the Ponyfinder Roleplaying Game

By Emerald Dusk

Legal Forward

Kingmaker: Equestria is a derivative work of art; My Little Pony, My Little Pony: Friendship Is Magic, and all established characters therein are the intellectual property of Hasbro Inc., Lauren Faust, and Studio B. The Pathfinder role playing game and the original Kingmaker Adventure Path are the intellectual property of Paizo Publishing.

No copyright infringement, explicit or implied, is intended. *Kingmaker: Equestria* is presented for public use and enjoyment on a not-for-profit basis and may not be used for profit without the express written consent of the author and the above-named parties.

Table of Contents

Introduction	pg. 4
Player's Guide	pg 4
-Races.....	pg 6
- Classes.....	pg 9
- Character Options.....	pg 15
- New Feats.....	pg 15
- Campaign Traits.....	pg 17



Welcome to the Everfree Territories

It has been a long, strange road that led me to writing this Adventure Path. It all started during the holidays last year, when I was watched "Hearth's Warming Eve" and immediately thought of the game of *Kingmaker* that my good friend Erika and I had been playing in for the last few months. I believe my original explanation of this plan to her was something along the lines of messaging her on Skype one night during holiday break and saying "Please stop me from doing something incredibly silly." Needless to say, we arrived at the opposite conclusion. After a month or so of setting up a map, encounters, and a general plot before I ran this game for the first time, this unique Adventure Path came into being. Armed with a binder full of notes, maps, and other useful gaming tools, we assembled a group of players, both Bronies and Non-Bronies. To my pleasant surprise, the game was well received all around, which encouraged me to make this .pdf version.

I will confess, I wrote this adventure with a few assumptions about my audience. First, I assume anyone interested in playing this Adventure Path would be familiar with the original *Pathfinder* Role Playing Game. If you, for whatever reason, are not familiar with the game, I recommend to stop reading and come back once you are familiar with the game. Very few of the rules presented here will make sense to anyone not familiar, and the rules enclosed here are not enough to run an independent game.

On that note, my second assumption was that the audience would be familiar with the original *Kingmaker Adventure Path*, and the kingdom building rules located within. While not 100% needed to run this adventure, and not all groups will enjoy the extra work of caring for their country, the kingdom building rules are often said to be the "main attraction" of *Kingmaker*, growing your country up from nothing into a powerful kingdom of your own. That said, those rules have been detailed in other books before, and so only what I have changed for this specific adventure appears in this Player's Guide. The rest of the rules can be found in the books in the "Recommended Reading" section located at the back of the book.

My final assumption was that, given that you are reading this book, you are at least familiar with the world of *My Little Pony: Friendship is Magic*. The GM if the game certainly should be, at the very least. As I have found, however, being a Brony is not necessarily a requirement for enjoying this Adventure Path. (Though it does help!)

Taking cues from the high adventure themes that repeatedly appear in *Friendship is Magic*, such as fighting dragons, chasing lost artifacts, and repelling a full-scale invasion of the characters homeland, this game uses a modified version of the "Ponyfinder" set up, a series of guides for Earth Ponies, Pegasi, and Unicorns set up for the *Pathfinder* role-playing game to expand on those themes. The races were

balanced a bit, both before and during the campaign, in order to provide a more pleasant experience for the entire group, no matter which race they chose to play. During the course of this adventure, the party will encounter vengeful ghosts, dragons, Parasprites, Changelings, and a plethora of

Kingmaker: Equestria Player's Guide

It has been seven years since the founding of the Kingdom of Equestria by the Three Great Tribes of Ponykind. In those seven years, under the rule of the Six Great Founders, the small kingdom has grown rapidly, playing host to ponies from all across the world. However, the burgeoning new country is beginning to face its first real problems. The land, while fertile and clean, is rapidly proving to be less than what is needed for the population, which seems to grow larger every day. The Six Great Founders are also in danger, as old age begins to set in on them. Unable to adventure on their own anymore, the founders have sent their best and brightest students out into the untamed Everfree Territories which surround them, looking for good land to add to the kingdom's size. To add to their endeavors, the students have been given the honor of ruling the kingdom as their mentors leave, placing the fate of all Equestria in their hooves. Will these students usher in a golden age of Equestrian history, or will their meddling in affairs outside their realm of understanding bring about the doom of a nation?

Kingmaker: Equestria PCs

Your group of characters begins the adventure as students of the Six Great Founders of Equestria, and their successors to the ruling class of the kingdom. As rulers, you have two primary responsibilities; to

other dangers as they work to build their tiny, newfound kingdom of Equestria up from its meager beginnings, into a mighty empire to span the ages of history.

*Happy Adventuring,
Emerald Dusk.*

ensure the upkeep of the kingdom at large, and to seek out improvements that could be made to the kingdom. At first, your main concern should be the need for territorial expansion. As the kingdom grows in size, more ponies become citizens every day. Without room to grow, the country faces a great threat of overpopulation and lack of food and vital supplies. Your task is to find new land to the south to annex, as well as to keep the kingdom growing and running smoothly. The good news is, you are not alone in this endeavor. Other students such as yourselves have been appointed positions in the government, and even in the deepest reaches of the Everfree Territories, friendly faces can be found.

The following pages are designed to help you in creating a character for this adventure by highlighting the races, classes, and backgrounds of the adventurers traveling into these uncharted lands. Provided here are stats for the three primary races of Equestria, as well as information on what the average member of the nineteen primary classes would expect to do in the campaign. Players should start the campaign at Level 4, and by the end of the adventure should be at or around Level 13.

Races

Earth Ponies



Proud, sturdy, and well connected to the Earth, Earth Ponies make up a good number of the citizens of Equestria, as well as nearly all of the farmers. A few Earth Ponies always find their way into the higher echelons of the ruling class, however, to ensure their people's fair treatment. Earth Ponies are also the most varied of the races, capable of taking on many different jobs and skills. Though many Earth Ponies live in Canterlot itself, there are just as many who work in the fields and farms surrounding the city.

Earth Pony Racial Traits:

+2 to any one Ability Score. Earth Ponies are varied in their abilities.

Medium Size

Fast Speed: Earth Ponies have a move speed of 40 ft.

Down to Earth: 10% Arcane Spell Failure, due to the difficulties of using somatic components as a quadruped. This ASF is treated as wearing Light Armor, and can be modified as such.

Bonus Feats: Earth Ponies receive Trample and one other feat of their choosing as bonus feats. The Earth Pony must meet any and all prerequisites for the chosen feat.

Sturdy: Earth Ponies gain a +4 bonus against being Bull Rushed or knocked prone.

Non-Dexterous: Ponies of all kinds can only grasp (mouth) one item at a time. Earth Ponies can use two-handed weapons, and unlike other ponies can wield melee two handed weapons without penalty. All ponies take a -10 penalty on any check requiring fingers due to the low dexterity of hooves.

Natural Weapons: Earth Ponies may use their hooves as primary natural weapons, with a base damage of 1d6.

Languages: Earth Ponies begin play speaking Equine and Earth. Earth Ponies with high intelligence may learn any other languages they please.

Cutie Mark: Earth Ponies who are of adult age gain a Cutie Mark. See that section on page 8 for details.

Total RP: about 10

Pegasi



Fast fliers and agile acrobats, the Pegasi take to the skies of Equestria, keeping the weather clear. It is due to their hard work that the weather in Equestria stays stable, although the weather in the Everfree Territories remains unpredictable and rapidly changing. Pegasi are also surprisingly militant, despite their fragile frames. Many soldiers of the Royal Guard are Pegasi, trained in the art of war by Commander Hurricane.

Pegasus Racial Traits:

+2 Dex, +2 Cha, -2 Con: Pegasi are quick and carry strong personalities, but their light, flight-capable frames aren't particularly sturdy.

Medium Size

Fast Speed: Pegasi have a move speed of 40 ft.

Flight: Pegasi have use of their wings from 1st level. They gain a fly speed equal to their move speed (average maneuverability), and always treat Fly as a Class Skill.

Hover: Pegasi gain Hover as a bonus feat at 1st level.

Cloud Walk: Pegasi may treat clouds, fog, and vapor as solid if they wish to.

Non-Dexterous: Ponies of all kinds can only grasp (mouth) one item at a time.

Pegasi can use two-handed weapons, but at a -2 penalty for two-handed melee weapons and unmodified ranged weapons. All ponies take a -10 penalty on any check requiring fingers due to the low dexterity of hooves.

Languages: Pegasi begin play speaking Equine and Pegasus. Pegasi with high intelligence may learn any other languages they please.

Cutie Mark: Pegasi who are of adult age gain a Cutie Mark. See that section on page 8 for details.

Total RP: Around 10

**Unicorns**

Blessed from birth with natural magical ability, Unicorns enjoy a life of relative ease. While unable to lay claim to the land or skies, as the other races have, Unicorns instead lay claim to the heavens, harnessing the power of the sun, moon, and stars. The unicorns can trace their lines back to many ancient civilizations, and tend to use these lineages to establish a keen sense of royalty. Though not all Unicorns are stuck up snobs, their reputation as such is well known. However, there are a good many Unicorns who seek to work to undo this unfortunate reputation.

Unicorn Racial Traits:

+2 Int, +2 Wis, -2 Str. Unicorns are smart and quick thinkers, but their reliance on magic leaves them physically weak.

Medium Size

Fast Speed: Unicorns have a move speed of 40 ft.

Unicorn Magic: Unicorns are unique amongst the pony races for their natural ability with magic. They receive a +2 bonus on caster level checks to overcome spell resistance. Also, Unicorns receive the following Spell Like Abilities: at-will:

Mage Hand, Prestidigitation, 1/day: Locate Object (Cutie Mark), Retrieve Object (Cutie Mark). Unicorns without a cutie mark cannot use the once per day abilities, and receive a -6 penalty to manipulate objects with *Mage Hand*. A full grown unicorn, however, suffers no penalties, including those from Non-Dexterous, when manipulating objects. The caster level for these Spell Like Abilities is the unicorn's level, and the DC is equal to (10+1/2 the unicorn's level + the unicorn's Intelligence modifier.)

Non-Dexterous: Ponies of all kinds can only grasp (mouth) one item at a time. Unicorns can use two-handed weapons, but at a -2 penalty for melee weapons and unmodified ranged weapons. All ponies take a -10 penalty on any check requiring fingers due to the low dexterity of hooves. Unicorns can use their horn's magic to counteract some of these penalties. See "Unicorn Magic" for details.

Languages: Unicorns begin play speaking Equine and Unicorn. Unicorns with high intelligence may learn any other languages they please.

Cutie Mark: Unicorns who are of adult age gain a Cutie Mark. See that section on page 8 for details.

Cutie Marks

Upon reaching adulthood, and discovering what their special talent in life is, every pony receives a unique marking on their flank called a Cutie Mark. At creation, most starting pony characters (especially in this Adventure Path, where the PCs are rulers of a country) are of adult age, and as such, have Cutie Marks. A Cutie Mark confers the following bonuses to each character;

- Select 1 Skill. The pony receives a +2 Cutie Mark bonus to all rolls based off that Skill. For example, Rainbow Dash, a Pegasus Barbarian, selects Fly as her Skill,

and receives a +2 bonus to all Fly checks. - (Unicorns only) Unicorn Magic's 1/day Spell Like Abilities apply only to objects related to the Unicorn's Cutie Mark. For example, Rarity, a Unicorn Rogue, selected Craft (Clothing) as her Cutie Mark Skill. As such, she can only use her Locate and Retrieve Object SLAs on items related to clothing and fashion. (Cloth, Jewels and Jewelry, Mannequins, etc.)

Other Races

Several races other than those of the Earth Ponies, Pegasi, and Unicorns inhabit the Everfree Territories, including Buffalo, Griffins, Dragons, Zebra, Donkeys, Diamond Dogs, and many other, less savory creatures. Because the Pony races have only just begun to inhabit the Everfree, no contact with these other races has been established yet. Over the course of this Adventure Path, the players will meet members of each of these groups and more, possibly even adding their strengths to the kingdom, and some influential members of their races to your royal council. The Adventure Path is written with the intention that all of the PCs are ponies, however. Players who wish to play as one of the other races of Equestria should ask their DM for permission first, and have a good in-character reason why their character, a member of an unknown race in Equestria, would have been living in Canterlot at the beginning of the adventure, and why one of the Great Founders would have taken them on as an apprentice. Later on in the campaign, after other races have integrated themselves into Equestria, characters of these other races may be allowed, at the GM's discretion. Stats for the other races will be found in the modules in which they appear.

Classes

Ponies of all kinds have found a place for themselves within Equestrian society, although some classes are more prevalent than others. Regardless, there is room for ponies of any class during the campaign. Below are listed some common starting grounds for each class, as well as suggested archetypes for each class.

Alchemist

Many alchemists have taken up residence in Canterlot, working as healers, scientists, explosives experts, and general handiponies. The wilds of the Everfree Territories provide many unique and interesting reagents that more adventure-minded alchemists might want to take into study, although magic is as magic does, and not all things that exist in the world fit into neat, scientific categories. Tales of bizarre fruits that follow erratic rituals and ponies who can predict disaster sporadically are only a few of the strange, unknown phenomena which plague alchemists. Most alchemists are Unicorns, who take a special shine to the scientific rigors of the profession, as well as possess the needed careful touch required to handle delicate and volatile reagents. Useful Archetypes include the Surgeon and Grenadier.

Barbarian

The wild Everfree Territories at the edge of the Equestrian borders requires ponies of strength and skill to drive back the monsters which occasionally find their way out of the forest and into the farmlands. As such are the ponies which embrace the way of the Barbarian. Earth Ponies make the best Barbarians, given their natural proclivity for two-handed weapons and unique abilities of Strength and Constitution among Ponykind. However, there are a surprising number of

Pegasus Barbarians, including the famous Commander Hurricane. These brave Pegasi fight hard, overcoming their weak frames with pure force of will, and becoming tougher than anypony would expect of a normal Pegasus.

Useful Archetypes, include the Titan Mauler archetype, and the Urban Barbarian, in regards to Pegasi, who can rage to increase their skills in the air. The Sea Reaver archetype is not recommended, due to Equestria's nearly landlocked state.

Bard

Among the ruling class of Canterlot, and the little towns and villages that dot the countryside, Bards of all kinds are well appreciated. Whether performers who bring joy and laughter to the people they meet, or scheming political courtiers in Canterlot Castle, bards are an integral part of Equestrian life. Members of all three races make good bards, given the versatility of Earth Ponies, the natural Charisma of Pegasi, or the keen intellects of Unicorns. Useful Archetypes include Celebrities and Court Bards, as well as the Archivist for Unicorn Bards. Dirge Bards are not unknown, but tend to stand out amongst their lighthearted peers. The Bard's ability to cast spells in light armor also applies to the Earth Pony's Down to Earth racial trait.

Cavalier

The Cavalier is an odd duck among Equestrian classes, due to the nature of the class. Equestrian Cavaliers do not gain the service of a mount, as they themselves can serve as mounts to other sentient races. Instead, Cavaliers in Equestria start as the Standard Bearer archetype by default, and gain a gifted weapon at 5th Level instead. This gifted weapon is a symbol of rank amongst Cavaliers, and carries a +1 Enhancement bonus, plus an additional +1 bonus for every three levels above 5th the

Cavalier has attained. Regarding charging, a Pony Cavalier gains the benefit of the class' charging related abilities when making a normal charge.

- **Samurai**

Some Pony Cavaliers take on skills and weapons from the far off land of Neighpon, and have adapted varying fighting styles as a result. These Samurai are rare, but not completely unheard of. Samurai are subject to the same modifications as regular Cavaliers.

Useful Archetypes and Orders: Among Cavaliers, the Order of the Cockatrice is less common than other orders, but still more common than the others would wish to admit. Among Samurai, almost all subscribe to the Order of the Warrior, and the Sword Saint archetype is common. Beast Riders, with their focus on unusual mounts, are unheard of, though all other archetypes are seen in fair frequency. Special mention goes to the Honor Guard archetype, which is commonly seen in the Equestrian Royal Guard.

Cleric

Another oddity of Equestrian life is that of the cleric, due to the nature of Equestrian religion. Ponykind does not worship gods, per se, but rather the ideals of a set of virtues known collectively as Harmony. Nearly all of these clerics are Good aligned, but rarely there are clerics who find themselves as Neutral. There have been claims of late about a growing trend of Evil clerics, worshipping a mysterious being in direct opposition to Harmony, but such murmurings are as of yet nothing more than rumors and conjecture.

The Tenets of Harmony:

Honesty (Lawful Good): Clerics following the path of Honesty make stalwart friends, always willing to guide and consul

whomever asks for their advice. These clerics always strive towards honesty, both in themselves and others, and frequently act as judges in the communities they serve. Domains available to clerics of Honesty include the Community, Glory (Honor Subdomain), Good, Knowledge, Law, and Nobility domains.

Kindness (Neutral Good): Clerics who follow the path of kindness are often the healers of the community, giving their strength to help others when possible. Many clerics of Kindness also take a vow of nonviolence, as there is little to gain from fighting when talking can still be done. Domains available to clerics of Kindness include the Animal, Charm, Good, Healing, Protection, and Sun domains.

Generosity (Neutral Good): The first ponies seen giving charity to the needy, clerics who follow the path of Generosity try to make sure that everyone is taken care of. Such clerics are often the first thought ponies have when looking for help in a time of need. Domains available to clerics of Generosity include the Artifice, Community, Good, Earth, Nobility (Martyr subdomain), and Trickery domains.

Laughter (Chaotic Good): Clerics who follow the path of Laughter are often the most friendly ponies in any given neighborhood, looking for nothing more than to improve the lives of those around them. They get along very well with bards, who tend to share similar interests in bringing ponies joy, and often have ranks in Perform skills as well. Domains available to clerics of Laughter include the Chaos, Charm, Glory, Good, Liberation, and Luck domains

Loyalty (Neutral Good): Some of the fiercest friends a pony could ever hope to meet, clerics of the way of Loyalty never let

down those they call their friends. Always ready to help, these clerics are valuable members of any team, ready to aid the entire party with support spells. Domains available to clerics of Loyalty include the Community, Good, Healing, Nobility (Leadership), Protection, and Strength domains.

Magic (Neutral Good): The final spark which binds the other Elements of Harmony together, Magic is the final, and least understood, element of Harmony. Clerics who follow the path of magic are often theologians who seek to understand the mysteries of life, the world, and the effects Harmony has on life. Domains available to clerics of Magic include the Darkness (Moon), Good, Knowledge, Magic, Rune, Sun, and Void (Stars) domains.

Racial Domains:

Each race has access to its own unique domains, representative of the natural power of Harmony inherent in small quantities in all ponies. Some clerics choose to tap partially into these internal powers alongside the powers of Harmony. At 1st level, a cleric may choose to replace any one domain with one of her racial domains. The other domain, however, must come from their element's list. Druids may also choose to have a racial domain as their single domain.
Earth Pony Domains: Earth, Plant, Strength
Pegasus Domains: Air, Animal (Feather), Weather
Unicorn Domains: Nobility, Magic, Sun

Druid

Druids are fairly common in Equestria, typically living either in mountain retreats on the outskirts of Canterlot or in the fields near the forests on the southern borders. The Equestrian Druid's *Wild Empathy* ability also affects Magical Beasts, as well as animals, due to the uniquely magical nature

of the world. The primary environments of the nearby Everfree Territories are mostly plains, forest, and mountains, with a few swamps scattered about. Deserts, jungles, and aquatic regions are scarce, and so druids who specialize in such biomes are scarce. Unfortunately, however, dinosaurs are extinct, leading to the extinction of the Saurian Shaman archetype as well.

Fighter

Many Earth Ponies and Pegasi become fighters, due to the varied and practical specializations of the class. From members of the Canterlot Royal Guard to common militiaponies who every so often chase away monsters coming up out of the forests, fighters of all stripes find their way into Equestrian life. Where Earth Pony fighters tend towards heavier armor and weapons, Pegasi lean towards lighter armor which least impedes flight as well as weapons that work well with their natural speed and agility. Pegasi have also been known to employ modified bows, fired from the air with their hind legs. (See Equestrian Equipment, below.) Due to the difficulty Ponies have wielding two weapons, the Two Weapon Fighter, Shielded Fighter and Rondelaro Duelist Archetypes are hardly ever seen, and the Archer, Crossbowman, and Airborne Ambusher Archetypes are seen primarily in Pegasus Fighters, wielding modified versions of these weapons, although Unicorn Crossbowmen are not entirely unheard of.

Gunslinger

Rarely, word will reach Canterlot of a pony who wields a strange new weapon. One that looks like a pike, but explodes like a wizard's spell, and can strike down enemies from great distances. These rumors are rare, and only a handful of ponies have ever seen a Gunslinger, let alone are one. Equestria's Firearms Level is at the "Early

Guns” stage, meaning PC gunslingers are likely the rare, unique exception to the rule. As with most weapons, however, firearms also require two hands to wield properly. Those precious few ponies who study the art of firearms are as such mostly comprised of Unicorns, whose magic can offset the problems inherent in ponies wielding rifles. There are still tales, however, of a brown Earth Pony who wields a rifle to great effect, although these are only boundless rumors...

Inquisitor

Inquisitors, due to the nature of religion in Equestria, largely do not exist amongst ponies. There are rumors, however, of a mysterious race of bird ponies far to the west who fight with the Inquisitor’s arts, less attuned to the ideals of Harmony.

Magus

Among ponies of learning, there are often those ambitious students who wish to learn several different types of skills, from combat to magic to basket weaving to matchmaking, often those who had trouble finding their Cutie Mark in the first place. Such is the situation of many Magi who inhabit Equestria. Unicorns are the most frequent Magi, although Earth Ponies make frequent Magi as well. Careful practice has enabled them to work through the difficulties of casting, and the Magi’s training to cast spells in armor also applies to the Earth Pony’s Down to Earth trait. All Archetypes of the class are available for use, and Staff Magi tend to be popular with Unicorns, who aren’t as capable with what are normally Two handed weapons.

Monk

The path of the monk is a tempting one for many Earth Ponies, whose hooves are already strong. As such, they increase the dice size of all Monk increases to unarmed damage by one step. As such, an Earth Pony

Monk begins play dealing (1d8+Str) points of damage with unarmed attacks, while a Pegasus Monk would still only deal (1d6+Str.) Regardless, there are still some Pegasi who learn martial arts, often favoring more agility based martial arts, such as the Maneuver Master. The few Unicorns who become monks often become Sensei, using a method of brains over brawn. Monks frequently take Vows corresponding to the points of Harmony take they most agree with, but not always.

Paladin

Among ponies, paladins are treated like clerics. Those who honor the different ideals of Harmony, and many paladins join the Royal Guard. Among paladins, many become Oathbound paladins of their favorite Element, taking the core beliefs of those ideals and turning them into a shield against those who would harm Ponykind. Additionally, pony religion finds the Redeemer archetype, with its emphasis on forgiveness, popular as well.

New Oaths:

Oath of Kindness: Paladins under the Oath of Kindness are frequently those who work inside society, helping the citizens with daily needs and providing healing to the sick. Paladins who take an Oath of Kindness must refrain from violence when possible, treating combat as a Monk with a Vow of Peace would. In exchange, the Paladin receives an extra use of her Lay on Hands ability, plus another additional use for every two levels of paladin attained. This ability replaces Smite Evil.

Oath of Honesty: Paladins under the Oath of Honesty are sworn not to lie, and are often seen as the most trustworthy members of the community. Paladins who take this Oath must never lie, including bluffing, attempting to deceive, stating half truths, and so on. In exchange, the Paladin receives

half her paladin level (rounded down, minimum 1) as a bonus to all Diplomacy and Sense Motive checks.

Oath of Joy: Paladins under the Oath of Joy are duty bound to spread laughter and happiness wherever they go, and to combat despair. These paladins often try to make friends with everypony they meet, in order to help as many ponies as they can. Paladins who take the Oath of Joy find that their very presence is comforting. At 3rd level, the bonus allies receive from the Paladin's Aura of Courage is increased by +2 for a total of +6. This bonus increases to +8 at 7th level, and becomes an aura of full immunity to Fear effects at 10th level. This ability replaces Detect Evil.

- Antipaladin

There are many who claim the existence of Antipaladins, champions of evil and enemies of all Ponykind. While these people are not entirely wrong, these vile fiends are so rare as to be nearly extinct. In truth, there is some evidence of a corrupting force which can turn even the brightest of ponies into a force of world destroying evil, which has even been known, in tales and legends, to turn sisters against one another.

Oracle

Occasionally, a pony will be born with great powers of insight into the divine world. Such ponies have been revered for centuries as living avatars of Harmony, and tales tell of the ancient Unicorn city state of Delphilly once ruled by one of these great Oracles. Today, Oracles are still held in reverence, although typically not enough to have a country spring up around them. The powers and curses of Oracles is greatly varied, but Oracles with the Life, Nature, and Lore will find their talents most in demand in this adventure. Oracles with the Waves mystery will be at a slight disadvantage, due to the relative lack of aquatic adventures for much of the

campaign, and The Outer Rifts and Dark Tapestry mysteries do not exist, alongside the Black Blooded Archetype.

Ranger

Rangers often find themselves in good use on the wild edges of Equestria, often travelling into the Everfree Territories in order to find new plants or herbs that can be used for food or medicine. Popular combat styles for Rangers include the Natural Weapons style and Mounted Combat styles. Pegasus Rangers occasionally choose to master the Archery style, and the few Unicorn Rangers find that the Crossbow style fits well into their abilities. Ponies using the Mounted Combat fighting style are treated as mounted naturally for the purposes of their style. Ponies cannot select a Pony or Horse as their Nature Bond. Popular Favored Enemies include Animal, Plant, Magical Beast and Dragon subtypes.

Rogue

Rogues of all stripes find their way to Canterlot, from social climbers in the royal court to trapfinding adventurers searching for treasure in ancient ruins in the Everfree Territories, to cads and pickpockets in the city streets. All kinds of rogues have a place in the campaign. Trapfinding rogues are frequently, if not always Unicorns, as their magic allows them to perform feats of dexterity the other races are incapable of. Social rogues and swashbucklers, however, can be of any race.

- Ninja

Some rogues, like some cavaliers, take on the secrets of Neighponese styles of stealth. Ninja are not terribly common in Equestria, but still manage to show up with some frequency.

Sorcerer

Among sorcerer bloodlines, the Arcane, Dreamspun, Destined, Maestro, and Verdant

bloodlines are the most thematically appropriate for this campaign. Among the races, sorcery most often manifests itself in the Pegasus race, while unicorns tend towards the more studious wizardry. A few rare unicorns and earth ponies are born with this amazing gift. Earth Ponies born with sorcery often work to overcome their difficulties casting with serious practice.

Summoner

Summoners are not a common sight in Equestria, but those who do exist are well known and respected for their abilities. Many Eidolons are also equine shaped, like their masters, but a good many also exist in whatever shapes their masters will them into. Summoners, and their ability to call in backup on the fly, make a good choice out in the unpredictable Everfree Territories.

Witch

Rarely, a pony will come into magical power from an unknown source. The zebras of Neighrobi claim that this phenomenon is that of nature speaking directly through Ponykind, while others claim that this strange magic is the doing of strange forces ponies can neither comprehend nor trust. No matter the reasons, some ponies accept the lure of magic that the powers of a witch allow. Witches are typically not Unicorns, whose natural magic gives them little reason to take alternative means, but there are a rare few who wish to learn magic in more ancient, mysterious ways. Familiars of all kinds can be found in Equestria, particularly in the wilds of the Everfree. Aquatic familiars, however, should not be considered, due to the small amount of water. Likewise, the Sea Witch archetype will find few times where their talents are of considerable use. Finally, followers of the Insanity patron should be careful in the Everfree Territories, lest the chaotic,

changing nature of the land catch up to them.

Wizard

Scholars of the arcane arts, almost universally Unicorns, find themselves in the Everfree Territories for many reasons. Ancient ruins, filled with the knowledge of a lost age, are said to exist out in the wilds of the forests and swamps. Many rare herbs and spell components are also common in the Everfree. Still other wizards might venture out into the forest looking to encounter rare creatures in order to learn about them, or the mysterious, naturally changing nature of the Everfree lands. No matter the reason, wizards of all kinds do well in this adventure, particularly wizards who are prepared to handle a great deal of situations. Among Unicorns, the Spellbinder archetype is quite popular.

A Word on Racial Archetypes

This list of suggested classes and archetypes is by no means comprehensive, nor is it set in stone. There are many more archetypes, particularly among the racial archetypes found in the *Advanced Race Guide*, that would be reasonable to be included here. While I included three such archetypes to carry over (The Redeemer paladin, the Airborne Ambusher fighter, and the Spellbinder wizard,) other race-specific archetypes may be included with the GM's permission. For example, there is nothing inherently wrong with the concept of an Earth Pony fighter using the dwarven Foehammer archetype, but a given GM might think that racial archetypes should stay unique to their given race. The GM has the final call on what classes and archetypes are acceptable, and these rules should be seen largely as what to expect in the Adventure Path, not necessarily Ponyfinder in general.

Character Options

Equestrian Equipment

Due to the quadrupedal nature of the pony races, some equipment varies in its use in the standard Pathfinder books. Most of these changes are superficial, and serve only for flavor reasons. Backpacks, Bags of Holding, and Handy Haversacks are typically made in the form of saddlebags for easy transport of goods. Shields, rather than being strapped to the arm, as a normal shield, are instead strapped to the back, over any barding or clothing. Armor in Equestria is called barding, rather than normal armor, but due to the fact that ponies are the standard for armor smiths, the pricing from regular armor remains unchanged. Boots come in two variations, regular boots, and horseshoes. Magical horseshoes can be obtained from magic shops or created by characters with the Craft Wondrous Item feat at 75% the base cost, but require a DC 15 Craft (Smithing) check in order to put on or remove. Horseshoes can also be made into gauntlets, allowing for weapon enhancements to be made on Unarmed Strikes, created by characters with the Craft Magical Arms and Armor feat. Finally, bows are typically refitted to be fired by the legs, often by Pegasi while hovering above the ground, although regular bows are still occasionally made to suit unicorns who choose to fight with a bow, and do not require hands to wield their weapons.

Equestrian Languages

Among languages spoken by the population of Equestria, Equine is the most common tongue, spoken as the *lingua franca* of the small kingdom. The language has its roots in Old Equestrian, a language with similar grammatical structure, but

remains difficult to read without proper training, similar to comparing Old English to modern English. Each race also has their own racial language, Earth, Pegasus, and Unicorn, although they have fallen out of general use with the advent of the unified Equestria, with the exception of Unicorn, which is still used in the writing of spellbooks. Draconic is also known by a few scholars, particularly Unicorns due to its appearance in some older spellbooks. Languages of far off pony cultures are known by a few ponies who have moved from there, such as the Zebra dialect of Neighrobi, Fancy, the language of Prance, a small country of Earth Ponies to the north, and Neighponese, from a far off land across the sea. Other languages, frequently spoken by other races, such as Buffalo, Griffin, Diamond Dog, and Changeling, are largely unspoken, although a few rare scholars are learned in their speech.

New Feats:

Stampeding Charge

Your connection to the earth gives your hooves strength as you charge forward.

Prerequisites: Earth Pony or Bison

Benefit: When making a charge action, you gain a +3 bonus to hit, a +3 bonus to damage, and only suffer a -1 penalty to your Armor Class until the next turn.

Regular: When charging, characters gain a +2 bonus to hit, no bonus to damage, and suffer a -2 penalty to Armor Class until their next turn.

Super Speed Strut

By using your wings for propulsion, you can attain staggering speeds on land.

Prerequisites: Pegasus or Griffin

Benefit: When moving on the ground in a straight line, you may move 60 ft as a move action.

Magical Warrior

Constant practice with your Unicorn telekinesis has given you fine control over a weapon.

Prerequisites: Unicorn, Unicorn Magic racial feature, Martial Weapon Proficiency.

Benefit: You may use your *Mage Hand* spell-like ability to wield a one handed melee weapon, or a one or two handed ranged weapon, such as a bow or crossbow. This attack uses your Intelligence instead of your Strength to determine to hit and damage (if applicable).

Normal: A Unicorn may only wield a one handed weapon, and uses her Strength to determine to hit and damage.



Campaign Traits

The characters of Kingmaker; Equestria are each the best and brightest students of the Six Great Founders of Equestria, a

pedigree that shows in their training. At creation, each character is allowed two traits, and one must be a campaign trait linking them to one of the Six. The student's race need not match their master's as the Six

took on students of all the races once the three races had integrated into one nation, in the name of peace and harmony.

Clover the Clever: Clover the Clever, herself the student of the legendary wizard Starswirl the Bearded, often taught her students of the perilous monsters of the world. It was her hope that the knowledge she gave to them would be able to save their lives as her mentor's training saved hers in her encounter with Windigos. Clover's students receive a +2 bonus on Knowledge checks to identify monsters.

Princess Platinum: Princess Platinum's students were raised in the high stress environment of court politics. Their time in Platinum's court has trained them into skilled courtiers, capable of getting what they want, when they want it, often taught most by their mentor's forceful presence. Platinum's students receive a +1 bonus on Intimidate and Knowledge (Nobility) checks, and always treat one of those two skills as a class skill.

Chancellor Puddinghead: Chancellor Puddinghead's mad ways often frustrated her students, leading on roundabouts of logic which often would lead to places even the Chancellor was unsure of. Her students, however, were gifted with remarkably strong and agile minds, due to their mentor's inadvertent mental gymnastics. Puddinghead's students, when affected by an ongoing condition caused by a failed Will Save, are allowed to make another Will Save to resist the effect at the beginning of their next turn, as the Rogue's Slippery Mind class feature.

Smart Cookie: Herself one of Chancellor Puddinghead's students, and endlessly

Leadership Positions

Each of the PCs in this game begins as one of the ruling class of Canterlot. As such, they have their own unique responsibilities. The leadership positions are explained in

frustrated by her leader's "understanding" of maps, Smart Cookie made sure that her students were all well versed in cartography. Cookie's students receive a +1 bonus on Knowledge (Geography) and Survival checks, and always treat one of those skills as a class skill.

Commander Hurricane: Commander Hurricane: Brash, impulsive, and always ready for a fight, Commander Hurricane drilled into her students, as well as her Pegasus troops, that victory often came to those who struck first, and most decisively in combat. Hurricane's students receive a +2 bonus on Initiative checks, and deal an extra 1d6 points of damage during the first round of combat.

Private Pansy: While her commander drilled on military might and offense, Private Pansy often taught her students on how to avoid conflict, if possible. Pansy's students receive a +1 bonus on Diplomacy and Sense Motive checks, and always treat one of those skills as a class skill.



full detail in the normal *Kingmaker* building rules, but there are a few exceptions here.

Ruler: Rulers are the primary leaders of the country, overseeing the day to daily

activities of the kingdom, and making the final call on tough decisions. Equestria, by its nature, is a principality, and as such is led by a Prince or Princess. Two rulers, related either by blood or marriage, can assume the position of Ruler at once. A good Ruler requires Charisma. At least one of the Rulers is suggested to be a PC.

Chancellor: (Normal: Councilor)
Chancellors are the voice of the citizenry, looking out for the subjects of the kingdom. Chancellors require either Constitution or Charisma to do their jobs well.

Captain: (Normal: Marshal)
Captains lead the police and royal guard of Equestria, ensuring the peace and quiet of the kingdom is upheld. The key stats for a good Captain are Strength and Constitution.

Councilor: (Normal: Royal Assassin)
Councilors are the peacekeepers of Equestria, helping to remedy the problems which the common ponies bring forth. She soothes the troubles of the nation, lowering Unrest by 1 during each Upkeep phase. Wisdom and Charisma make for an effective Councilor. Only a PC Councilor can remove Unrest.

Weather Patrol: (Normal: Warden)
Whether an Earth Pony keeping the seasons and harvests in check, a Pegasus managing the weather, or a Unicorn keeping the stars

aligned, the Weather Patrol Officer leads the effort to keep the natural conditions of Equestria clear. The Weather Patrol leader needs either Dexterity or Wisdom to do their job effectively. Additionally, A good Weather Patrol Officer keeps weather apt for the party, and while a PC holds the position, every hex in Equestria is considered to be paved, removing the need to build roads. (Other travel structures, such as bridges, must still be built normally.)

Recommended Reading/Watching

To get the most enjoyment out of this campaign, the players should be at least familiar with the following;

- *My Little Pony: Friendship is Magic*
 - Season 2, Episode 11, "Hearth's Warming Eve"
- *Pathfinder Role Playing Game*
- *Kingmaker Adventure Path Part 2: Rivers Run Red (For rules on Kingdom Building)* and *Kingmaker Adventure Path Part 5: War of the River Kings (For rules on Mass Combat)* or *Book of the River Nations; Complete Player's Reference for Kingdom Building*

Credits

Writing and Scenario:
Emerald Dusk (Casey Hayes)

Art
WtU Revisited by [Nelvakre](#)
Streencaps from *My Little Pony: Friendship is Magic*

Original *Ponyfinder* races:
FightingFire

Playtesters:
Abby Bosley
Adam Stirzel
Carly Marie
Erika Maris
Kenneth Fite
Scott Teal

Proofreading/Editing:
Greg Horst

Special Thanks:
To Mike, for helping me plan out and balance encounters
To Erika, for being an enabler.