

PonyFinder

Outskirts of the Pony Empire



Written by David Silver

 **PATHFINDER**
ROLEPLAYING GAME COMPATIBLE



ONYFINDER

OUTSKIRTS OF THE PONY EMPIRE

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ASSISTANT PRODUCERS

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THE OUTSKIRTS

These brave towns do not have the benefit of the empire's comfortable innards. No trains, few patrols of soldiers, ready to turn aside hostile nations or monsters. They were forged by brave ponies, willing to go where the profit was, or hoping to bring the empire forward. It takes a special kind of pioneer to take the risk, but the rewards can be immense when they pull it off.

Some of these towns came to be specifically to protect the inner cities from danger. Military forts against hostile forces, they sometimes grew to more than that, if the military was large enough to need a sizable supporting population. All the better if there was a valuable resource nearby, even as simple as ample game or strong wood. Ponies feel safe operating out of a town assured to have a strong military presence. Sure, the Taxes were likely higher. Safety is worth the price, or so some say...

These causes blend together at places. When a race has things of value, but ponies cannot bring themselves to trust them entirely, a great fortress city is ideal for trade and bargaining. Kadiston is the largest of such cities, and is considered *the* gateway to the human lands to the east. Merchants became wealthy, exporting pony goods to eager human traders, while importing the exotic humanoid wares they bring with them. Both sides benefit, and trade continues.

THE SHIELDS

The borderlands that ponykind share with their neighbors to the west are guarded by five shields. The first being Camp Nickelvee and a system of forts and towers that keep the orcs at bay, guarding the rich mines and the city itself. In the hills south of Nickelvee, lie two main forts, Hoof and Buck and built on the shores to the north lies Horn. Each of the might forts have a garrison and lies on

the three major passes over those hills with a string of towers defending lesser paths.

Kadiston takes an entirely different approach to halting a possible invasion. It welcomed the humans to the west, drew them in with trade and flourished into a major city. With merchants as its backbone, the metropolis thrived and became rich, rich enough to not only pay dues to both the pony empire, but also the humans. As a source of great income to each nation, invading via Kadiston would be political and economic suicide for either.

The deserts of the purrsians are not a kind place. A well-travelled merchant or world-hardened military unit could possibly make it through the desolate lands that the mighty demon left to the south of the pony lands, but both would find their end in Murrage. Supply lines cut thin by the desert would leave an army dying outside the city walls.

Blevik, a city that welcomes all who would be willing to live at peace under their own government, would likely be quite welcoming of an attacking army. The canny doppelgangers would let the army take the city, only to insinuate their own into positions of leadership. After all, it would be good to have fresh troops to man the walls.

The Scar of the Sun is the last shield, but it guards against a different breed of attacker. The blasted and glassed lands around the Scar still occasionally tear, allowing demons and worse through. The beasts of the Pit, of the Abyss and of the outer planes find hardened warriors, few in number but well trained to dispatch unwanted outsiders.

CAMP NICKELVEE

DEMOGRAPHICS

Population Metropolis - 35,280 (80% ponykind [40% earth-bound, 30% leather wing, 30% other], 20% other)

Government Foreman
Alignment Neutral Evil

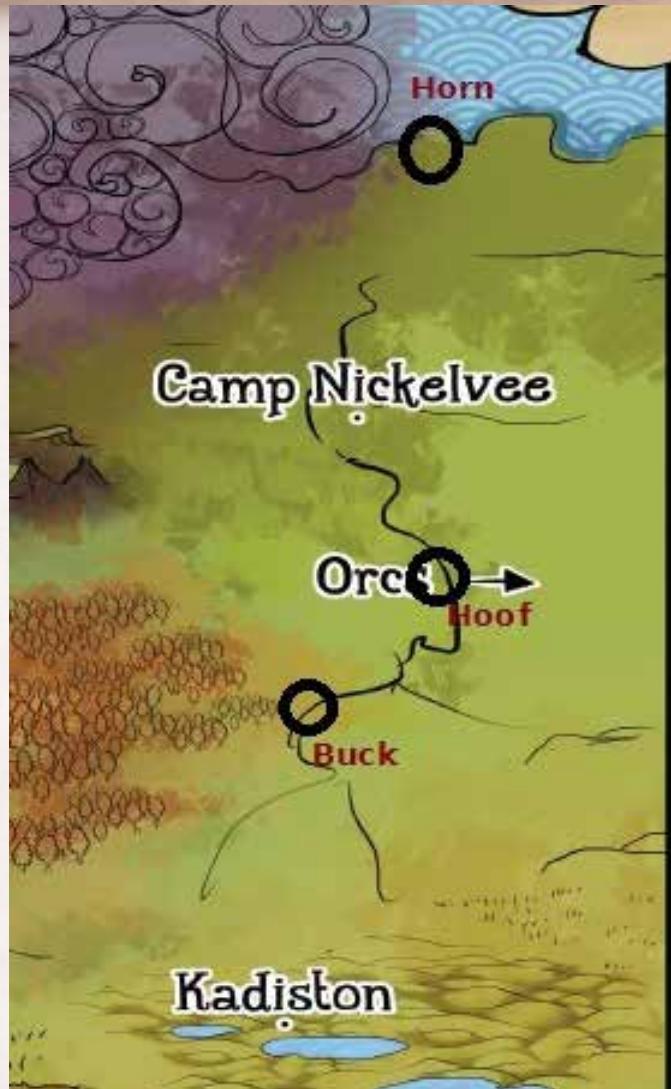
The mines were always the reason for the town. Long before the border needed defending from orcs pushed out of their regular haunts by humans, Nickelvée grew. With the miners complaints of haunted mines and worse, mercenaries and mages were attracted to the town to attempt to purge them, thankfully those same stuck around.

When the orcs attacked for the first time many of the outer farms supporting the town were destroyed and raided. A fort of wooden palisades was erected while the main city walls and keep were built. It held long enough to establish those first defenses.

As more and more of Everglow's riches were extracted there, more ponies came to the growing city. This just made all the farm's defense an even higher priority, so plans were made, a great 'pony' would be built. To the south her hooves would be twin forts, to the north her horn would be a garrison and a trade route both, between them towers that could allow a relatively few defenders to hold the key passes into the farmlands to the east.

Though Camp Nickelvée grew into a city-state in its own right, it still stands in defense of the pony-lands, long after the Queen's fall, if only to defend itself.

The city itself is almost completely devoted to mining or providing for the mines. The bonded-miner's section grew rapidly after the fall of the empire, workers who didn't need to be paid were, by far, the best you could "hire". The rest of the city, devoted to defense, trade and taking care of the needs of the residents, grew slowly with the free population of the city. Of course, the owners of the great mines always had the best of everything, Nicklevee was nothing if not a way for them to show how much better than everyone else they were.



KADISTON

DEMOGRAPHICS

Before Decline Population Large City - 12,502

(40% ponykind [27% earth-bound, 20% pegasus, 15% unicorn, 38% other], 42% human, 5% griffon, 13% other)

After Decline Population Metropolis - 75,024

(6% ponykind [37% earth-bound, 20% unicorn, 43% other], 82% human, 12% other)

Government Monarchy

Alignment Lawful Neutral

A crown jewel of a sprawling city. Kadiston lacks the heavier defenses that Camp Nickelvée demands but defends itself with a strong mercenary presence

and by calling up militia if the need arises. And with such a huge city that is no small amount of troops.

Having grown from the coin of merchants Kadiston maintains a balancing act during the time of the Queen, paying dues to the pony empire and the humans both. After the fall, however, it got to keep half of that coin for itself and the city grew rich beyond measure, well, except tax collectors, Kadiston's can measure very, very well.

Holding a major gate between the two races, it holds it open but keeps guards on each side. To consider attacking Kadiston would require time to plan, to build resources. Time that the merchants who ply the roads would use to tip off their partners in Kadiston.

After the empire began to decline, the city saw a steady increase in its population as the human population began to expand. The city grew to a thriving metropolis. The pony population didn't decrease, but it didn't keep up with the humanoid portion, causing them to become more and more of a minority.

The city of Kadiston, like most, is broken up into districts, but unlike others they do not reflect either social or monetary standing, but rather professions. Wealthy, established craftsmen want nothing to do with poor up-and-coming merchants, and each prefers the company of like-minded individuals. Housing tends to pass down from master to apprentice, with family groups tending to be based around this bond, rather than blood.

APEP'S FOLLY

DEMOCRAPHICS (MURRAGE)

Population Metropolis - 31,247 (60% purrsian, 35% ponykind [90% sun pony, 10% other], 5% other)

Government Monarchy

Alignment Lawful Neutral

Also known as The Great Thirst, or The Trail of Apep; the desert around Murrage is not an

easy place to travel. Between the scorching heat of the day, the icy cold of the night, no travellers be they merchants or army, could make it across the sands without stopping in Murrage to gain supplies.

The feline denizens of it's only oasis guard their trade partners to the north and east fiercely, after all if an invading army got passed them then all the treasures would be taken back to the human lands and none would be traded! Simply not acceptable. Caravans are welcome, small squads of troops are hired and made welcome, but armies are to be 'discouraged' with rather a lot of prejudice.

Not all invasions require bloodshed to solve, of course. Offering a crusading army room and board is a very Purrsian thing to do, particularly if such bleeds the war chests so dry of coin that those same soldiers rebel and turncoat because they aren't paid.

The regions of the great desert are not nearly so stagnant as a city. The nomads that ply the seas of sand respect each other but know that home is where the tents rest. On the few occasions these tribes meet on the dunes, a small festival is held, bringing together the people, a week for most, but their whole lives for some younger members. After all, the bond of blood is a strong one, and the people of the sand are few and have much ground to roam.

BLEVIK

DEMOCRAPHICS

Population Metropolis - 35,501 (64% ponykind [30% doppelganger, 70% other], 8% human, 5% griffon, 4 phoenix wolves, 20% other)

Government Mayor

Alignment Chaotic Neutral

The citizens of Blevik know one thing, their leaders are to be trusted. The city is very welcoming to new ways, to new people, but very little actually changes in the city. Which of course is the most amazing twist of irony.

When the Queen came to their city, to offer it a place in the pony empire it was assumed that she would install her own spies and tax collectors. She wasn't a stupid pony, of course, she quickly worked out that Blevik was the sort of city you learn from, that you give a long leash to. She was rewarded with yet another shining defense of her people.

The leaders of Blevik were quite taken with her offer of support, but when she not only found their spies before they could take their places at her court but that she welcomed them in they were delighted. She could play The Game.

Blevik has city walls, it has gates and guards, don't doubt it, but the few times an actual army worth the title approached they found the city welcoming them. A human warlord threw his troops at the doppelganger fortress only to be hailed as heroes, relieving the city of the oppressive oversight of other ponies to the east. When the leader claimed the city as his, sending his son back home to govern his own lands it was seen as a new age for Blevik. Of course after two generations it was ponies in control once more, or had control ever actually left them?

THE SCAR OF THE SUN

DEMOGRAPHICS

Population Hamlet - 7-20 (Varies)

Government None

Alignment Neutral

Little is known by outsiders of this place. It is guarded by a few but those few are the most capable fighters, mages and worshipers that have lived. Spending each day as if it were their last, guarding the whole plane from demons, devils, abominations and worse, the Watchers of the Scar brook no trade that doesn't further their defense. Woe betide any army that would step foot or hoof in this place, for they would find themselves as sheep among wolves.

REGIONAL TRAITS

All traits listed here are regional, and belong to the city they're named after, if another location isn't specified in parenthesis. Characters should be raised in or spend significant time in the location to qualify for the trait.

Blevik Guard

You are no fool, you worked as a guard for the 'shifter city'. An excellent judge of character and not an easy one to fool, giving you a +1 trait bonus to Sense Motive and Perception and one of these (your choice) becomes a class skill.

Kadiston Trader

Goods, in your possession, might as well be gold. Treat any settlement you are in to be one size larger (Hamlet to Village, Small City to Large City, etc).

Nickelvee Strong

Your time spent working as a free-miner in Camp Nickelvee has left you with access to a slightly better grade of steel! When in Camp Nickelvee, you can purchase wootz steel that has 5 better hardness than normal steel. Cost difference is negligible.

Outskirt Trained (Frontier)

It's a tough world, and sometimes a pony can only trust another pony, and even then... You gain a +1 bonus to sense motive and it becomes a class skill. You may take 10 while using this skill even in combat.

REGIONAL FEATS

Though not mechanically tied to a given place, these feats fit most properly to those raised in or living in the named community, or another community similar to it.

ARCANE MULTICULTURALISM

The arcane traditions of many races have been blended together by your technique, allowing you to forge tokens of powers others would find impossibly flexible and potent.

Prerequisite: Arcane bond with an object, caster level 6+

Benefit: Once per day, you may cast a spell at least two levels below your maximum spell level without the spell being memorized or expending a spell slot. The spell must be known and in a spellbook on your person. This is in addition to your usual ability to cast a spell through your arcane bond.

DEMONIC AWARENESS

You have been trained to be alert to the machinations of demons, lest another great lord tear Everglow asunder in its rampage.

Prerequisite: Knowledge (planar) 6 ranks, Perception 6 ranks

Benefit: You may attempt spellcraft against evil outsiders so long as they are within short ($25' + 5'/2$ levels) range, even if their effect would normally be shrouded from detection. The GM should roll secretly if you would be unaware of the effect, though success reveals the source as well as the nature of the effect being used to you. You have a +3 insight bonus to saving throws against effects you identify through this ability.

HUMAN TRAVELER

You have had experience in the human lands. You may not even visit Everglow as often as others would think wise. Where there is adversity, there is opportunity, and you mean to explore it while avoiding the ire of the natives.

Prerequisite: Knowledge (local) 5 ranks

Benefit: You gain humanoids as a favored enemy, as per a ranger, with a +1 bonus. If you have a favored enemy that overlaps, this +1 stacks.

SURVIVING THE DUST

Your time spent in Apep's Folly with natives has given you great insight into ways to survive the great desert.

Benefit: By spending one hour in a desert and using only basic camping equipment, you may obtain up to three gallons of potable drinking water. Also, with a standard action, you know how to adjust clothing to give 5 energy resist to fire or cold, making dealing with desert conditions much easier.

FRONTIER MAGIC

PONIFY SELF

First cast by mages when Kadiston was growing, to help fit in with their four-legged neighbors, Ponify Self soon spread to the nearby city-state of Blevik to help young foals learn how to behave before their shape-changing powers fully developed.

School Transmutation (Polymorph); **Level**

sorcerer/wizard 1; alchemist 1; shaman 1; bard 1; magus 1; summoner/unchained summoner 1; witch 1

Casting Time 1 standard Action

Components V, S

Range Personal

Target Self

Duration 1 day/level

Save none; **Spell Resistance** yes(harmless)

When first cast, roll on the Ponyfinder reincarnation table (see Tribes of Everglow), rerolling any non-pony forms. Once a form is selected, that is locked in as the caster's Ponified Self form and can never be changed. The caster gets a +10 bonus to disguise to prevent others from associating their two forms. The spell otherwise works as Alter Self, with the added options of being able to gain flight 30' (clumsy) and Fingerless. The spell does not confer any size or racial adjustments to stats.

ALARM WARD

Created by the mercenaries protecting Nickelvee, this spell originally was intended to alert the border forts to orc attacks. It was quickly traded and made its way to the defenders of the Scar, where Evil Outsiders are quickly discovered and dealt with.

School Abjuration; **Level** druid/ranger 2; shaman 2; psychic 2; spiritualist 2

Casting Time 1 full-round Action

Components V, S

Range Touch

Area 1 square mile/level

Duration 1 week

Save partial; **Spell Resistance** none

Upon casting, a creature type (and subtype for humanoid and outsider) is chosen. For the next week, the caster knows how many of the chosen creature types are within the area. A rogue can detect (but not disable) with a perception check vs the spell's DC + 5.

PONIFY

An odd adaption in the line of spells that seemed to begin in both Kadiston and Blevik. Simply put, mares and women needed to keep their young hidden prior to them being able to cast the spell themselves and so, as is usually the case, necessity is the mother of invention.

School Transmutation (Polymorph); **Level**

sorcerer/wizard 2; alchemist 2; shaman 2; bard 2; magus 2; summoner/unchained summoner 2; witch 2

Casting Time 1 standard Action

Components V, S

Range Touch

Target Living creature touched

Duration 1 hour/level (D)

Save will negates(harmless); **Spell Resistance** yes(harmless)

As per Ponify Self, but grants no racial abilities at all except Fingerless.

PONIFY SELF, GREATER

Much greater in power than the basic spell, this version actually spread the other way, the doppelgangers having improved upon the early version so that they could display the basic abilities that their new form would possess. Few outside the city would know of it and of those nearly all would reside in Kadiston, after all, it is hard to disguise yourself as a unicorn unless you can use horn-magic.

School Transmutation (Polymorph); **Level**

sorcerer/wizard 3; alchemist 3; shaman 3; bard 3; magus 3; summoner/unchained summoner 3; witch 3

Casting Time 1 standard Action

Components V, S

Range Personal

Target Self

Duration 1 day/level (D)

Save none; **Spell Resistance** yes(harmless)

As per Ponify Self, but can be dispelled early and grants all racial abilities for their alternate form.

AWAKEN ELEMENT

No one knows the particular origin of this all-terrain offensive spell, but none can deny the effectiveness of it. No matter if you are on the burning sands of Apep's Folly or the far reaches of Nickelvee's Horn, you can blast a target at range and leave them struggling to defend against the creatures that are pulled through the rift to the elemental planes.

School conjuration [see spell text]; **Level** cleric

4; druid 4; ranger 4; occultist 4

Casting Time 1 standard Action

Components V, S

Range Long (400' + 40' per level)

Area 20' radius spread

Duration Instantaneous; 1 round/level

Save Reflex half/partial; **Spell Resistance** yes/
partial

You create an implosion of elemental force in the target location dealing 1d6 crushing damage for every 2 caster levels, reflex for half, and summoning 1d3 small elementals. The elemental type (for the summons and the spell) is dependant on the terrain of the target.

TYPE OF ELEMENTAL

Ground	Earth
Flying	Air
Swimming	Water
Within 10' of a fire/lava	Fire

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