



Tails of EQUESTRIA



The Storytelling Game



Tails of EQUESTRIA



The Storytelling Game

Foreword

I wanted to write *Tails of Equestria* because, after watching every single episode of the TV show (repeatedly!) with my young daughter, I've truly grown to love *My Little Pony, Friendship is Magic*. I also love role-playing and storytelling games, and believe that the world of Equestria is a perfect setting for them.

It is my greatest hope that you will enjoy playing this game with your family and friends for many happy hours together.

Thanks for playing *Tails of Equestria*—have fun!

Almond



Contents

Chapter 1—Introduction	4	Chapter 8—Talents & Quirks	62
Chapter 2—Creating Your Pony Character	12	Chapter 9—Pony Names, Cutie Marks & Portraits	74
Chapter 3—Pony Kinds	20	Chapter 10—Equipment & Money	78
Chapter 4—Elements of Harmony	32	Chapter 11—Levels & Leveling Up	84
Chapter 5—Traits & Shamans	38	Chapter 12—Adventuring Tips and Tricks	90
Chapter 6—Friendship	44	Adventure Module—The Pet Predicament	100
Chapter 7—Tests & Challenges	50	Appendix—Other Stuff	140

Credits

Written by: Alessio Cavatore, Dylan Owen & Jack Caesar

Cover Art: Amy Mebberson

Internal Art: Luigi Terzi & Hasbro Studios

Book Layout & Graphic Design: Dylan Owen & Pete Borlace

Proofreading: Tracie Walsh

Thanks to: Heather Hopkins, Marion Bardou, Matt Walford, Hugo Pritchard-Law, Criz Jamers, Luna, Minnie & Holly, Giovanni & Sara, and all the other ponytesters

ISBN: 978-1-626926-19-6

Product Code: NJD440301

Published by Shinobi 7 in the United States and Canada.

River Horse and River Horse Games are trading names of River Horse (Europe) Ltd. © River Horse (Europe) Ltd 2016. River Horse, the River Horse logo, Tails of Equestria, and the Tails of Equestria logo are either ®, TM and/or © 2016.

HASBRO and its logo, MY LITTLE PONY, and all related characters are trademarks of Hasbro and are used with permission. © 2016 Hasbro. All Rights Reserved.



Chapter 1

Introduction



What's a Storytelling Game?

Tails of Equestria is a **storytelling game**, which is also known as a **role-playing game** (or RPG). Games like these can be played by two or more players. One player is always the **storyteller**, also called the **narrator** or **gamemaster** (GM), while all other players are **pony characters** (PCs). In our books we have gone for 'role-playing game' (RPG) and 'gamemaster' (GM). It is best if the GM is a grown-up, like a mom or dad, grandpa or grandma, a big sister or brother, a babysitter, etc.

The best size for a group is four people: the gamemaster and three pony characters (ideally, one Earth pony, one Unicorn and one pegasus.) Of course, smaller or larger groups can work just as well, but we'd recommend not having more than six pony characters, as the game might become a little messy.

Once you and your friends have gathered to play, perhaps sitting around a table or on the floor, the first thing the gamemaster will do is help each player to create a pony character. This is great fun, as you and your friends have to answer the question: "Imagine you were a new character in *My Little Pony, Friendship is Magic*. What would your pony be like? What would your colors be, your talent, your cutie mark...?"

For example, you could say: "I am going to be a Unicorn called Firebrand, who is red with an orange mane and tail. My cutie mark is a flame and my talent is controlling fires, so I can be a firefighter in Ponyville, but I will also be good at making the most beautiful fireworks!"

With the help of the gamemaster, you complete a character sheet for your new pony, which records his or her abilities, strengths, and weaknesses, as explained later in this book.

Once all pony characters have been created, the gamemaster will start telling you all a story, set in Ponyville or another of the many fabulous places in Equestria. And you and your friends will be the characters in this story!



So,
thro
gets
that
spy
wel

The
gar
of y
Tw
pla
you
Wh
ad
you
str
ne
Th
do
tin
tin
wh
Fo
pl
ch

For Older Readers:

About the educational benefits of storytelling and role-playing games

Storytelling/role-play games can be extremely beneficial for young ones, as they learn, under an adult's supervision, to develop face-to-face communication skills. Social skills like teamwork, problem solving, diplomacy, and even some lessons about morality and justice can be learned through the fun media of adventuring.

Often, very strong bonds are developed among players, bonds that last for the rest of their lives, and wonderful memories of events 'lived together' during play will form the fond subject of many a future conversation.

And of course, *Tails of Equestria's* core message is the same as the show that inspired it: that friendship is the strongest force we can tap into.

So, for example, the gamemaster could say something like: "You and your friends are making your way through the Everfree Forest toward the Castle of the Two Sisters. You would prefer to get there before it gets dark, and on your right a little trail leaves the main path you have been following. Your map shows that little trail to be a shortcut, and if you follow it you might get to the castle before nightfall, but you spy some really big cobwebs farther along the trail. What would you like to do—stick to the longer but well-used main path, or take the slightly scary shortcut?"

Then it's up to you and your friends to discuss which way to go and, once you all agree, you tell the gamemaster and he or she will continue the story, telling you what happens next. As you play, the story of your adventure develops. You will meet other characters (maybe even a famous one, like Princess Twilight Sparkle) and weird creatures, explore new and familiar places in Equestria, and face challenges and solve riddles on your way to completing your mission.

When you and your friends finally succeed in your adventure, you will be rewarded with experience as you learn new things that will make your pony cleverer, stronger, or more charming and talented—ready for a new and more challenging quest!

The great thing about role-playing games is that you don't have to finish the story all at once. When it's time to stop, the story can be paused, and the next time you all meet together, you can begin again from where you left off.

For more information about how to play a role-playing game, either as a gamemaster or as a pony character, see pages 90-99.



Things you're going to need

To play *Tails of Equestria*, you are going to need a few things in addition to this book. Don't worry if you don't have them right away, as most of them can be easily replaced with free or very cheap substitutes, as described below.

A pencil and an eraser

Ideally you'd want one of each per player, but of course you can share pencils and erasers if there aren't enough to go around. The gamemaster might also need some blank sheets of paper to make notes on.



Pony Sheets

You can photocopy the Pony Sheet on page 152. If you prefer, you can download these sheets from the River Horse website—www.riverhorsegames.com—and print them out. Or you can buy one of our *Tails of Equestria* Pony Sheet pads. However, you can start playing right away by writing out your Pony Sheet on a blank sheet of paper.

PONY SHEET

FRIENDSHIP

Pony Name: _____
Player Name: _____
Pony Type: _____
Level: _____
Element of Harmony: _____

STAMINA: MAX _____ CURRENT _____

BODY MIND CHARM

TALENTS
CM: _____
T: _____
T: _____
T: _____
T: _____

QUIRKS
MAIN: _____
Q: _____
Q: _____
Q: _____

CUTIE MARK

POURTRAIT

RIVER HORSE

Tokens of Friendship

Tokens of Friendship (see pages 44-49 for more details) can be represented by any counter that is not going to be easily confused with something else. Beads or buttons work perfectly well.





Role-playing dice

These special dice are used in most role-playing games. They are described below.

You can buy our *Tails of Equestria* dice, or other role-playing dice, online or from bookstores, comics stores, or hobby games stores. There are also a number of free dice-rolling apps that you can download on your phone—look for key words such as 'role-playing,' 'RPG,' 'dice,' 'roller,' and so on.

If you have none of the above, you can use a pencil and the **dice charts** on pages 142-147 of this book.

The *Tails of Equestria* role-playing dice

These special dice are used in the game to see whether the actions your character is trying are going to be successful or not. This is called a Test or a Challenge and is explained on pages 50-61. Below you can see each die, listed from the best to the worst:



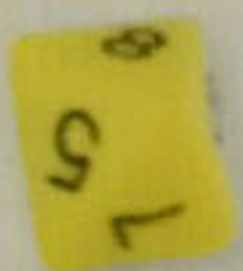
The best die is the blue die, which has twenty sides and so is called a **D20**. When you roll it, it will give you a number from 1 to 20.



The black die has twelve sides and so is called a **D12**. When you roll it, it will give you a number from 1 to 12.



The purple die has ten sides and so is called a **D10**. When you roll it, it will give you a number from 1 to 10 (the zero counts as a ten).



The yellow die has eight sides and so is called a **D8**. When you roll it, it will give you a number from 1 to 8.



The green die has six sides and so is called a **D6**. When you roll it, it will give you a number from 1 to 6.



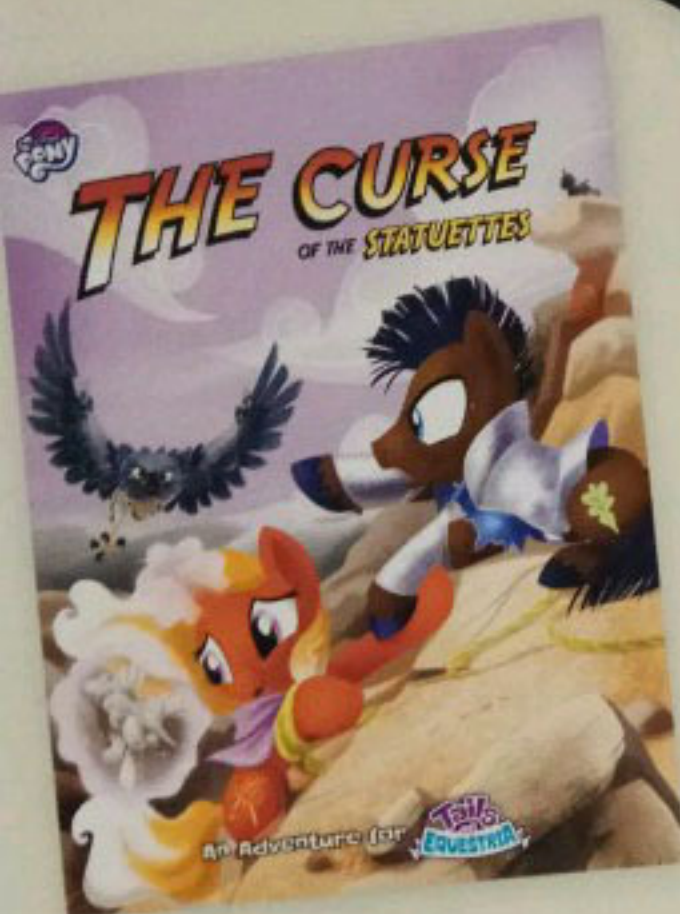
The worst die is the red die, which has four sides and so is called a **D4**. When you roll it, it will give you a number from 1 to 4 (the result is shown by the number that is facing 'the right way up'—so the die pictured on the left has scored a '4').

Other equipment

There are other items that are commonly used in role-playing games which are not necessary, but can improve the game experience.

Gamemaster screen

This is a *Tails of Equestria* foldable cardboard screen used by the gamemaster to hide his or her maps, notes, and the dice he or she rolls. There is also some useful reference information on the side facing the gamemaster.



Supplements and Adventures

Some gamemasters love to write or improvise their own adventures, quests, and stories. They might like to look for our supplements that offer additional information about Equestria and the creatures that live there.

Others prefer to buy ready-made *Tails of Equestria* adventures, which consist of one or more adventures that the gamemaster can read and then play with the group. They include everything the gamemaster needs to play, such as maps, setting, characters and creatures the PCs will meet, and so on. A short adventure, *The Pet Predicament*, is included in this book and starts on page 100.

Figurines

Some role-playing groups like to visualize the player characters and the other characters and creatures they are going to interact with by using figurines. Many figurines representing characters from *My Little Pony, Friendship is Magic* are available from Hasbro.





Chapter 2

Creating Your Pony Character



Creating your pony character

In this chapter you'll find out how to create your pony character.

What you need

- **A blank Pony Sheet.** Ask a grown-up to photocopy the Pony Sheets at the back of this book (page 152), or to download and print off a sheet from www.riverhorsegames.com.

Pads of Pony Sheets can also be purchased from River Horse—in which case you can choose a sheet for an Earth pony, a Pegasus pony or a Unicorn pony, or use a completely blank Pony Sheet if you want to draw your own pony without help.

- **A pencil and eraser.**

CREATE YOUR PONY

To create your pony, complete each instruction in the order listed below.

1) Choose Pony Type

Do you want to play as an Earth pony, a Unicorn, or a Pegasus? If you've chosen a certain type of Pony Sheet, you've already made your choice!

See pages 20-30 to find out about each type of pony in more detail.

An Earth pony is strong and brave!



A pegasus can fly!



A Unicorn can use magic!



Pony SHEET

Pony Name: _____
 Player Name: _____
 Pony Type: _____
 Level: _____
 Element of Harmony: _____

STAMINA: _____ MIX _____ CHERY _____

BODY _____ MIND _____ CHARM _____

TALENTS
 C: _____
 T: _____
 T: _____
 T: _____

QUIRKS
 Q: _____
 Q: _____
 Q: _____

CUTIE MARK _____

PORTRAIT

2) Level

Everypony normally starts at Level 1—the level of young ponies that have just earned their cutie mark—so write 1 for your pony's Level on your Pony Sheet.

3) Element of Harmony

There are six Elements of Harmony in Equestria. You can choose an element for your pony as part of character creation. Will your pony be kind like Fluttershy, honest like Applejack, generous like Rarity, loyal like Rainbow Dash, funny like Pinkie Pie, or clever like Twilight Sparkle?

The Elements of Harmony are:

HONESTY



LAUGHTER



KINDNESS



GENEROSITY



LOYALTY



MAGIC

Choose one and write it in the Element of Harmony line of your Pony Sheet.

You'll find more about the Elements of Harmony on pages 32-37.





4) Body and Mind

Is your pony going to be strong and brave, resolute and good at stuff like running, climbing, and lifting heavy things? Or do you want your pony to be brainy, and better at thinking, learning, and solving puzzles?



Strong

If you want your pony to be strong, write **D6** in the **BODY** box of your Pony Sheet (or **D8** if your pony is an Earth pony!) and **D4** in the **MIND** box.



Brainy

If you want your pony to be brainy, write **D6** in the **MIND** box of your Pony Sheet and **D4** in the **BODY** box (or **D6** if your pony is an Earth pony!).

5) Charm

The Charm score shows how nice, polite, pretty or handsome, gentle, and charming your pony is. Your pony uses Charm to make friends with other ponies and creatures. Everypony starts with a Charm of D6—write **D6** in the **Charm** box of your Pony Sheet.



6) Stamina

The Stamina score shows you how tough your pony is.

Everypony starts with a number of Stamina points (see pages 42-43).

- If your pony is a Unicorn or a Pegasus, write **10** in the **Maximum Stamina** box.
- If your pony is an Earth pony, write **12** in the **Maximum Stamina** box.

During the game, when things go wrong, your pony might lose Stamina points, but it's easy to gain them back through rest and healing. If your pony ever reaches zero Stamina points, he or she is too tired to carry on, and must stop and rest to recover.



7) Talents

Now you must decide what your pony's best Talent is going to be.

Keep in mind that the Talent you choose will be pictured on your pony by his or her Cutie Mark, and will influence the life of your pony and possibly your pony's name too—this is a very important choice!

Pick a Talent from the ones listed on pages 66-70, or you can make up one of your own with the help of the gamemaster.

When you gain this Talent, it has a score of D6. Write the Talent's name on the **Cutie Mark** line in the Talents box on your Pony Sheet, and write **D6** next to the Talent.



Earth pony

If your pony is an Earth pony, he or she also gets the Stout Heart talent (see page 69). Write **Stout Heart D6** on the second line in the Talents box on your Pony Sheet.

If you have already given your pony the Stout Heart talent, increase the score of this talent to **Stout Heart D8**.



Unicorn

If your pony is a Unicorn, he or she also gets the Telekinesis Magical talent (see page 70). Write **Telekinesis D6** on the second line in the **Talents** box on your Pony Sheet.

If you have already given your pony the Telekinesis talent, increase the score of this talent to **Telekinesis D8**.



Pegasus

If your pony is a Pegasus, he or she also gets the Fly Talent (see page 67). Write **Fly D6** on the second line in the Talents box on your Pony Sheet.

If you have already given your pony the Fly Talent, increase the score of this Talent to **Fly D8**.



8) Quirks

You must now pick a Quirk for your pony. Quirks make your pony stand out from the herd, and more fun to play.

Is your pony sometimes too easy to scare like Fluttershy? Or is he or she a bit too fond of gems like Spike?

A Quirk could be something your pony is afraid of, or something he or she finds extremely difficult to do or truly dislikes.

You can pick a Quirk from the ones listed on pages 72-73, or you can make up one of your own with the help of the gamemaster.

Write down the name of your Quirk on the first line of the **Quirks** box on your Pony Sheet.



9) Portrait and Cutie Mark

It's time to draw your pony in the portrait box of your Pony Sheet.

You also need to draw your cutie mark in the Cutie Mark box on your Pony Sheet—remember that your cutie mark should have something to do with your main Talent.

If you have chosen a Talent from the list on pages 66-70, you can copy the cutie mark shown next to that Talent, or you can make up your own cutie mark.



10) Pony Name

Now you must name your pony. Your pony's name might have something to do with the Talent you have chosen, or the way you look or behave.

For example, Emily decides to name her Unicorn (shown here on the left) 'Firebrand,' because she is both fiery-tempered and talented at making amazing fireworks!

11) Equipment

Finally, decide what items you want your pony to carry. Your pony starts off with 400 bits. Look at Chapter 10—Equipment and Money—to decide what you're going to spend your money on. If there's something you want to buy that's not listed there, ask the gamemaster if he or she can let you have the item you want, and how much it will cost.

TOKENS OF FRIENDSHIP

Your level 1 pony character starts with 1 Token of Friendship per player in the group, including the gamemaster. So, if it's just you and the gamemaster, you start with 2 tokens, but if it's you and two other friends starting to play together as a group, then everypony will start with 4 Tokens of Friendship!

Friendship is probably the most valuable of your abilities—Tokens of Friendship allow you and your friends to get out of trouble—but once you use them, they are gone for good. See pages 44-49 for more information about Tokens of Friendship.

Of course, you can always gain more Tokens of Friendship during your adventures in Equestria. To keep track of how many Tokens of Friendship you have, you can write it down on your Pony Sheet, or you can use some small object as Tokens of Friendship—buttons, beads, shells, or pebbles for example. You can also purchase River Horse's very own Tokens of Friendship.



Chapter 3

Pony Kinds





Pony Kinds

In this chapter you'll find out more information about the three kinds of ponies of Equestria—Earth ponies, Unicorns, and Pegasi. When you start a group to play the game, it's best if you and your friends choose different kinds of ponies—that way you can count on each other's strengths. Of course, that is not at all a strict rule, and you can have any mix of pony kinds in the group—even a group where everybody is a Unicorn, for example.



Earth ponies

Earth ponies are known for their strength and for being 'down to earth'. They grow most of the food eaten in Equestria. Connected to nature and in tune with the land, Earth ponies are a vital part of maintaining the order of the seasons. From ensuring the leaves fall to wrapping up winter, they work tirelessly to help keep Equestria in harmony. Many Earth ponies live in farms and rural communities, though that is not to say that they shy away from large cities like Manehattan and Fillydelphia. In fact, wherever you look in Equestria you will often find Earth ponies living there since their great endurance means they can thrive in what other ponies might call barren wastelands!

An Earth pony's stout heart allows them to withstand great hardship without slowing down, and means that they have a lot of love to give their friends. Earth pony characters are often the backbone of a group of ponies, being a rock that other ponies can lean on. Although sometimes they can be seen as a little 'rough around the edges,' Pegasi and Unicorns agree that Earth ponies are some of the most dependable friends you can ask for.





STOUT HEART (D6)

Earth pony characters start with a free additional talent: **Stout Heart (D6)**. This talent upgrades a pony's Body trait, making it stronger and tougher. Talents are fully explained on pages 64-65.

As a starting character, if you choose to have a Body of D6, that trait is increased to **Body D8**.

If instead you choose to have a Body of D4, the trait is increased to **Body D6**.

In addition, an Earth pony starts the game with **Stamina 12** (instead of Stamina 10 that other kinds of ponies start with).

Also, the Stout Heart (D6) talent means that once per game session you can ask the GM whether you can add an extra D6 to a test that uses your Body trait (tests are explained later—see pages 50-61). This represents your pony pushing himself or herself harder without losing heart—which makes Earth ponies very tough and good at overcoming difficulties.

An Earth pony with Body D8 is better at athletics and hard work, but not as good at tasks such as studying (a bit like Applejack). An Earth pony with Body D6 is a very balanced pony with D6 for both Body and Mind (more like Pinkie Pie). Both choices are equally fine, but allow you to play two very different types of characters—as different as Pinkie Pie is from Applejack!





Unicorns

Mysterious and magical, Unicorns are easily distinguished from the other ponies of Equestria by the beautiful horn on their forehead. Although the horn can be used like an ordinary horn, its main use is the powerful magic that Unicorns are famous for. Most Unicorns can use telekinesis, the ability to move objects with their minds, and some others can teleport, change objects into other objects, and blast powerful stun beams from their horns!

Very rarely, Unicorns earn a cutie mark that shows that their special talent is magic itself. While most Unicorns only know a little magic in relation to their cutie mark, these Unicorns know lots of magic and can become some of the most powerful magical creatures in all of Equestria.

Many Unicorns are very proud of their heritage, and are often seen as noble and majestic—or a little bit arrogant, depending on who you ask! Unicorns use their magic to protect the citizens of Equestria, aid in their arts, and solve any problems that aren't solvable by mundane means.

Unicorn characters are very useful in a group of adventuring ponies, able to use their wits and magic to help with the trickiest of puzzles and problems. Many travelling Unicorn ponies focus on one of their magical abilities, but some learn many spells so that they can help their friends with any situation!





TELEKINESIS (D6)

Unicorn pony characters start with a free additional magical talent: **Telekinesis (D6)**. Magical talents are fully explained on page 65.

This very useful ability allows a Unicorn to move light objects around—as their horn glows with a colorful light, the object starts glowing with a similar color and floats around in the air.

It also allows the Unicorn to simply light his or her horn up to be able to see in dark places.

As this magical talent increases in level, the Unicorn can start moving objects and creatures that are far heavier, like a pony or even a group of ponies!





Pegasi

Pegasi are the winged cousins of Earth ponies and Unicorns, known for their aerial acrobatics and amazing agility. Originally a tribe of warrior ponies, the Pegasi are a great and noble race of ponies, now tasked with maintaining the weather of Equestria. Using their wings and their innate abilities, they can move clouds and create winds, which is how they have created Cloudsdale. Cloudsdale is the awesome home of many Pegasi high up in the sky. It's where they keep much of the machinery required to make snow and clouds.

Many Pegasi love sports and they have invented several that only Pegasi can compete in due to their flying abilities. This has earned Pegasi the reputation of being the most competitive of the pony races. But every Pegasus knows deep down that no competition is worth more than friends, and of course many Pegasi enjoy flying at a far more leisurely pace. Pegasus characters can often find themselves helping their friends from above—their ability to fly can be very useful in lots of adventures, whether scouting for trouble or racing against the clock! They are very good at acting quickly, warning their friends of trouble, and when needed, diving into a fray from above!

A Pegasus can be a fast friend, and they are often willing to throw themselves into the defense of their buddies. Earth Ponies and Unicorns sometimes see Pegasi as a little rash, a little too eager to jump to action without thinking—which can cause problems if they do not understand all the facts!





FLY (D6)

Pegasus pony characters start with a free additional talent: **Fly (D6)**. Talents are fully explained on pages 64-65.

Flying is obviously a very useful skill to have, as it is of great help in moving around, gathering information by looking at situations from up high, and escaping many kinds of danger such as angry creatures that cannot fly. The Fly talent also allows a pony to walk on clouds!

Note that Fly (D6) doesn't let you fly as fast and skillfully as Rainbow Dash—she has Fly (D20)! Fly (D6) allows a Pegastuto to fly rather slowly, a bit like Fluttershy.





A note on Alicorns

Little is known about Alicorns as a race, except that they are very rare.

Alicorn magic is not fully understood, but it is known that Alicorns have the magical powers of the Unicorns, the flying abilities of the Pegasi, and the strength of the good, true-hearted Earth ponies. It is for this reason that other types of ponies often turn to the Alicorns to solve disputes between one another.

Unlike the other types of pony, an Alicorn is not usually born as an Alicorn but earns the right to become one by displaying a great act that signifies his or her special powers. Little is known about how this happens, except that it is very rare, and it only happens when Equestria is in need of a new princess. For example, Twilight Sparkle became an Alicorn when Equestria needed her powers of friendship more than ever! Recently, the birth of Flurry Heart was the first instance of a pony being born as an Alicorn.

Although powerful and beautiful, Alicorns are just as sensitive as other ponies, and most often love to be treated like any other pony. Many ponies find this hard, always wanting to show respect and politeness, which can mean that Alicorns may find it hard to find true friends. But with a little persistence they can form the strongest of bonds.

In *Tails of Equestria*, your character cannot be an Alicorn.





Chapter 4

Elements of Harmony





Elements of Harmony

You are free to choose any one of the six Elements of Harmony for your pony character. Note that this has no rules effect at all. Rather, this is a way to tell the gamemaster and your fellow players what you want the personality of your pony to be like. Read the descriptions of each Element of Harmony on pages 36-37, and then choose one for your pony. Every pony character in *Tails of Equestria* is aligned to one of the six Elements of Harmony. These are Honesty, Laughter, Generosity, Loyalty, Kindness, and Magic.

Don't worry—you don't have to behave all the time as described for ponies of your chosen Element. This is fine, as long as your pony's behavior matches his or her Element often enough. For example, Pinkie Pie is cheerful and funny most of the time, just like the Element of Laughter to which she is born. Sometimes, however, she can have moments of seriousness, anger, or even sadness!

If later on you want to change your Element of Harmony, just tell the gamemaster and change your pony sheet—your pony has just entered a different part of his or her life, maybe growing from a teenager pony into a grown-up pony, for example.

It is great fun if all of the members of the group belong to a different Element of Harmony, and it could be useful in an adventure, when it might be useful to have a pony that belongs to the right type of Element in a certain situation. For example, a magic chest could open only if touched by a pony that belongs to the Element of Generosity, or a creature you meet could be easier to befriend if someone belongs to the Element of Kindness, and so on.

So, maybe you can agree with your friends that you all choose different Elements of Harmony for your pony characters. However, it is absolutely fine for two or more characters to share the same Element.







Kindness

Ponies attached to this Element are the sweetest, most gentle of creatures. Kindness can be tricky, and not everypony has the same opinion on what kindness means. These ponies need to be careful not to confuse kindness with being a pushover!

Color: Pink

Last pony to possess the Element of Kindness: Fluttershy



Generosity

Ponies attached to this Element have the biggest hearts and are always prepared to help out their friends and share all they have with them. These ponies sometimes have to be careful of others that would take their generosity for granted, and can have a tough time figuring out who to give to when they can't give to everyone.

Color: Purple

Last pony to possess the Element of Generosity: Rarity



Laughter

Ponies attached to this Element are the funniest and most cheerful companions you can ever hope for—they always look at the bright side of things. Sometimes ponies that embrace the element of laughter can have trouble making sure everyone is enjoying their humor, since laughter is only great when everyone is laughing!

Color: Blue

Last pony to possess to the Element of Laughter: Pinkie Pie



Loyalty

Ponies attached to this Element are the most reliable of friends. They will never leave the side of a friend in need and never betray a promise made. A pony that is very loyal may be in trouble if he or she has given loyalty to the wrong pony, or when loyalties conflict!

Color: Red

**Last pony to possess
the Element of Loyalty:** Rainbow Dash



Honesty

Ponies attached to this Element can be trusted with your life. They always speak their mind and never conceal the truth for any reason. Sometimes the truth can be a difficult thing to tell, and even more difficult to tell it without hurting anypony. These ponies understand that better than anypony else!

Color: Orange

**Last pony to possess
the Element of Honesty:** Applejack



Magic

Ponies attached to this Element are sensitive to the most powerful of all Elements—the Magic of Friendship. Magic is the most difficult Element to use, and can only exist if the other five Elements are present. These ponies have a difficult job balancing all of the other Elements of Harmony to keep friendship strong.

Color: Magenta

**Last pony to possess
the Element of Magic:** Twilight Sparkle



Chapter 5
Traits & Stamina



Traits—Body, Mind, and Charm

The three traits on your Pony Sheet help describe what kind of pony you are. Will you be strong, fast, and athletic like Rainbow Dash or Applejack, or clever, wise, and intelligent like Rarity or Twilight Sparkle? Could you possibly be as cute as Pinkie Pie or Fluttershy?

Starting pony characters normally begin with values of D4 or D6 for their traits, but as they grow from a young foal (colt or filly) into adult ponies, their traits will also increase to higher values—D8, D10 or even higher. Increasing the value of traits is explained on page 86.

Traits, like all other skills based on a die value, are used in tests as explained on page 52. For now remember that the D4 is the weakest die, and the D20 is the strongest.



Body

The Body trait shows how strong you are—how much weight you can lift and carry, for example. It also measures how tough you are, how long you can keep running for, how easy it is for you to catch a cold, and so on. In addition, it shows how agile you are when moving, how good you are at dodging things, and how well you can balance, so is useful for when you need to complete an obstacle course or want to show off your dancing skills.

Small animals and young ponies have a Body of D4 or D6. Grown up ponies and larger animals have a Body of D8, D10 or even more in the case of very strong or athletic ponies like Big Macintosh or Rainbow Dash.

Of course other creatures might have a very high Body value... a minotaur, for example, could have a Body of D20, and a dragon can go even higher.





Mind

The Mind trait shows how intelligent your pony character is, how well you remember things, and how good you are at studying and winning an argument. The Mind trait is useful for solving puzzles, finding your way out of a maze, and speaking other languages. In addition, ponies with a high Mind value are less likely to panic or to become sad or scared. They can push themselves to keep going where others might give up.

The Mind trait also shows how good a pony's sensitivity is. A pony with a good Mind value can pick up whether others are upset, guess what they might be thinking about, and figure out what they are going to do next—call it a 'sixth sense...' or even a Pinkie sense!

Young ponies start with a Mind of D4 or D6, but as they learn new things through study and experience, their Mind value will increase to D8, D10, and more, up to the very high levels that Twilight Sparkle and Zecora have.

Other creatures and exceptional ponies, such as Princess Luna or Princess Celestia, can have amazingly strong minds, even stronger than a D20.

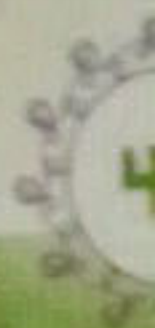


Charm

Charm is not just about how pretty or cute you are. It is about your personality—how much other people like you, listen to you, and want to be your friend and spend time with you. Charming ponies make everypony else like them by being always nice and paying attention to the feeling of others.

This trait is the most difficult to measure, and can be very different for different ponies. For example, you could say that both Rarity and Fluttershy are charming, but they are so in very different ways. Charm is useful for making friends with other ponies and creatures you meet on your adventures, and influencing others' opinions, such as when you are arguing over the price of a basket of cherries with a shopkeeper at the market.

Your Charm normally starts at D6, as even the youngest ponies can be very charming by being so adorable (actually, some of them become less charming with age). As your personality develops and you learn to be nice, charismatic, and persuasive, your Charm might increase to D8, D10, and even higher. Some characters have a Charm of D20 or even higher, such as Princess Cadence.



Stamina

Your pony character's Stamina is not based on a die; rather it's a number of Stamina points. Stamina measures how healthy, both in Body and Mind, your pony is at present. If you are perfectly fresh, rested, and full of energy, your Stamina points are at their maximum.



Losing Stamina

If you travel and get very tired, or are hurt, or become sad or confused, you will lose a number of Stamina points. Write down on your Pony Sheet, under 'Current Stamina,' the number of Stamina points you are left with.

For example, you have a maximum value of 10 Stamina points, and after a long day trekking across the countryside you are so exhausted that you lose 2 Stamina points. This means that your current Stamina points becomes 8—you write this down on your Pony Sheet. If you also twisted an ankle on a steep mountain trail, you might end up losing 1 or more additional points of Stamina.

Zero Stamina!

If your Stamina ever gets to 0 or less, your pony faints or can't carry on anymore—tiredness gets the better of you, and you need some rest right now! This can be annoying as it can stop you from finishing a task. It can also cause problems, as some bad guys could take you prisoner while you sleep, and you might wake up in a cell or a cage! That's why it's normally a good idea not to adventure alone—having friends around to help you out when you're down or in trouble is best!





Recovering Stamina

Stamina is normally recovered naturally by resting, eating wholesome food and drinks, or even by magic with the use of potions or talents (as explained on page 67). All of these ways of healing will add a number of Stamina points to your total, up to your Maximum Stamina points.

As a rule of thumb, a night's sleep out in the wild will get you 1 point of Stamina back, while resting in a comfy bed at home or in an inn or other nice accommodation will give you 2 points back.

A nice hot meal will likewise get you 1 point of Stamina back, while some cold hay under the rain might be enough to keep you going, but will not help you recover any Stamina.

Going a long time without eating will have the opposite effect—you might even lose Stamina as you become weak and hungry, so always make sure you pack some food for long trips in the wilderness.

Maximum Stamina

Your Maximum Stamina points will increase as your pony character develops, as explained below.

What's my Maximum Stamina value?

It's easy to figure out your Maximum Stamina value.

Look at the values of your pony's Body and Mind traits. Ignore the letter 'D' in these values and add up the two numbers. This total score equals your Maximum Stamina value.

So for example, a pony with a Mind of **D4** and Body of **D6** adds up **4** plus **6** to get **10**. The pony's Maximum Stamina value is 10. A pony with a Mind of **D6** and a Body of **D6** will have a Maximum Stamina value of **12**.

When your pony gains levels, his or her Body or Mind value will increase, getting a better die. This will also make your pony's Maximum Stamina value increase. For example, a pony with a Body of **D10** and a Mind of **D12** goes up a level and increases her Mind to **D20**. Her current Maximum Stamina value of **22** increases to **30** (Body 10 plus Mind 20).

Chapter 6
Friendship



Friendship

Let's talk about the most important thing in your pony's life in *Tails of Equestria*—Friendship!

Like Stamina, Friendship is not a die value. Instead, your pony character has a small number of very precious and powerful **Tokens of Friendship** that you can decide to use at any point during your adventures in Equestria.



Starting Tokens of Friendship

A pony character of level 1 starts with 1 Token of Friendship per person in the group, counting all players and the gamemaster.

So, if it's just you and the gamemaster in the group, you start with 2 tokens, but if it's you, two other friends, and the gamemaster, then everypony starts with 4 Tokens of Friendship.

Using Tokens of Friendship

Tokens of Friendship are amazingly powerful, but they are difficult to earn, so use them wisely. At any point during an adventure, you can decide to give to the GM one or more Tokens of Friendship and change something that just happened to get a different outcome.

Changing a die roll

The most common example of something that you might want to change by giving back a Token of Friendship is a die roll. Maybe you, or a friend, have just rolled a die for your pony in a Challenge Test (see page 57) and have failed to roll high enough for a success—that just won't do!





You have three ways to change the die using Tokens of Friendship as shown in the box below.

Giving back 1 Token of Friendship

By giving back 1 Token of Friendship to the GM, you can ignore the result and roll the die again.

Giving back 2 Tokens of Friendship

By giving back 2 Tokens of Friendship to the GM, you can ignore the result and attempt the test again, but by rolling a D20 instead of the die you were rolling earlier.

Giving back 3 Tokens of Friendship

By giving back 3 Tokens of Friendship to the GM, you pass the test or win the challenge automatically—no re-roll is needed!

It's important to keep in mind that this is just an example and the gamemaster can always decide how many Tokens of Friendship are needed to change a die roll, depending on the importance of the Test or Challenge and the results of a success or failure. The gamemaster can decide that it is easier to change some results, and harder to change others—it's always up to the gamemaster, and his or her word is law.

Changing the story

Tokens of Friendship are not just used to change die rolls. You can also use them to ask the gamemaster to slightly change what happens in the story! For example, you are at the market and you really need to buy a coil of rope, but you don't have enough money to be able to afford it. You already tried to beg with the seller to let you have the rope at a cheaper price, but failed your Charm Test. Well, you could ask the gamemaster whether you could give back a Token of Friendship and then find the money you need on the ground... what a stroke of luck!



Or maybe your character has forgotten the rope at home, and you need that rope urgently to climb into a well. You could ask the gamemaster whether you could give back a Token of Friendship to say that you actually remembered the rope at the last minute, and you have it in your saddlebag. The gamemaster could say at this point that one Token of Friendship is not enough, but that you can 'have remembered' the rope if all of your friends also spend a Token of Friendship.

Basically, Tokens of Friendship allow you to make any change, as long as the gamemaster agrees, and you and your friends have the amount of Tokens of Friendship the gamemaster says you need.

Mixing Tokens of Friendship

There's one more thing that you should remember—whenever you are using Tokens of Friendship, you can mix them with Tokens from your friends, and the more you do this, the more powerful they become.

So, even if you only have one Token left, you can use more Tokens to change a single die roll or event if your friends agree to give back some of their Tokens as well and throw them in with yours.

As this is the ultimate power of friendship—sharing and caring and joining forces to overcome trouble—Tokens used together this way are worth more. The gamemaster should keep this in mind when deciding the amount of Tokens that you need to give back for a certain result.

To continue our die roll example, the gamemaster might decide that if both you and a friend use a Token of Friendship on a roll, those Tokens count in total as three Tokens instead of just two.

Earning Tokens of Friendship

So how do you earn Tokens of Friendship? Well, the easiest way to do so is by leveling up. Whenever you level up, everypony gains a number of Tokens of Friendship equal to the number of friends they are leveling up with.

For example, there are two pony characters in a group—they both level up at the same time, so both gain 1 Token of Friendship.

For more information about leveling up, see pages 84-89.

Another way of earning Tokens of Friendship is for your pony to behave as a very, very good friend to their friends, particularly when they are in need, because, as you know:

**"A true, true friend helps a friend in need,
A friend will be there to help you see,
A true, true friend helps a friend in need,
To see the light that shines from a true, true friend."**

The gamemaster should always reward acts of great friendship with free Tokens of Friendship for the pony character acting in such a friendly way.

For example, you and your friends are at the Grand Galloping Gala in Canterlot when you notice that a big bowl full of orange juice is about to tip, and will spill all the juice onto the new dress of your pony friend. You rush in and put yourself in the way of the juice, ruining your own clothes, but saving hers, because you know how much she cares about that dress! That is a great show of friendship, where you sacrifice something for your friends in the most generous way—so the gamemaster awards you a free Token of Friendship!

In other words, when you play *Tails of Equestria*, always try to be as helpful and nice to your friends as you can possibly be—remember, if you smile, the world will smile back (why not try this in real life too?).

Another great thing about Tokens of Friendship is that there is no maximum amount of Tokens—you can have as many as you can earn!

New Friends!

Whenever a new friend joins the group, one Token of Friendship is immediately added to each player's pool—the more the merrier! When a friend leaves the group or cannot make it to a game session, the group members **do not** lose a Token of Friendship, since that person is still a friend in spirit, even if they cannot be there in pony!



Chapter 7

Tests & Challenges



Tests and Challenges

At some point during your adventures, you and your friends will be faced with some troubles or problems—if everything always went well, it would not be an adventure after all! There are two different things that can occur: **tests** and **challenges**. Let's look at them separately.

Tests

A test is when your pony is facing a difficult situation like kicking open a locked door, dodging a falling coconut, solving a difficult puzzle, or memorizing a speech.

The gamemaster will set a Difficulty to the test you need to pass, which is a number from 2 (the easiest) to 20 (the most difficult), and will tell you what trait you should use for the test. In order to pass the test you need to roll equal to or higher than the Difficulty.

For example, to dodge a falling coconut the gamemaster could decide that you need to test on your Body trait, against a Difficulty of 4. This means that you roll the die for your Body trait (say for example that it is a D8), and if you score a 4 or more, the test is passed—you dodge the falling coconut and are okay. If you roll 3 or less, the test is failed and you're hit on the head by the coconut—ouch, lose 1 point of Stamina!

Of course, if your Body trait was higher, like a D10 or better, the test would be easier.

If instead there was something making the test more difficult, such as your legs being tied together, the gamemaster would set the Difficulty a little higher—a 5 or even 6.



Difficulty Chart

This chart shows what Difficulty value the GM should use for a test, depending on how easy or hard the test is.

Task	Difficulty	Task	Difficulty
Very easy	2	Extremely hard	8
Easy	3	Unbelievably hard	9
Quite easy	4	Indescribably hard	10
Quite hard	5	Almost impossible	11
Hard	6	You gotta be kidding!	12
Very hard	7	Has anyone ever done this?	13 to 20

Bad Luck!

Note that the minimum Difficulty for a test is 2, so if you roll a 1 the test is always failed.

Not only that, rolling a 1 is really bad, and the gamemaster can make up some very entertaining effects when this happens.

For example, the gamemaster could decide that by rolling a 1 to dodge the coconut you have jumped to the side so fast that you did indeed dodge the coconut, but crashed really hard into the trunk of the palm tree—losing not 1 but 2 points of Stamina—bad luck!

Amazing success!

Sometimes you succeed really spectacularly, in which case you or the gamemaster get to tell everybody how amazingly successful you were. This happens when the roll of your die is **double or more the Difficulty of the test**.

For example, if the test was Difficulty 4 and you roll an 8 or more, the test was amazingly successful.

In the example above, if you rolled an 8 on the test to dodge the coconut (Difficulty 4), then you and the gamemaster could come up with something really cool—for example you could say that rather than just dodging the coconut, you bucked with perfect timing as it fell and kicked it right on top of the cart of supplies that is behind you—nice move!

No Fingers? No Problem!

Often in *My Little Pony: Friendship is Magic* ponies can be seen doing things with their hooves that don't make sense in our slightly less fantastic world. They tie knots, pick up stuff, move small objects, and even play the piano! It is the same in *Tails of Equestria*—generally a pony can use a combination of teeth, hooves and magic to do what a creature with hands can do. As a general rule of thumb...err...hoof, if a question comes up concerning whether a pony is able to do something using hooves, it's best to simply not think very hard about it. Equestria depends far more on magic than science, after all!



Using talents for tests

In some cases, when faced with some difficult tests, someone in your group might have a talent that could give an advantage in that test. For example, if you have the special skill (Bucking) talent (see page 69), you get to roll an extra die when bucking, which would apply nicely to kicking down a door!

Some talents allow you to upgrade or re-roll the die you roll for a certain test, as described later.

Some other talents allow you to roll an extra die for the test—simply roll this extra die alongside the die you'd normally use and pick the best result.

For example, you are trying to kick down a door and the gamemaster decides that the Difficulty is 4. Normally you would use your pony's Body value to do this. Let's say that your Body is D6, but that you also have the Bucking (D8) talent. This would allow you to roll a D8 as well as a D6. You roll both dice and then pick the highest result.

A little help from your friends

If more than one pony is attempting the same test, you all get to roll your die and pick the highest.

For example, more than one pony could join forces to try to kick down a door, one after the other. Each pony takes the test. If any pony succeeds, then the task is successful, and the number of ponies succeeding can help the gamemaster decide how successfully the test has been passed.

Sometimes several ponies can join forces all at the same time rather than one at a time. This makes passing the test even easier, and can allow the group to succeed in tasks that would be impossible for a single pony. For example, imagine you had to move a very heavy table—one pony could not even lift it, but if four of you each grabbed one leg, then together you can lift it and move it.

In this situation, the gamemaster lowers the Difficulty of the task, and then all the ponies take the test as described above. The Difficulty is normally reduced by one point per pony helping out, but the gamemaster can increase this if he or she thinks it is appropriate (such as if one of the helpers is a dragon!).

For example, lifting and moving the heavy table is Difficulty 7, so a single pony with Body D6 and no talent that would help him or her lift the table would find it impossible. However, if the pony was joined by a friend, the GM could decide to lower the Difficulty to 6. If the friend has Body D4, lifting the table would now be possible for one of the ponies, but not for both. However, if a total of three friends were helping the first pony to lift the table, the Difficulty could be reduced by 3 down to 4, so even friends with Body D4 could succeed.

Think outside the box

Somepony in the group could have a talent that could be used to solve a problem using a completely different test, if the GM agrees.

For example, a Unicorn in your group, seeing how breaking down a heavy door is very difficult or even impossible for the group, could say, "Wait a second! Can I have a peek through the keyhole? Is the key in the keyhole on the other side of the door?"

The gamemaster would answer, "Yes, you have a look and see that the key is indeed in the keyhole on the other side."

The Unicorn could then ask, "Can I use my Telekinesis talent to try to turn the key in the lock?"

The gamemaster could say, "Sure, that is a test against a Difficulty of 3 for your Telekinesis, which is a D6."

So, by using your imagination and talents, you can find a solution to almost any problem!



Impossible tests

So what happens if the Difficulty of a test is too high for anypony in your group to pass? For example, if you were trying to buck down a door made of thick oak planks reinforced with metal strips, the Difficulty could be 10. If you have a Body of D8, you have no chance of rolling a 10, which means the test is impossible for you.

If you wish, you can still try an impossible test—there is a secret technique that gives your pony a very small chance for success. This ancient technique, passed through the centuries from master to disciple, is called the **Exploding Hoof!** When you attempt the Exploding Hoof technique for an impossible test, pick a single die for your pony to use (either from one of his or her characteristics or a relevant talent) and roll for the test as normal.

If you roll the maximum value on your die, you may roll the next best die.

For example, if you roll a 6 on a D6, you then roll a D8. And if the D8 also rolls its maximum (8), then you roll a D10, and so on. Once a die fails to roll its maximum, or you have rolled a D20, you stop rolling and pick the highest result you have scored in that series of rolls as your final result.

Note that the Exploding Hoof technique cannot make a roll worse. For example, if you roll a 1 on your D8, you would use the 6 that was previously rolled on the D6.

Of course, there are often other ways around impossible tests. For example, if faced with the heavy door described above, you could use Tokens of Friendship to increase your chances of kicking it down (see pages 46-47), or you could ask a stronger friend to give it a try, if their Body was D10 or better. Alternatively, of course, there might be other directions you could explore rather than trying to go through the door... maybe there's a window wide open somewhere!





Challenges

A challenge is a special kind of test, where there are two sides competing to achieve the best result. For example, a challenge could be a cross-country race, a spelling contest, or a game of chess.

In a challenge, the two characters involved in the contest use the same trait or the same talent to see who wins.

The two sides both roll, and the one that rolls the highest wins the challenge. If the rolls are equal, the GM decides whether the challenge is a draw, and will tell you what the effects of the draw are, or will ask the two sides to roll their dice again.

Let's take a spelling contest as an example. Your pony and a rival are competing and the GM decides that it's going to be a Mind challenge. This means that you both roll your Mind die and the highest rolling result is the winner of the challenge.

In the case of a race, the GM could decide that you need to take a challenge using your Body trait. If the challenge involves convincing someone to give you some information, or you were trying to win an argument, the GM might decide that you have to take a Charm challenge.

If it's a challenge that involves a talent, then you would use the die for that talent. For example, in a flying race you would use the die you get from your Fly talent.

As in normal tests, rolling a 1 equals a Bad Luck result, with bad effects decided by the GM. And similarly, if you beat the opponent's score by twice or more their score, you have succeeded so well in the challenge that the GM will describe some cool, additional effects.



Scuffles

Another (rather unpleasant) example of a situation that might involve several challenges is when you get involved in a fight against one or more bad guys that want to capture you... or maybe against hungry creatures that want to eat you!

Remember when the Mane Six were attacked by Queen Chrysalis and her Changelings? Things certainly got heated and our pony heroes had to fight for their freedom and for the safety of all of Equestria. Another example of a scuffle was the wizard duel between Twilight Sparkle and Lord Tyrek... sadly, there are cases where you have no choice but to fight to defend yourself and your friends.

Remember that it is important to never seek out a fight, and if possible to resolve arguments by talking. Trying to understand why your opponent is upset might mean that you can help them become happy again, and because of that you might even become friends! Fluttershy showed us how to do this when she pulled the thorn out of the manticore's paw, turning the angry, upset monster into a big, purring kitten!

If you are left with no choice, however, you'll have to take part in a scuffle.

"Looks like we'll have to do this the hard way!"—Rainbow Dash

Taking part in a scuffle

In a scuffle, the GM will guide you through a series of challenges, either individually or all together as a group (or both), that will lead to a result where your group wins or your opponents win. The characters taking part in the scuffle are called **scufflers**.

The scuffle will usually end when everyone on one side is reduced to zero Stamina (everyone is too badly hurt to fight on), or when one side decides to surrender.

One-on-one scuffles

A typical scuffle between two scufflers involves a challenge using the Body trait and any suitable talent (Bucking is a good one).

The losing scuffer loses a number of Stamina points equal to the score rolled by the winner.

In the case of a draw, the GM must decide one of two things: either the scufflers are equally matched

and get a chance to think things over and stop fighting, or, if they want to try again, they can re-roll.

Alternatively, the GM can decide that both scufflers count as 'winners', so each of them loses Stamina equal to the score rolled—for a possible double knockout!

For example, a pony with Body (D8) and the Bucking (D6) talent is having a scuffle with a small diamond dog that has Body (D6). The pony rolls a 3 and a 6 (choosing the 6), while the diamond dog rolls a 4. The pony wins the scuffle, and the diamond dog loses 6 points of Stamina.

Note that armor, helmets, and some abilities may reduce the number of Stamina points lost due to a scuffle (see the Equipment section on pages 81-82). For example, if the diamond dog was wearing light armor, he would only lose 5 Stamina points.

Big scuffles and ganging up

If a scuffle involves lots of scufflers on each side, split up the scuffle into separate, smaller scuffles. In each separate scuffle there is always going to be one scuffer on one side and one or more scufflers on the other side. The side with the most scufflers can normally choose how to split the scuffles, unless the GM says otherwise.

The advantage of ganging up on one scuffer is that the side that is ganging up will roll more dice and will therefore have more chance of rolling a high number or scoring an Exploding Hoof result.

Note that if the ganging up side loses the scuffle, then the winning scuffer divides the Stamina loss amongst all the scufflers on the losing side in any way he or she likes.





For example, two ponies are facing off against five changelings. The changelings, being evil, decide to split the scuffles as follows: four changelings gang up on a pony and the last changeling keeps the second pony busy. Let's look at the scuffle with four changelings versus one pony. If the changelings roll a 2,3,5,6, and the pony rolls a 5, the changelings win and the pony loses 6 points of Stamina. If the changelings roll 2, 3, 4, 4, and the pony rolls a 5, the pony wins and shares out 5 points of Stamina loss among the changelings, in whatever way the pony likes.

The GM might want to make this scuffle and the other, smaller, scuffle happen at the same time, playing out the smaller scuffle first and then moving on to the larger scuffle. This might create an entertaining moment such as the pony scuffling the single changeling defeating her enemy and then coming heroically to the rescue of the pony that is surrounded, taking one or more changelings out of that scuffle.

Untrained tests and challenges

Normally, simple tasks can be attempted by just using your Body, Mind, and Charm traits, but in some cases a test or challenge might need a particular talent. For example, if it's a test or challenge of flight, talent, then only ponies with that talent can attempt it.

In some cases, if the GM agrees, you can try to attempt a challenge or test that requires a talent even if you don't have that talent! In this case, you would have to use a D4 for that test or challenge. For example, you could try to use Unicorn magic to control the weather at a crucial moment even if you were never trained in weather manipulation, but your chances of succeeding would be really low. If the GM allows it, you can give it a try, but you would be using a D4, which would be very tough!

Upgrading and downgrading dice rolls

When a rule or ability allows you to **upgrade** a die roll, this means that you roll a die that is one step better than you normally would.

For example, if you normally roll a D8, and this roll is upgraded, you roll a D10 instead. If a rule tells you to **downgrade** a roll, the die you use is one step worse—for example, if a D6 roll is downgraded, it becomes a D4.

Some rules may upgrade or downgrade a roll by two or more steps rather than a single step (for example, upgrade a D6 to a D8 then a D10), but this is rare.

If a D20 is upgraded, you can decide to re-roll the result instead (see below). If a D4 is downgraded, you must re-roll the result if it is successful—too bad!

Re-rolls

When a rule or the GM allows you to re-roll a die, this means that you can choose not to accept the first result you rolled, discard that score, and roll again. The second result always stands, even if it was worse than the first, and can never be re-rolled.



Chapter 8

Talents & Quirks



Talents

A talent is something your pony is really good at, better than most other ponies. There are many, many different talents; in this chapter we are going to tell you how they work, and you will find a list of talents on pages 66-70.

A talent is a skill or ability, or something you know about really well. In fact, you are so good at it that it sets you apart from your friends and most other ponies. For example, Rarity's best talent is creating beautiful dresses, Rainbow Dash can fly really, really fast and with amazing control, Twilight Sparkle is great at learning spells, Fluttershy can speak with animals, Applejack is excellent at running a farm, and Pinkie Pie is fantastic at throwing parties.

A pony can have more than one talent, of course, and will probably learn more than a few as he or she levels up during their adventures in Equestria.

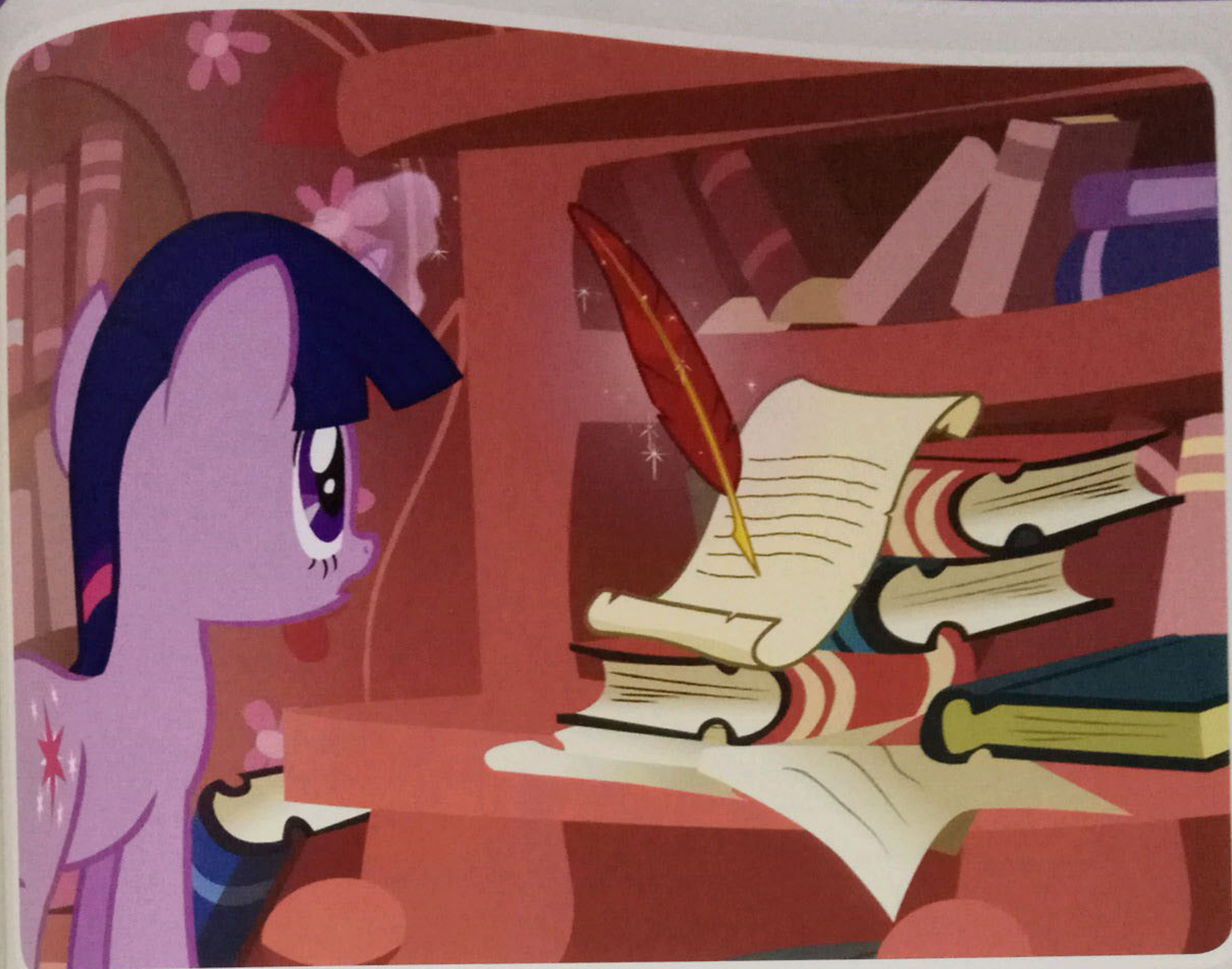
Talents are rated with a die value. Normally they start at D4 and increase in rating as you level up, up to a mighty D20. A pony with D20 in a talent is a master of that skill or knowledge—not many of the inhabitants of Equestria can reach that level of skill in a talent! For more information on how to use talents to accomplish tests and challenges, see page 54.

Cutie mark talents

The main talent of your pony is the one that you discovered just before getting your cutie mark. When you found out what this talent was, your cutie mark magically appeared. This talent is the one that is going to influence your pony—it often defines a pony's job or mission in life. For example, if you find that you have a gift for healing others, and you feel that healing and medicine is what you want to do more than anything else, that is going to be your talent, and your cutie mark will reflect that.

All grown-up ponies have a cutie mark talent, and our game starts just after your pony has gotten his or hers.





Talent development

As you level up as a result of your adventures in Equestria, your talents will improve—the more you use them, the more they will increase in rating, and one day you can call yourself a master as you achieve D20 in a talent.

But that's not all. You can also learn new talents as you discover new things that interest you and that you are good at. For example, you might learn to play an instrument, or become really good at a sport, or learn a new profession or hobby.

On pages 66-70 there's a list of talents that you can choose to develop as you level up, but this list is definitely not complete. You and the gamemaster are free to create new talents and develop them together—have fun!

Magical talents and other restricted talents

Some talents are normally restricted only to a certain kind of pony—this will be clearly written next to a talent's description. For example, magical talents are normally limited to Unicorns. Some other talents are limited to Pegasi as they require the pony character to be able to fly. Other talents are limited to Earth ponies as they depend on the Earth ponies' natural harmony with animals and plants.

Note that if there is a good reason for it and your GM agrees, you can learn talents that are normally not available to your kind of pony—the limitations can be relaxed in the name of fun. For example, an Earth pony might find a magical item that allows him or her to use a magical talent, or a Unicorn could learn from a Pegasus how to summon rain clouds using magic.

List of Talents

Cloud Wrangling—Pegasi only

Pegasi have the very important duty of making sure the weather of Equestria doesn't get out of control. They do this by moving clouds where they need to be and using them to create rain. They can even create tornadoes and summon a storm if they need to! The GM sets the Difficulty of tests that involve clearing clouds or making rain. Clearing a single cloud might be only Difficulty 3, whereas calming a whole storm (or creating one) would be more like Difficulty 10—only possible for a very talented cloud wrangler.

Pony Of All Trades—Earth pony only

Some ponies are masters of their craft, focusing on their art until they have reached the pinnacle of skill and talent. Others choose instead to become very good at many things, not as focused but more well-rounded! Whenever you take a test, you may roll your Pony of all trades die in addition to any other die and choose any result. If you choose to use the pony of all trades die, then you cannot roll it for any more checks this session.

Creative Flair

Whether it's baking, art, or drama, you are excellent at performing this talent.

When you choose this talent, you must choose a special skill for your pony. Some example special skills are listed below. Feel free to pick from the list or talk to your GM about coming up with your own.

Special Skills: Baking; Comedy; Drama; Fashion; Music; Painting; Sculpting.

Whenever you take a Mind test, if you and the GM think that your special skill would be helpful in making that test, roll your Creative Flair die in addition to your Mind die and choose the highest result.

You may take this talent more than once, but you must choose a different special skill each time you do.

Forcefield—Unicorns only

Some Unicorns can use their powers to create magical shields called forcefields, which can protect their friends from harm. To create a forcefield you must be able to concentrate and must decide how big the forcefield will be.



The GM sets the Difficulty of a test to create a forcefield. For example, a forcefield around a small object like a book would be Difficulty 4, one protecting a pony-sized object would be Difficulty 6, while one shielding a town would be Difficulty 12 or more.

A forcefield lasts for as long as the pony that created it concentrates on it or until it is broken.

If a character wants to break a forcefield, he or she will have to test their Body trait with a Difficulty equal to the die value number of the forcefield talent of the pony that created it.

For example, a pony trying to break a forcefield created by a pony with Forcefield D6 would need to take a Body test against Difficulty 6.



Fly—Pegasi only

This talent allows the pony to fly. Tests and challenges involving flight use the die value of this talent (so a pony with Fly D8 would use a D8 for such tests or challenges).

The better this talent gets, the faster and more maneuverable the flyer is. The GM sets the Difficulty of tests that involve flying speed or skill, and challenges are made using the Fly talent of the opposing characters. For example, a flying race against Fluttershy could be a Fly challenge against a D6, while racing against Rainbow Dash or one of the Wonderbolts would be a Fly challenge against a D20.

Healing Touch

Some Earth ponies are so in tune with the life force of other creatures that they have the amazing ability to heal their friends with a touch. Once per game session, you can roll your Healing Touch die to give a single pony a number of Stamina points equal to the score you roll. That pony cannot gain more than his or her Maximum Stamina.

Keen Knowledge

You are the pony to turn to when it comes to a certain subject—maybe you know everything there is to know about apples or perhaps you are an expert on history.

When you choose this talent, you must choose a special skill for your pony. Some example special skills are listed below. Feel free to pick from the list or talk to your GM about coming up with your own.

Special Skills: Art; biology; chemistry; geography; history; magic knowledge; math; physics; pony law.

Whenever you take a Mind test, if you and the GM think that your special skill would be helpful in making that test, roll your Keen Knowledge die in addition to your Mind die and choose the highest result.

You may take this talent more than once, but you must choose a different special skill each time you do.



Locate—Unicorns only

Using their horn as a detector, the Unicorn can find things without needing to use his or her ordinary senses. When you first gain this skill and whenever you upgrade it, you can choose a new type of item from the list below that you are good at detecting. The gamemaster will decide the Difficulty of the attempt to locate the thing/item depending on how distant, how rare, and how well-protected it is.

- Fire; gems; metal; wood; water.

Pony Sense

Nobody knows why your tail twitches when something falls from the sky or you get an ear flop, eye flutter, and knee-twitch when you need to be careful of who might be behind a door! During a game session, you can 'sense' trouble coming just before it affects you or your friends a number of times equal to the die value of this talent. Pony Sense can only give you a vague sense, not a specific foretelling of the future.

For example, if you have Pony Sense (D6), and at the start of the session a dragon jumped out at you from behind a rock to give you a scare, you could ask the GM, "Can I try to use my Pony Sense to warn me of the dragon before he arrives, so I'm not so surprised?" The GM might reply, "That's absolutely fine. The Difficulty for sensing the dragon is 4; roll your D6. Also remember to note down that you only have 5 uses left."

Another way that the GM can use Pony Sense is by applying one of a pony's Pony Sense uses to tell that pony what might be happening in the near future. This can be a great way for the GM to give the group a bit of information when they are having trouble, or to make the storyline go forward.

Speak With Animals

You are so in tune with nature that you can talk to animals and understand them. When you first gain this talent, you can choose a type of animal from the list below, and every time you upgrade it you may choose another type.

Type of animal: Birds; fish; insects; mammals; mythical creatures; reptiles.

This talent lets you talk to the animals you have chosen and use your Charm trait to persuade them.

Special Skill

Maybe you are a talented athlete, or great at running or dancing. When you choose this talent, you must choose a special skill for your pony. Some example special skills are listed below. Feel free to pick from the list or talk to your GM about coming up with your own.

Special skills: Bucking; climbing; dancing; flying; juggling; jumping; running; sneaking.

Whenever you roll a Body or talent test, if you and the GM think that your special skill would be helpful in making that test, roll your Special Skill die in addition to your Body or talent die and choose the highest result.

You may take this talent more than once, but must choose a different special skill each time you do.

Stout Heart—Earth ponies only

You are strong, tough, and brave. Nothing seems to drag you down, and you can keep going even when other ponies would have given up. Your starting Body trait is upgraded by one step, which also means that your starting Stamina total is 12 rather than 10.

In addition, the Stout Heart talent also means that once per game session, you can ask the GM whether you can add your Stout Heart die when taking a test or challenge using your Body trait. This represents your pony pushing himself or herself harder without losing heart—which makes Earth ponies very resilient and excellent at overcoming difficulties.

Stun Ray—Unicorns only

When using this talent, you may make a challenge against one target that you can see, using your Stun Ray talent versus the target's Body trait. The target loses an amount of Stamina points equal to the amount that your roll beat the target's roll. However, if you roll a 1, the Stun Ray backfires on you, and you lose an amount of Stamina points equal to the amount that the target's roll beat yours.



Telekinesis—Unicorns only

This talent allows you to move objects using magic. The better this talent gets, the heavier the objects that you can lift and move around.

The GM sets a Difficulty based on how heavy the object you want to lift is. For example, lifting a bunch of keys off a hook and floating them to your prison cell could be Difficulty 3, but if you want to float a key while looking through a keyhole, and then insert the key into the lock and turn it from the other side of a door, that could be a 5 or a 6. Moving a single pony slowly through the air would be a Difficulty 7 test, while doing the same with a group of six ponies would be Difficulty 13 or even more. Only the most powerful ponies can attempt such a feat.

This talent can also be used by the Unicorn to simply generate light from his or her horn, without moving any object. At D6, the light is the same as a lantern, but at higher levels it becomes brighter and the GM can let you use it to try to temporarily daze some creatures, especially those not used to strong lights.

Teleport—Unicorns only

You can teleport yourself short distances using your Unicorn magic. Teleporting is difficult to control and can sometimes cause more problems than it solves! Teleporting yourself a few feet is Difficulty 5, and every few feet after that adds an extra 1 to the Difficulty.

Failing a Teleport test means that you teleport to somewhere you didn't intend, though it may still save you from trouble! The base Difficulty of 5 for even a short teleport means that you may want to upgrade this talent to at least D6 before trying to teleport.

The Stare

You have the ability to look at someone... to *really* look. When using the stare, you must maintain eye contact with your target and then make a challenge using your Stare talent against their Mind trait.

If you succeed, they are frozen, unable to do anything. If you get an amazing success, they will obey simple commands—just don't be too mean! The Stare only works for a short time and can only be used on the same target once per adventure.



Quirks

Quirks are like talents, but they have bad effects on your pony. Everypony starts with **one** main quirk, but you might acquire more during your adventures.

Quirks are things like fears (fear of heights, fear of bugs, fear of the dark...), bad habits (easy to anger, too shy, lazy...), or physical weaknesses (nearsighted, bad teeth, smelly...). A list of common quirks and their effects is found on pages 72-73, but you and the GM can have fun creating new and unique quirks.

Quirks are very important, because they make your pony character more interesting—nobody is perfect, and it's great that you can rely on your friends to help you out with your quirks, just as you can help them out with theirs.

They are useful for gamemasters too, as the GM can use quirks to make important moments of the story more challenging or exciting.

Say, for example, that your character needs to reach a hoof deep into a hole in the wall to move a lever that opens a secret door in the dungeons of a castle. Easy enough, but the GM knows that you are afraid of spiders, so he or she tells you that there are some very thick cobwebs surrounding the lever and your hoof must go through the cobwebs to reach the lever... that's when your quirk—your fear of spiders—kicks in, making it very difficult for you to succeed in that very simple task. If you were on your own, it would require a difficult Mind test to force yourself to face your fear. Luckily though, you might have friends with you, who can simply reach the lever instead of you.

Unlike talents, quirks are not rated with a dice value. Instead, the effect of each quirk is stated in its description.

Quirks aren't all bad—when a quirk stops a pony from doing something meaningful, the GM gives the group a Token of Friendship—it's our quirks as much as our strengths that make our friendships so special!

In the example above, if you couldn't reach the important lever because of your fear, then you would gain a Token of Friendship. The GM should give out Tokens of Friendship only when a quirk comes up in an important way. Using our example from above, some cobwebs in the corner of a room that your character wishes to avoid but which doesn't stop you from advancing would not earn you a Token of Friendship!

Picking an additional quirk

If the GM decides to allow this rule, you might decide to have an additional quirk when you are creating your pony character—pick the additional quirk as described above and write it down below your main quirk.

For the GM:

Difficult Quirks

Sometimes ponies have a quirk that is not on this list and is very difficult to play. Some examples might be ponies that are blind or unable to walk. Although these quirks are not listed directly, a GM might decide that his or her group of ponies is mature enough to approach playing such a pony with respect. In fact, *Tails of Equestria* can be an excellent place to explore such ideas in safety, allowing players to empathize with problems other ponies have, or even roleplay their own struggles in a positive and fantastic world.

List of Quirks

Allergy

Achoo! Whether it's dragon-sneeze trees or bees, you are allergic to something that makes you ill or sneezy. If your allergies are very bad you may want to keep some ponybalm ready for emergencies.

Asthma

If you have this quirk, sometimes you have trouble breathing because of your sensitive airways. Ponies with this quirk usually carry some ponybalm with them, which can clear up the symptoms fairly easily.

Blunt

It's true that honesty is important, but then again so is being aware of everypony's feelings. With this quirk you say what you are thinking, even when it doesn't necessarily help you out and might hurt somepony's feelings.

Bossy

Maybe you really are a good leader, but you also think that you are the only one who should be making the decisions. A pony with this quirk finds it hard to let his or her friends make decisions for themselves and hates to feel like he or she is helpless.

Fear

A pony with this quirk gets spooked by lots of things, or perhaps is very scared of one thing. Maybe it's snakes, maybe it's heights, but whatever it is chills you to the bone and makes your mane stand on end. This quirk can be taken multiple times—each time you take this quirk you must choose a different fear.

Forgetful

You would forget your horseshoes if they weren't attached to your feet! Maybe it was you that was supposed to bring the rope on this climbing adventure, maybe it was a very important party that your pony hasn't organized. Whatever it is, you may forget it unless you are very careful to write it down!

Mememememe!

Where some ponies dislike the spotlight, others like it a little too much, and love being the center of attention. You may not like it when other ponies are praised when you are not, or may even go out of your way to catch everypony's eye.

Messy

You don't mind the muck, and you may sometimes forget to wash it off right away—your mane is a bit of a shambles! Other ponies might be a little uncomfortable around you unless you make an effort to clean up, especially if they are neat freaks!

Naive

You see the best in everypony, which is of course a wonderful thing, but it can lead to situations where somepony may take advantage of you. Your pony is especially vulnerable to shirelatans and conmares.

Neat Freak

You like order and perfection, and cannot stand it when things aren't absolutely perfect. This can make it hard when other ponies are less concerned with perfection than you, or if they have a different style from your pony.

Needs Glasses

A pony that needs glasses may be nearsighted or farsighted, but either way has trouble making it around without their glasses. If you need glasses you might not even be able to tell other ponies apart without them, which can lead to some interesting problems!

Oooohhh... Shiny!

Ponies with this quirk are occasionally going to be overcome by greed and their desire for the shiny things that they love—be that gems, or old, fashionable clothes... You must agree with your GM what exactly it is that your pony likes so much.

Overconfident

Racing, fashion, or dancing—whatever it is, you know you are the best and dare anyone to test that fact. This can cause problems when someone else is better than you or when you think that you can handle something you just can't.

Short Attention Span

Ponies with this quirk find it difficult to focus on one thing for a long time. There is just so much in the world that they are interested in! You may find yourself distracted by birds or games when you ought to be working hard studying for a test, or you may start thinking about math problems when you should really be focusing on the hoofball game you're in!

Short Fuse

You just can't help but get angry from time to time, or even all the time! With this quirk you are hot-tempered, quick to anger and ready to blow at any moment. You sometimes find it hard to remember who your friends are, but with a little patience they can always remind you.

Super-Shy

You suffer from an excess of shyness, being a bit of a pushover, and are easily bullied around by nasty creatures. Uncomfortable about speaking in public and in general hating attention, you might freeze in these circumstances, even if something important is at stake.

Too Silly

If you are too silly you may be found annoying by your more serious-minded friends. Not everypony in Equestria is fond of antics and pranks, especially when they are trying to get some work done. Sometimes you find it difficult to figure out whether it is the right time for a silly joke or serious silence.



Chapter 9

pony Names, Cutie Marks & Portraits



Pony Names, Cutie Marks & Portraits

Your pony's name, cutie mark, and appearance are all linked to each other. Together, they paint a clear picture to everyone what your pony character looks like. They each often have something to do with your main talent, but that is not a strict rule—think of your pony character's Body, Mind, Charm, talents, quirks, Element of Harmony and so on...

For example, Emily has created a character who is a girl Unicorn, not very strong, but very clever. She is very talented at making the most spectacular fireworks. Her element of harmony is definitely Magic. So Emily decides that her Cutie Mark is an exploding firework and draws it on her Pony Sheet.

Considering this 'fireyness,' Emily decides that her pony's coat and mane are going to be a mix of red and orange (a bit like Sunset Shimmer's), and she colors in the Pony Sheet to show a Unicorn's silhouette using red, yellow, and orange pastels.

Finally, Emily tells the gamemaster and her group of friends that she'd like a name for her pony that makes people think of fire and positive, fun energy. You all think about it and come up with a number of suggestions for Emily: "Spark!" "Hearthie!" "Firework!" "Ember!" "Firebrand!"...

Emily decides that she really loves Firebrand, as that name makes her think of fire and of a somewhat hot-tempered, energetic pony—so her character is named Firebrand and Emily writes that name on the sheet. Done!





Name

Your pony's name should be easy to remember, fun and interesting, and give a hint of what your pony is about. There are no strict rules for naming your pony, but you can draw inspiration from the *My Little Pony, Friendship is Magic* TV series, and ask the gamemaster for help.

For example, if your character is a very strong male pony and has a relatively simple character (a bit like Big Macintosh), maybe based on the Loyalty Element of Harmony, you could call him "Strong Oak" and give him an oak tree or an oak leaf as a cutie mark, with a brown and black mane.

Cutie Mark

Your pony's cutie mark is normally inspired by your talent, but once again there are no strict rules about this. It can instead be connected with your name, or your Element of Harmony, or anything else that helps make your pony character unique and helps describe his or her character to everypony else.

Once again, think of the cutie marks of the characters in the TV series and see how they match their pony's talents, name or character.

You can draw your cutie mark in the box on the Pony Sheet, or you can find a picture you really like and ask the gamemaster to help you photocopy or print it so that you can then cut it out and glue it onto your sheet... it's entirely up to you.

Portrait

When it comes to drawing your character, you can start with a Pony Sheet that already shows you the outline of an Earth pony, Unicorn, or Pegasus, or you can instead use a completely blank one, if you or the gamemaster are really good at drawing.

You can find a blank Pony Sheet on page 152 of this book for the gamemaster to photocopy. Other ones, showing outlines of different kinds of ponies, can be downloaded from the River Horse website. Finally, all of these types of sheets are available to buy as blocks of pre-printed sheets.

Of course, like in the case of the cutie marks, you can use an existing picture of a pony that you find somewhere else and cut it and paste it on to the sheet, and then just use it as it is, or modify it, drawing or gluing on it all sorts of equipment and clothing... have fun!

Chapter 10
**Equipment
& Money**



Equipment and Money

Most of the time ponies need no equipment or money to go about their daily lives, or even on adventures, so feel free to skip this section altogether, particularly the first time you play *Tails of Equestria*.

In some cases, as part of an adventure, your ponies might need to have money or some particular type of equipment that can be bought in one of Equestria's stores or market stalls—like a long rope, a cart, some clothing, a potion...

In this chapter, you will find a list of available equipment, their game effects and their typical costs, but keep in mind that this cannot be a complete list, and the gamemaster will have to make up some effects and costs for any other equipment that is not listed here.

Starting money and income

In the land of Equestria, coins are called 'bits.' All new pony characters start the game with 400 bits in their purses (often kept hidden in their manes).

In between adventures, you can assume that your pony will work and earn 200 bits a month, plus or minus a number of bits equal to the roll of a D20, as ruled by the gamemaster. Of course, the gamemaster can change this value as much as he or she likes.

In addition to this, during an adventure you will sometimes find bits, gems, and rare items that can fetch a nice price if you decide to sell them.



Sample price list (Ponyville)

Below is a list of average prices of wares in Ponyville. Prices might vary depending on many things—it's likely that everything is going to be more expensive in fancy places like Canterlot or Manehattan. It is quite common in Equestria to argue about prices (this is known as 'haggling'), so if you show a market stall owner that you need his cherries really badly, he could decide to charge you more for them... it's time to use your Charm! Also, you may decide to swap items you own for items you need... you never know, you might get some very good bargains that way.

Equipment Name	Cost	Description
Barding (light)	100	This pony armor gives your pony resistance to some of the knocks and scrapes he or she might suffer—while wearing light barding you lose 1 less point of Stamina whenever you lose Stamina from a physical source, to a minimum of 1. The armor interferes with flying and using some magic, though, so your Fly and Telekinesis talents are downgraded while wearing it.
Barding (metal)	200	This pony armor has metal plates and is much thicker than light barding. Whenever you take damage while wearing this armor you lose 2 less points of Stamina whenever you lose Stamina from a physical source, to a minimum of 1. In addition to downgrading your Fly and Telekinesis like light barding, this barding is so heavy that you also downgrade your Body trait when running, jumping or swimming while wearing it.
Book (common)	10	Books are very important for ponies in all of Equestria, and reading them can solve a lot of your problems. A common book might contain the history of Ponyville or perhaps one of Daring Do's many tales.
Book (rare)	50	Rare books might be very old or they might cover a very specific subject. They can be very useful for ponies that want to learn secrets that only a few other ponies know!
Bucket	5	Important when you want to carry some milk or maybe a bushel of apples.
Cart	100	A cart that ponies can use to carry lots of stuff, like Applejacks' apple harvest or even other ponies.
Clock	10	A small clock that can be used to tell the time—useful when making plans.
Clothes (elegant)	100	An elegant gown or perhaps a dashing suit, perfect for the Grand Galloping Gala.
Clothes (simple)	20	Horseboots, a raincoat or a nice sunhat—the best way to keep your mane nice and shiny while still having fun in even the worst weather. Remember, there's no such thing as bad weather, only the wrong clothing!
Food (extravagant meal)	10	A feast for those ponies that are just as hungry as a horse! This could be a much larger meal or it could be a very fancy meal at a fine restaurant in Canterlot.
Food (simple meal)	3	An apple pie or a big hay sandwich that should keep the rumbles at bay.
Food (snack)	1	An apple or other quick snack.
Gems	20+	Gems are useful for dressmaking or eating, depending on whether you ask Rarity or Spike. They vary in cost, but 20 bits would be around the amount needed to make one sparkly dress or satisfy one baby dragon.



Equipment Name	Cost	Description
Helmet	50	Whether for sport or battle, helmets are very important for ponies who insist on doing dangerous things! While wearing a helmet you lose 1 less point of Stamina whenever you lose Stamina from a physical source, to a minimum of 1. Note that this can be combined with barding, reducing the Stamina loss by 2 or 3 points, to a minimum of 1. The helmet partially covers your ears and eyes, so you downgrade your Mind trait when testing to spot, hear, or observe things while wearing it.
Kit (Art supplies)	30	This kit has paint brushes, clay, bits of canvas and more. Everything a pony could want to create art, whether it's clay, pieces of sculpture or beautiful paintings. There's even some sequins and glue in there to make your creations pop. This kit lets you upgrade your die when you use it to create art.
Kit (Cleaning supplies)	20	Everypony needs to do some good cleaning, even if not everypony wants to! This kit contains a mop, a brush, lots of colorful soaps, and scrubbers to make even the messiest mess a breeze to undo. This kit lets you upgrade your die when you use it to clean up a tough mess.
Kit (Cooking)	25	With lots of lovely spices, bowls and other tools, this kit allows anypony with ingredients to make the most wondrous edible creations. This kit lets you upgrade your die when you use it to create food.
Kit (Disguise)	35	Glasses, a fake mustache and anything else you need to look like somepony else. This kit lets you upgrade your die when you use it to create a disguise for yourself or your friends.

Equipment Name	Cost	Description
Kit (Grooming)	15	Brushes of all sizes, hoofcare tools, and fine shampoos and lotions to keep a pony's mane shiny and smooth. This kit lets you upgrade your die when you use it to give yourself or your friends a makeover.
Kit (Hobby)	50	Much like the other kits in this list, this kit has lots of supplies in it for a specific hobby, be it for sewing, carpentry or anything else. Speak to your GM about what you think might be suitable. When using a kit for its proper use you can upgrade your die!
Kit (Joke)	20	This curious kit is full to the brim with buzzers, whoopie cushions and other practical jokes—if it's funny, it's in there! This kit lets you upgrade your die when you use it to create a practical joke.
Kit (Party)	10	Streamers, balloons, and party hats, everything a pony needs to set up an impromptu party—everything except guests, of course. This kit lets you upgrade your die when you use it to set up a party.
Kit (Scroll)	35	This small kit has lots of inks, scrolls, and wax to let anypony create a handwritten letter; useful for ponies that want to write to their friends, make to do lists or maybe even draw a map. This kit lets you upgrade your die when you use it to create a letter.
Ladder	25	For ponies that want to get up higher, but don't have the benefit of wings, this ladder should let you reach the second story of any building. Remember to have somepony at the bottom to steady it!
Lamp	10	A glass and metal lamp with an oil flame inside, this lamp is the perfect tool for when you need to make your way through caves or spooky forests.
Musical Instrument	50+	A guitar, a flute, a trombone, or even a piano. A musical instrument is perfect for ponies that are musically gifted and are fun for ponies that aren't. It's especially useful to have one of these around in case you run into any parasprites! A musical instrument lets you upgrade your die when you use it to create a song.
Pole	3	This ten-foot pole is one of the most important tools an adventuring pony can have. For poking dangerous-looking contraptions from afar or for pole-vaulting across rivers, the ten-foot pole is a must have for any serious pony adventurer.
Ponybalm (5 uses)	25	This balm is very soothing for ponies and can help with the effects of allergies, asthma, and even small scratches and wounds. When using ponybalm, a pony gains 1 point of Stamina, up to its Maximum Stamina. Ponybalm can only be used for this effect once every day.
Rope	5	Very useful for climbing deep down wells and up cliffs when you can't fly. Also useful to tie up bad guys!
Saddlebags	25	These tough and spacious saddlebags are useful for storing many of the other items on this list.
Shovel	20	A tool for moving gravel, sand and other loose material, a shovel usually has a flat square head that turns up slightly at the side.
Spade	20	A tool for digging into the ground, a spade usually has a sharp pointed end to help it pierce the earth. There, now you can call a spade a spade!
Telescope		A telescope allows you to see things that are far away—really far away. Make sure you look into the right end or else it will make everything look smaller!

Chapter 11

Levels & Leveling Up



Levels and Leveling up

Congratulations, you have managed to successfully finish an adventure!

Now it's time to go back to your cozy home in Ponyville, snuggle up under a blanket with a nice cup of cocoa, and reflect on what you and your pony character have learned in the last adventure.

You might even want to write a letter, maybe to Princess Celestia, or possibly to one of your pony friends—either the ones that have just shared the adventure with you or some who couldn't, but might join you in the next one. Your gamemaster will be more than happy to help you with this.

Think back about the adventure, think of the hard tests and both the successful and challenging moments. What did your character do? What traits and talents did she or he use? This is called 'experience,' and by accumulating experience, your talents and natural abilities will grow and improve.

Follow the steps below:

1) Level

You can now gain a new level. Update your character sheet and increase your level by 1.

2) Traits

You can upgrade one of the die values among your three traits. Pick any Trait (Body, Mind, Charm) and increase it by one step. For example, you can choose to increase your current Mind trait from a D4 to a D6 or your current Charm of D6 to a D8.

There are no strict rules about which trait to choose. You can think about which trait you have used the most in the last adventure, and increase that one—a clear effect of learning from experience. On the other hand, you can imagine that your pony, seeing that his or her Body was a bit weak for some of the tests your group had to overcome, might decide to train hard for a few weeks, in order to get a stronger/faster Body and be ready for the next adventure. Or you can choose to study hard to improve your Mind, or take singing or acting lessons to improve your Charm... it's entirely up to you!



For the GM:

Some ponies may want to be really good at just one thing, and while that is allowed, we suggest that ponies try to have a rounded set of traits. Generally a good rule of hoof is that no trait should be more than two steps higher than the next highest trait. So if you have a Body of D8 and a Mind and Charm of D4, it is best to upgrade either Mind or Charm.

3) Stamina

As you develop, so does your Stamina—growing older means getting tougher! If you upgraded either Mind or Body, increase your Maximum Stamina so that it is the sum of your Body and Mind values.

As you have plenty of rest in between adventures, your current Stamina points go to the maximum—your new and upgraded maximum.

For example, if you had Body D6 and Mind D4, your previous Maximum Stamina was 10. Upgrading your Mind to D6 means that your Maximum Stamina goes up to 12. If you ended the adventure missing some Stamina points (say, on 5 points of Stamina), your current Stamina points go to the new maximum (12).

4) Friendship

Much like when you started to play, you get 1 extra Token of Friendship per player that was in the last adventure, including yourself and the gamemaster. These are added to your current number of Tokens of Friendship remaining after the last adventure.

For example, Emily's pony character has ended her adventure with 2 Tokens of Friendship remaining. Emily played the adventure with two of her friends, so she earns 4 Tokens of Friendship (three players in the group, plus the gamemaster). These extra 4 tokens are added to the leftover 2 tokens, so Emily's pony character is ready to start the new adventure with 6 Tokens of Friendship.

5) Talents

Upgrade all talents you used

All of the talents you have used in the adventure automatically improve by one die level. Because of this, you might want to record during the adventure whenever you use a talent—whether successfully or unsuccessfully, a pony learns from failure as much as from success. Just put a check next to a talent when you use it during an adventure.

Upgrade a single unused talent or Learn a new talent

After you have upgraded all the talents that you have used, you get to either upgrade one more talent that you have not used (if any), or learn a new talent.

Upgrading a talent you have not used represents the fact that your pony character will feel the need to improve this talent and will spend some time practicing it between adventures.

Alternatively, you can decide that it would be more useful to learn a new talent, maybe something you wish you'd known how to do in the last adventure, or something that you saw in the TV series, or even an activity, skill, or hobby that you are learning in your real life, like ballet, tennis, or chess.

Pick from the list of talents in this book (pages 66-70) or talk to your gamemaster about creating talents that are not listed there. All talents have a die value attached to them, and all new talents are gained at the D4 level.



6) Portrait

Finally, you can modify your character's portrait to show any changes in clothing style, equipment (maybe related to a new talent), and so on.

You are now ready for your next adventure!

Picking additional quirks (optional)

You or the gamemaster might decide that your pony has gained a new quirk during the adventure. Maybe you have experienced something really terrifying (like falling into a pit full of poisonous snakes), or maybe you have suffered an injury that will remain with you for a long time, or maybe even for the rest of your life (like badly damaging your left knee). These things happen, and a pony must learn to move on and continue with the adventures of life, learning from experience and adapting.

Pick a suitable quirk from the list on pages 72-73, or create a new one with the gamemaster—write it down below your main quirk. This quirk is exactly like any other quirks your pony may have, earning Tokens of Friendship as normal.

We suggest picking additional quirks only very rarely, maybe once or twice in the life of any pony—one or two extra quirks make your character interesting to play, but too many might make it very difficult!

Level 10 and above—epic quests

After reaching Level 10, ponies can decide to retire, as they are now very experienced and powerful and might prefer to leave the adventuring life to younger and more eager ponies. This means that you can start another pony character and try a different pony type, with a different set of skills and talents. This is often fun, as it lets you rediscover that fresh feeling of when rolling a D8 felt like a major accomplishment.

On the other hand, you can decide to keep adventuring as a veteran pony of Level 10 or more. This will mean facing much more difficult quests, which we sometimes call 'epic quests.' The gamemaster will have to be careful, as these 'big' adventures might range further from home.

Level 0—the Cutie Mark Crusaders quest

When you start a new pony character, you might decide that you want to play as a very young colt or filly, one that does not have a cutie mark yet!

Your first adventure (or adventures) will be about finding your talent and getting your cutie mark. So, you will continue to adventure without leveling up between adventures, until the moment when the gamemaster decides that it is time for you to get your cutie mark and you can level up for the first time.

When creating a Cutie Mark Crusader pony, follow the procedure for a Level 1 character, with the following exceptions:

- Both your Body and Mind are D4 (but Earth ponies have Body D6).
- You only have 8 Stamina points (but Earth ponies have 10).
- You have no main (cutie mark) talent yet.
- Earth ponies have the Stout Heart (D4) talent, Pegasi have the Fly (D4) talent, and Unicorns have the Telekinesis (D4) talent, which means they are not really very good at their talents...
- Your cutie mark box remains a blank for now.

When you finally get your cutie mark, you get to upgrade either your Body or Mind by one step, your Stamina points become 10 (Earth ponies 12), Stout Heart, Fly and Telekinesis reach D6, and of course you draw your cutie mark and write up your new talent—congratulations!



Chapter 12

Adventuring Tips and Tricks



Tips for making a pony character

Before you can play *Tails of Equestria* you will have to create your character using the steps on pages 12-19. Below we have made a list of some tips and tricks for making your first pony character.

Ask some questions

When making a pony you need to be ready to answer some questions about your pony. These questions will make it easier to understand how your pony thinks. She or he could be very similar to you or completely different! Have a look at these questions and see if you can answer all of them.

- What is the kindest thing your pony does every day?
- What is your pony's most prized possession, and why?
- Who or what does your pony feel most loyal to?
- Does your pony have a secret?
- What makes your pony laugh out loud?
- Who are your pony's friends and family and where does he or she live?





Be different...

Equestria is a world in which you can be almost any type of pony you want to be, so feel free to go a little wild. Maybe your pony likes rock and roll or maybe he or she prefers a quiet book, though no one is saying your pony can't like both. When making your pony character, try to make sure that you are not stepping on another player's hooves—three Unicorn ponies that all like dancing and music can be fun, but it can be even more fun if you are all different from each other. Maybe you yourself are a Fluttershy and want to try out being like Rainbow Dash, or maybe you are an Applejack who wants to try out being like Fluttershy? This is your chance to try being something different!

...but not too different

That being said, we are making ponies that will need to work together and be friends. Your pony needs to be willing to work as part of a team and be friends with everyone else's pony characters. Choosing a character that wants nothing more than to read a nice book in peace is a cool idea, but a pony that flat out refuses to ever leave his or her house would be a bit of a problem every session!

Picking quirks

You may have read the section on quirks and realized that you could be a bit clever by choosing a quirk that will never be a problem for you. 'Fear of Asteroids,' for example! But remember that if you choose a quirk that will never come up then you will never get the Friendship Tokens that come from facing a quirk that will never come up then you will never get the Friendship Tokens that come from facing your fears and problems. On top of that, part of the fun of a role-playing game is putting yourself in the horseshoes of your pony and overcoming their problems. If your pony has no problems, then you will miss out on this interesting part of the game.



How to play *Tails of Equestria*

So your pony character is all nice and ready—now it's time to start playing! Your GM will be running your adventures and telling you what you see and what the outcomes of your actions are. Remember, the GM is in charge—no arguing with him or her (the gamemaster is on your side anyway)! You should try to learn as many of the rules as possible, though your GM will help you with this. When you begin an adventure, things can seem a little scary, but remember these points and you will be fine.

Be creative

Many times in your adventures you will encounter obstacles and problems. Often the answer to these problems will not be obvious, and sometimes they may seem impossible. In *Tails of Equestria*, as in real life, there is very little that you cannot work through by using your wits and skills. When you encounter a locked door that is too heavy for anyone to break down, you might decide to try to find a key, to build some sort of ram to knock it down, or to simply knock! This game does not have a set number of actions you can take, but instead lets you come up with many solutions to your problems.

Failing is fun!

Sometimes you will roll a 1. It happens, and sometimes it happens at the most important times. You shouldn't feel down when it does, because every story needs its moments of failure as much as its moments of triumph. Getting caught by the palace guard can lead to exciting situations, and getting embarrassed can lead to making new friends—it would be a very boring story indeed if the heroes succeeded at everything they ever tried. So you should accept that sometimes you will be unlucky, and if you keep failing, perhaps it is time to think about approaching problems in a different way.

Wait your turn

Role-playing can be exciting and, unlike most board games, it often doesn't have turns—each player says what they want to do when they want to do it, and most of the time this works. Sometimes, however, the shyer members of the group may have trouble getting a word in, so it is very important that all players give everyone a chance to speak and act. After saying what you want to do, always give everyone else a chance to respond and try not to interrupt another player's actions.

Teamwork

There are many difficulties that will face you in Equestria, and your pony simply won't be able to deal with them all. Your pony is not going to be able to climb trees and read ancient languages and create the most fantastic fashions, but with your friends, you can achieve almost anything. When trying to solve problems, always think of your friends and their abilities as much as your own. The most challenging of obstacles will require you to use all of your skills combined.

Role-playing is not a competition

We say it many times in this book, but it needs to be said: the only winner in Equestria is the pony having fun! Don't worry about who is doing the best or who is in charge, because if anypony is doing well, then everypony is doing well—as long as everypony is working together.

Remember the Elements of Harmony

Keep the spirit of laughter alive at the table and make things fun. Try to stay true and honest to your character. Use Friendship Tokens generously to help ponies succeed. Show your loyalty to your friends by not leaving them alone unless you have to. Be kind to everyone at the table, even if the characters in the game are not being so nice. Remember to keep friendship alive at the table, because friendship is magic!



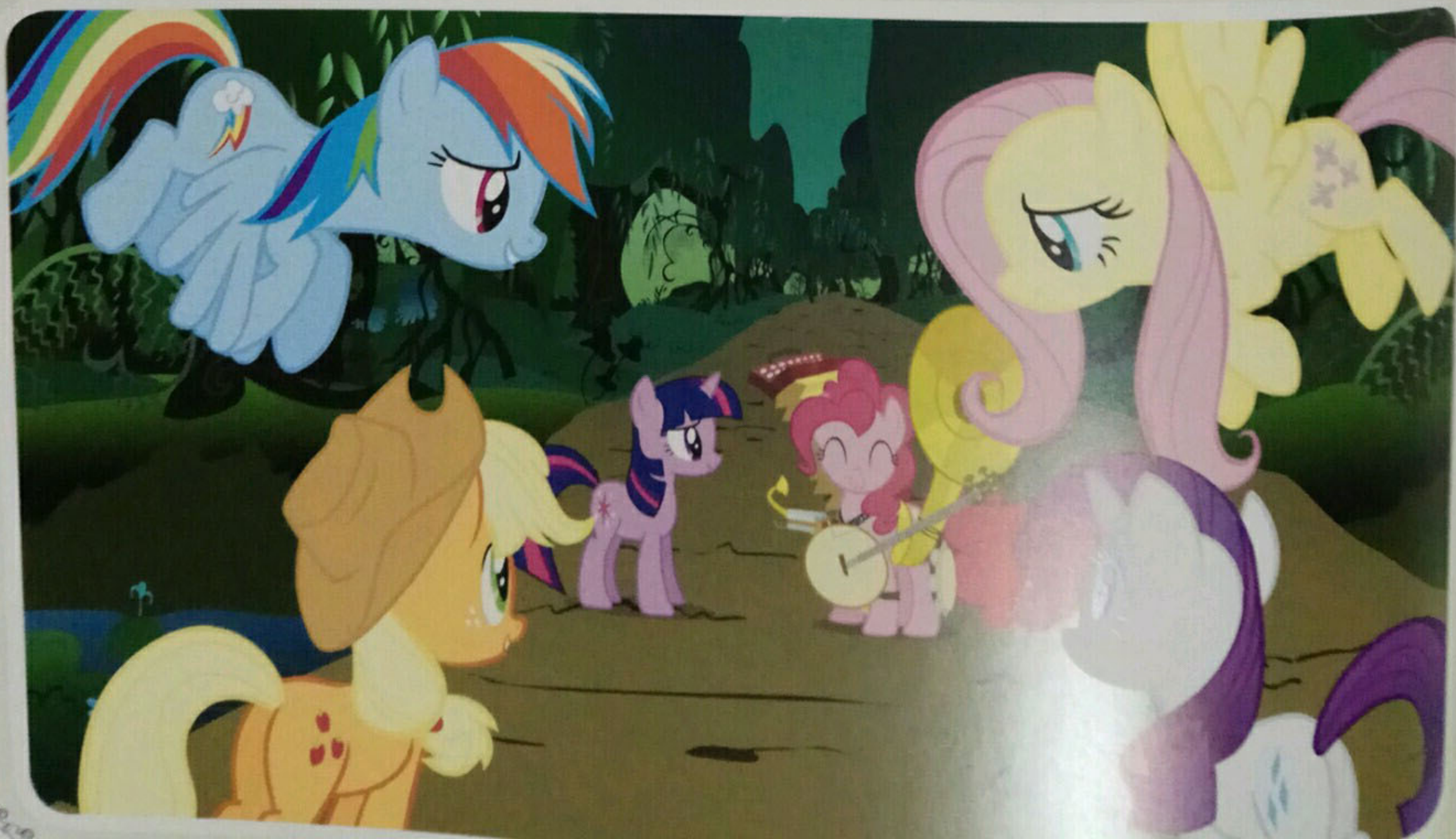
How to run a *Tails of Equestria* game

Congratulations! You have been chosen to perform a crucial role in this game. Being a gamemaster can involve some work, but at the same time it is immensely rewarding. Each game is different and you will need to read every adventure carefully before sharing it with the players, but if you keep the following tips in mind, you should be able to keep a game running smoothly. After you play a few adventures, you will be able to see how things work and perhaps even start writing your own adventures.

Some terms to get you started

Throughout this book we use some terms that you may be new to. Here are a few of those terms:

- **GM (gamemaster):** This is probably you. The gamemaster tells the story, hands out secrets, and acts as a referee for the game.
- **PC (pony character):** A single pony that is controlled by one of the players around the table.
- **NPC (non-player character):** This is how all characters are referred to if they are not controlled by the players, but by the GM.
- **Session:** The time between a group of players sitting down to play and getting up again—usually a few hours.
- **Adventure:** A story told from beginning to end, much like an episode of *My Little Pony*. Many adventures may last more than one session.
- **Campaign:** After an adventure ends, ponies will want to go on another and another and another! A campaign is what we call a series of adventures experienced one after the other by the same group of ponies.





The steps to running a successful first adventure

Step 1: Read this book

You will want to make sure you understand the rules of the game as well as you can. You don't need to know every single line by heart, but knowing before you play can save a lot of time at the table.

Step 2: Read the adventure module

Then, of course, you must read the adventure module you want to run. The adventure module in this book, on pages 100-138, is perfect for your first game. While reading it can be very useful to jot down a few notes to remind yourself of names and places. The reason it's important to read an adventure before running it is so that you can fully understand the story being told, the motivations behind all the characters, and be ready for any surprises that may be coming down the road.

Step 3: Gather your players and make some ponies!

Note that this is the first stage which requires the other players. Up until now you have been quietly reading to yourself until you are confident with the rules and the adventure you want to run. Now it's time to add a little chaos! Gather your players together and make sure you have at least one or two hours of uninterrupted time to play, then run them through the 'Creating a Pony Character' section of this book (which, of course, you have already read).

There are a few tips for creating pony characters in the previous section, so make sure your players have a good read of that or even read it aloud to them. Once your ponies have been made, it is time to start adventuring...

Step 4: Run the adventure!

So you know how to play, you know how the story goes, and you have your friends around you. Now you have to share that story with them! Running an adventure can be a hugely fulfilling experience, but it can also be a bit daunting your first time. We have compiled a short list of tips to keep in mind when you are running your adventure.

Rule Zero

Rule Zero: role-playing games are entertainment. Your goal as a group is to make your games as entertaining as possible.

This rule applies to all of the players, including you. If you aren't having fun, figure out why that is and change it. Sometimes that will mean changing or ignoring rules in this book and to that we say: GO FOR IT! It may sound strange in a book that is 90% taken up with rules for this situation and that situation, but we mean it. If a rule isn't helping you have fun, then you should do away with it, change it, or make up a new rule. We won't mind—every group is different and every group deserves to have fun.

The players haven't read the adventure and you are their only way of seeing the world

This one seems obvious at first, but it can be difficult to see exactly why it is important. In a role-playing game, you will tell the players what their ponies see, where things are and how NPC's react. In fact, you are the only way that they will know these things, and it is important that you tell them as much about the situation as is necessary, and answer their reasonable questions as fully as possible.

It may seem at times like the players act irrationally or even sometimes a little foolishly. When a player does this, try to think why; what may to you seem like an obvious clue may have been misinterpreted or a player may have not realized what a word means. These are your opportunities to ask them why they are acting like that and either give them information about what they were misunderstanding or perhaps find out that they are doing something you hadn't even thought of.





NPC's are flavor

NPC's are a hugely important part of the world of Equestria, with ponies of all different types and different personalities interacting. When acting out an NPC's part, it is important to be able to distinguish which NPC you are. Some GMs use accents and change their voice; others state the NPC's name before saying their lines. Try to use NPCs to interact with the PCs as much as possible.

Be a fan of the players

It can sometimes be easy to fall into the trap of thinking that role-playing games have two teams: the players and the GM. When you are playing all the challenges and monsters that the players are facing, you can begin to think that the players are the enemy—it is very important that you don't do this. Roleplaying is not a competition, and the only winners are those having fun. So what does 'be a fan of the players' mean? It means put them in situations where they will shine, try not to 'defeat' them, and get excited about their achievements. When the party manages to finally retrieve the third magical orb, you should be excited for the players, not grumbling about how they managed to get past your challenges.

Run with your mistakes

Mistakes happen. Whether it's small, like forgetting the Exploding Hoof technique, or large, like forgetting that Pegasi can fly, it's important to roll with the mistakes and try to make sure that they don't interfere with the game too much. Only in the most game-breaking scenarios should you 'roll back' what happened—try and always move the plot and action onwards, perhaps coming up with a reason why that happened (for example, the Pegasus in question has hurt its wing and so cannot fly). If a mistake made a player less effective than they should have been, you can treat it as a Quirk and give them a Friendship Token.

Player versus pony

A player should not make his or her pony character act based on what they know rather than what their pony knows. For example, a player who knows that the title of an adventure is 'Curse of the Vampony!' should not, as soon as the game begins, decide to research vampire ponies and buy a lot of garlic. This kind of decision-making should be discouraged, since the player is not thinking about how their character would act in the situation, but how they can 'win.' There are two ways to discourage this sort of behavior. One is to try and ensure that the players don't know more about the adventure than their ponies. The other is to explain to your players that their pony doesn't know everything the player does, and that it is more fun if everyone acts as close as possible to how their ponies would act.

Have fun

We touched on this a little earlier in this section, but we cannot stress this point enough. This game is designed to stimulate and challenge you and your players, but above all it is designed for you to have fun! Do silly voices, laugh at jokes, and come up with amazing ways to entertain yourselves. Every group is different but every group can have fun!



Adventure

The Pet Predicament



Equestria, a fantastic land of magic and wonder, a land with a very magical and wondrous problem, a problem that has even the brightest ponies stumped...

The Curse of the Statuettes...

The curse of the what?

The statuettes! Surely you've heard? It's simply awful! You could be trotting along quite happily and then 'poof'...

'poof,' and you're turned into a little, um, statue... thingy.

No one has gotten hurt yet and they always turn back into ponies again, but it's scary that we don't know why this is happening.

Hey! The Cutie Map should be able to tell us where we need to go...

Not for long! I have triangulated the known occurrences and pinpointed the fluctuating magical resonance across Equestria to locate possible origins of the curse. I then fed the sorting matrix through the locations on the Cutie Map to give us routing options. A quick application of Dijkstra's Algorithm and a team of...

The Pet Predicament

Twilight Sparkle looked worried as the Cutie Map flashed up the Badlands. "Oh no! Looks like we've got a long trek ahead of us..."

"Um... all of us?" whispered Fluttershy.

"All of us!" said Rainbow Dash determinedly. "Look, all of our cutie marks are showing there. And we need to look out for each other if we've got to go into the Badlands."

Fluttershy shivered at the name.

"But what about the pampering party we promised our pets at Fluttershy's cottage?" said Rarity, tossing her mane. "My darling Opalescence will get all in a huff if I let her down, and she will refuse to eat for a week!"

"And my poor little Gummy will cry crocodile tears," squealed Pinkie Pie. "He's been telling me all week how much he's looking forward to it!"

"I guess I'll have to stay and pet-sit," Spike said hopefully.

"No, we'll need you with us, Spike," said Twilight Sparkle. "I suspect this mission about the Curse of the Statuettes might be really challenging, and if I'm right, we all need to stick together, especially if we're going to the Badlands."

Silence fell across the ponies as they stared at the map. Across Equestria, ponies had been popping into miniature figurines of themselves for no apparent reason! Most of the time, they popped back after awhile, remembering nothing of their ordeal.

"Hey, I've got an idea, y'all!" piped up Applejack. "Why don't we ask around Ponyville for some mighty fine ponies who'll look after our pets for us?"

"Sounds like a plan," smiled Twilight Sparkle. "Our pets can have their party while we're away. Come on, let's find some ponies who can help us..."





Important! Read This First!

'The Pet Predicament' is an adventure for *My Little Pony: Tails of Equestria*. It's for pony characters (PCs) of Level 1—characters of a higher level might find the adventure too easy, so if you want to play with higher level ponies, the gamemaster (GM) should make the adventure more challenging by making the tests more difficult, making the bad guys more powerful, or by adding extra encounters.

Now, it's very important to understand that if you are intending to take part in this adventure as a pony character and you carry on reading, you'll spoil the surprises the story has in store for you. So, unless you're the GM, make sure you **stop reading now!** Are you still reading? Naughty pony! **Stop reading!**

Hello, gamemaster. You can carry on reading. In fact, if this is the first time you've played this adventure, read it all before you start, so you are familiar with the story. It will also be very helpful if you are familiar with the basic rules of the game, so you don't have to stop and look up rules as you play. In fact, the story is more important than the rules, so if you forget a rule, don't pause the game! Make a decision 'on the hoof' and carry the story on smoothly. As the GM, your job is to make sure the story is exciting for everyone playing—if you get a few rules wrong, nobody will mind. Remember, this isn't a game in which anyone wins or loses—it's a storytelling game, and the fun comes from how the players react to each event, solve the problems they face, and interact with each other and the characters you bring to life within the story. So... it's time to start. Have the players create their ponies, if they haven't already, then begin by reading the 'Read Aloud' text in the box below—don't read the [text in brackets] though!

Read Aloud:

It's a beautiful, sunny day in Ponyville. You've come to the marketplace to shop for groceries and hang out with your friends. The market square is bustling with ponies of all shapes and sizes—it looks like the sun has brought out the whole of Ponyville! You've finished your shopping and your saddlebags are loaded with food and treats. *[GM: Ask each player what their pony has bought].*

You're drawn to a great crowd near the fountain, applauding a street performer—a young Unicorn showing off his magic tricks to everypony's delight. You're busy watching the Unicorn conjure apples from thin air, pull colorful flowers from his top hat, and create glittering rainbows above his head. So you're not looking at your shopping bags. One of you *[GM: Choose the PC with the tastiest treats in their bag]* feels your bag getting heavier and heavier!

Looking in your bag, you see an adorably cute, white fluffy bunny rabbit with great big black eyes. Somehow it's managed to creep into your bag, and is busy munching away at the tastiest food you've bought!

What are you going to do?





There's a rabbit in my bag!

The rabbit is Fluttershy's pet, Angel. Fluttershy has taken him with her to the market to look for suitable ponies to take care of the pets when she and her friends go away on their mission.

The rabbit looks cute, but is far from well-behaved. If a PC tries to grab the rabbit, or take the food away from it, he will growl fiercely and stare at them angrily, resisting any attempts to take him away from the food.

Let the PCs spend a few moments trying to deal with the stubborn, unfriendly bunny, then introduce...

Fluttershy!

A girl pony, a Pegasus with a yellow coat and pink mane and tail, trots over to the PCs. She has big blue eyes that stare at them shyly, and her cutie mark is three pink butterflies. It's Fluttershy!

Read Aloud

"Excuse me," says Fluttershy in a very quiet voice. "Thank you for rescuing my rabbit, Angel. He scampered away from me and I've been looking for him all over the place!"

She gently takes the rabbit and cuddles him. He glares at the PCs, making furious faces at them. Fluttershy continues. "You've obviously got a way with animals," she smiles shyly. "I think my little Angel really likes you!"

At this, Angel shakes his head vigorously, still glaring at the PCs. Fluttershy doesn't notice.

"I think you're just the ponies my friends and I have been looking for. We are going away on an important mission, and we need somepony to look after our pets while we are gone. Would you like to help us?"

The whole adventure depends on the PCs saying yes. If they say 'Yes!' right away, no questions asked, reward the first player to say yes with a Token of Friendship. But what if they say no?

If this happens, stress to the PCs what an honor it is to be asked to help Fluttershy and her friends, who include the famous Alicorn, Princess Twilight Sparkle.

If they still don't want to help, and refuse Fluttershy, Fluttershy gets tearful and starts to sob. "Oh my! I'll find no one to take care of our pets! We must go on an important mission, but we cannot leave our pets alone! We promised them a pampering party at my cottage, and they will be so disappointed if we cannot keep our promise to them!"

If Fluttershy's tears don't move the PCs to offer their help, then they obviously need a few lessons in Friendship! If anypony is being mean to her, you may even take a Token of Friendship away from them. Fluttershy will finally try to persuade the PCs with an offer of a reward. "I'm sure Princess Twilight Sparkle will reward you well if you help us! She will be very, very grateful!"

If this doesn't work, you'll have to try to get the PCs to explore the Everfree Forest somehow—they can then meet each lost pet and have a chance to rescue them. Perhaps the PCs get lost in the forest later on while searching for something important to them hidden there. Perhaps the Unicorn in the market square gets his spells muddled and causes a magical whirlwind to appear which whisks the PCs away to the depths of the forest. I'm sure you'll think of a way to get the story back on track. Good luck!

Yes, we'd love to help you!

As soon as the PCs agree to help, Fluttershy flutters her eyelashes at them and flashes them a big smile.

"Thank you, my friends! Come and meet me tomorrow morning at my cottage at the edge of Everfree Forest. I'll introduce you to my friends and to our pets. They will love to meet you! See you tomorrow!"

Fluttershy turns and wanders off into the market crowds. Angel, her bunny, glares at the PCs from over Fluttershy's shoulder, sticks his tongue out at them, and shakes his fist.

Let the PCs discuss their meeting with Fluttershy for a while, then you can ask them to describe briefly what they want to do for the rest of the day, before cutting to the next scene...



Part 1 - Pet Sitting

Fluttershy's Cottage

The next morning, the PCs should go to Fluttershy's cottage to meet the Mane Six and take care of their pets. Fluttershy's cottage is on the edge of the Everfree Forest—a wild, wooded, and mysterious area, avoided by ponies as a scary place.

The cottage is reached by crossing a small bridge over a fast-flowing river.

The remarkable thing about Fluttershy's home is that it has a roof of green leaves—it looks a bit like a tree house. Dozens of bird boxes and bird tables hang from the branches of the roof and from the trees dotted around the cottage, and the air is alive with the sound of pretty birdsong. Wild rabbits and squirrels bound and scamper along the path leading up to the cottage, flitting away as the ponies approach.

Fluttershy answers the door. *"I'm so glad you could make it. Come in! Come and meet my friends!"*

The cottage is very cozy inside. There are comfy seats for ponies and several bed baskets on the floor for when Fluttershy's animal friends come to visit. Several birdhouses hang from the ceiling, with colorful birds flapping around the PCs heads. The baseboards are dotted with mouse holes, from which curious mice stare up at the PCs as they enter. There are lots of books about pets and wildlife on the various shelves fixed to the walls. Fluttershy keeps her cottage very neat and tidy, despite the presence of so many animals and birds.

The Mane Six

Waiting to meet the PCs inside the cottage are Fluttershy's special friends: Applejack, Pinkie Pie, Rarity, Rainbow Dash and Twilight Sparkle, and her little dragon buddy Spike next to her. I'm sure they don't need any introduction—their traits, talents, and so on can be found on page 136-137.

Twilight Sparkle steps up to the PCs and begins to talk:

"We thank you from the bottom of our hearts for your generous offer to look after our pets while we are away. We promised them a pampering party, and now that you are here, a pampering party they shall have."

Note that if the PCs ask Twilight Sparkle about the Mane Six's next adventure, she will tell them the story of the Curse of the Statuettes (see page 102 for details on the Curse), and say that she and her friends have to go to the Badlands on an adventure that might perhaps help solve the mystery.

After Twilight Sparkle has spoken, she and her friends introduce their pets to the PCs (read out the text in the boxes opposite as each pony introduces their pet).



Twilight Sparkle

"This is my pet, **Owlowiscious**." Twilight holds up a bright-eyed brown owl. "Say hello, Owlowiscious."

The owl hoots and bobs its head politely.

"He's very well-behaved. He loves being tickled just behind his ear feathers, and his favorite treats are chocolate mice."



Applejack

"Say howdy to **Winona**!"

grins Applejack. A brown and white dog wearing a red collar with a gold name tag jumps around Applejack's legs playfully.

"Give her a bone to chew on and she'll be as happy as a worm in an apple barrel," says Applejack. "And her favorite thing of all... belly scratches!"



Pinkie Pie

"What did you say, **Gummy**?"

Pinkie Pie raises the baby alligator she's holding to her ear. "You like these ponies? Well, if you like them, I like them!" The gator, which has not uttered a word, stares blankly at you.

"Gummy says he'd like you to feed him fish cakes, and his favorite game is Snap, of course!"



Rarity

"**Opalescence** is extremely sensitive, and you must take full care of my little darling."

Rarity is preening a white, fluffy cat wearing an opal-studded collar round her neck, a purple ribbon atop her head, and carrying a toy mouse in her mouth.

"She will only touch the finest cat treats, and you must regularly comb her fur just the way she likes it."



Rainbow Dash

"Hey, **Tank**! Say hello to your new friends!" smiles Rainbow Dash.

A large green tortoise looks slowly up at you from the floor. He is wearing aviation goggles, and has a helicopter rotor strapped to his shell.

"Feed him plenty of lettuce and let him out for a spin once in a while, and he'll be as fine as dollar cotton!"



Fluttershy

"You've met **Angel** already. I can tell that he likes you..." says Fluttershy softly.

The white rabbit sneers at you and sticks out his tongue.

"He is such a loving little creature. All he needs are a few juicy carrots, his tail fluffed gently, and plenty of cuddles and kind words."



Fond Farewells

After the Mane Six have introduced their pets to the PCs, Twilight Sparkle gives the PCs their instructions:

"Ok, I don't know how long we'll be away for—we have to travel to the Badlands, far to the South. You'll be staying at Fluttershy's cottage, taking care of the pets until we come back. Make sure they're well fed and entertained. We promised them a pampering party today, so that's your first job—to make sure they're well and truly pampered! Also, keep Fluttershy's cottage clean and tidy—she's been very kind to let you stay here while she's away. We don't want her to be upset by any mess when she comes home. Now, I'm sure everything will be fine—you seem like nice, kind ponies who are good with animals. It's time for us to go. Take care, and most importantly, have fun!"

Twilight and her five friends all kiss and cuddle their pets goodbye, then they and Spike wave goodbye to the PCs and leave on their mission.

Snack Time

After Twilight and her friends leave, the cottage falls silent. Owlowiscious has flown to perch on the back of a chair, and looks wisely at the pet-sitters. Winona scratches herself, looking bored. Gummy stares straight at the PCs with unblinking eyes. Opal seems to look them up and down, then curls her lips in disgust and sniffs haughtily. Tank seems to have fallen asleep, while Angel narrows his eyes and fixes the PCs with a fierce glare.

Ask each player to test their Mind trait (Difficulty 2). Anyone who passes this test realizes that perhaps the best way to win the pets' affection is to give them some food. It's a little early for lunch, but perhaps it's time for a snack?

Hopefully the players were listening carefully earlier, and remember what each pet's favorite food is.

Fluttershy's cottage has plenty of food cupboards with all sorts of food for all sorts of animals—maybe the PCs can strike it lucky and find the treats they're looking for.



• A **bone** for Winona and **lettuce** for Tank are easy to find—a successful Mind test (Difficulty 2) will locate those food types.

• **Fish cakes** for Gummy and **chocolate mice** for Owlowsious are a bit more difficult to locate, requiring a successful Mind test (Difficulty 3).

• It's easy to find **carrots** for Angel, yes? No! Angel demands the exact right type of carrot—just any old carrot is likely to make him angry! A successful Mind test (Difficulty 4) will locate the right carrots!

• Opal is the hardest to please. She will turn her nose up at everything but the finest, most succulent, most expensive **cat treats**—a successful Mind test (Difficulty 5) is needed!

A failed test means the food cannot be found in Fluttershy's cottage—each PC can try to look once.

If the PCs do not manage to feed a pet with its preferred food, it will be more difficult to control—for the rest of the adventure, the PCs must downgrade any die they use for a Charm test made towards that pet.

Pet Personalities

Each pet has its own unique personality. These are summarized below.



Angel

Spoiled, bossy, and very demanding. Short-tempered and prone to childish tantrums. Very picky with food. Enjoys tormenting his pet-sitters. Communicates in squeaks.



Gummy

He has a blank, vacant stare. He will grab anything that comes within reach of his toothless jaws and refuse to let go! Silent, but Pinkie Pie is convinced he talks to her.



Opalescence

Selfish, manipulative, and irritable. She rubs against well-dressed ponies, but spits at those displaying a fashion faux pas. Purrs if happy, but yowls and hisses when angry.



Owlowsious

A very well-behaved bird. He is highly intelligent and can understand and follow orders. Communicates by hooting. Nocturnal, so usually sleepy during the day.



Tank

Slow, but very faithful, helpful, and determined. He has a magically-propelled helicopter rotor strapped to his shell, which allows him to fly. He is always silent.



Winona

A friendly, loyal, and faithful work dog. She goes wild if she doesn't get her daily exercise. She barks, whines, pants, and yips like any other regular dog.



The Pampering Party

After the PCs have fed (or attempted to feed) the pets, it'll be time to start the pampering party. The PCs must decide how to entertain and pamper the pets, and this is where the real trouble starts.

If the PCs don't try to entertain the pets, have all the pets behave impatiently or naughtily: for example, Owlowiscious flies onto a PC's head and hoots loudly; Winona runs rings round the pet-sitters, barking energetically; Tank begins flying round the room, his helicopter blades whirring, bumping into shelves and knocking over books and ornaments; Gummy stubbornly latches his jaws onto a PC's leg; Opal yowls and spits and begins scratching furniture; while Angel tries to escape from the cottage, attempting to kick open doors and windows, or climbing up the chimney to freedom!

If the PCs don't realize the pets need to be entertained, have each PC test on their Mind trait (Difficulty 2)—a success makes them realize that the pets are acting up because they are not being pampered. The PCs must try to remember what each pet likes. When a PC tries to pamper a pet, they must try to persuade it to let them pamper it. This requires a successful Charm test—at Difficulty 2 for each pet apart from Angel (Difficulty 8), who really doesn't want to cooperate.

If a PC somehow manages to control Angel, reward the group with a well-earned Token of Friendship. The problem is, they will have to keep on testing to control Angel, and eventually they will fail. If and when they fail to keep Angel charmed, read out the following text:

Read Aloud:

It's impossible to keep your eye on Angel—he's so naughty! Blowing a big raspberry at you, he hops high into the air, landing on a bookshelf. He shoves the line of neat books, causing them to topple like dominoes. The book at the end of the shelf falls to the floor, landing on Tank, setting off the motors of his helicopter blades. The tortoise shoots into the air, smashing through a window and hurtling into the sky. Winona gives a bark of alarm and jumps out the broken window to try to rescue Tank. Owlowsious screeches and flies in panic up the chimney in a cloud of soot, which makes Gummy sneeze loudly. His jaws clamp shut on Opalescence's tail, which is waving right in front of him. Opal shrieks and leaps in panic, her outstretched claws tearing into the curtains on the window nearest you. The curtain rail comes toppling down, knocking a cupboard straight towards you!

Trapped!

The PCs have to test on their Body trait (Difficulty 5). If they fail, they get trapped inside the cupboard and lose D8 Stamina. If they succeed, they dodge out of the way of the cupboard, but become tangled up in the curtains and are trapped—they cannot do anything until they struggle free (see below).

Ponies trapped in the cupboard can test on their Body trait (Difficulty 5) to push over the cupboard and free themselves—every time a pony fails this test he or she loses 1 Stamina. If trapped ponies work together, reduce the Difficulty of the test by 1 for each helping pony. Because the cupboard is so heavy, it takes about half an hour to get themselves free.

Ponies tangled up in the curtains will eventually free themselves after about half an hour of struggling with no test needed.

Where have all the pets gone?

As soon as at least one pony has gotten free from the curtains or the cupboard, read out the following text:

Read Aloud:

Fluttershy's cottage is a complete mess! Besides the collapsed curtains and fallen cupboard, there are cushions, ornaments, and tipped up chairs all over the floor. One of the windows is smashed and there's soot from the chimney everywhere. The cat-flap in the front door is swinging loose. There's no sign of any of the pets!

The pets have all escaped. There is no sign of them inside the cottage. Make sure that the PCs realize that they have two very important tasks to carry out—first they need to find the pets and bring them back safely to the cottage (see Part 2 of the adventure). Second, they have to clean up the cottage before Fluttershy and her friends come back (see Part 3 of the adventure). The PCs should be made aware that rescuing the pets is the most important of these tasks, and it should be carried out first.

Part 2 - Pet Rescue

In this part of the adventure, the PCs must track down the pets and rescue each one from the trouble they've gotten themselves into. Opposite, you'll find a summary of what's happened to each pet. Remember to keep this information secret from the players! They have to find each pet themselves by following the clues that are outside the cottage.

Pet Detectives

If the PCs look for the animals outside Fluttershy's cottage, they will discover clues that will point them towards each pet.

- ♥ A trail of **bunny footprints** leads from the cat-flap southwest into Everfree Forest.
- ♥ **Alligator tracks** lead from the cat-flap to the edge of the river running past the cottage.
- ♥ Snagged on a bush near the cottage is a **purple bow**.
- ♥ A **trail of soot** leads from the cottage east into Everfree Forest.
- ♥ In the distance, deep in Everfree Forest to the south, a **cloud of smoke** rises into the sky.
- ♥ In the distance, deep in Everfree Forest to the west, a faint, sad **dog howl** can just about be heard.

Allow the PCs to explore around the cottage and discover each clue before letting them decide which clue to follow first.





Bunny Footprints

The PCs can follow these footprints southwest into the Everfree Forest. At one point, after following the trail for an hour, it almost disappears. Each PC must test on their Mind trait (Difficulty 4) to continue following the footprints—if they all fail, they get lost (see *Lost in the Woods*).

If they successfully follow the trail, or after resolving a 'Lost in the Woods' encounter, the PCs eventually reach the mouth of a large, dark cave, where the trail ends—see *Finding Angel*.

Alligator Tracks

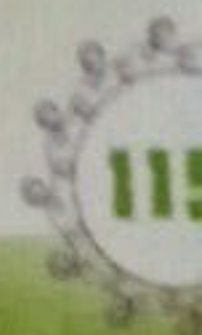
The tracks lead to the river that flows south into the Everfree Forest. At that point, the tracks disappear. If the players can't figure it out for themselves, allow the PCs to test on their Mind trait (Difficulty 2) to figure out that Gummy must have jumped into the river, and that he must have swam downriver, because the water is flowing so fast that the baby gator would not have been strong enough to swim against the current.

There is a small rowboat on the bank of the river, just big enough for all the PCs to squeeze into. Up to two PCs can row the boat—this requires them to test on their Body trait (Difficulty 3) to control it—otherwise it spins out of control and everyone in the boat is buffeted around, losing 1 Stamina. Eventually, after about an hour, the river flows into a lake, which is where the PCs discover Pinkie Pie's pet—see *Finding Gummy*.

The Purple Bow

The purple bow which Opalescence was wearing on top of her head is snagged on a bush near the cottage. A bit farther away, a blue opal lies in the middle of a narrow path leading southeast into the Everfree Forest.

If the PCs follow this path through the undergrowth, after about fifteen minutes they find another opal. If the PCs continue along the path, every fifteen minutes or so they find another opal. After finding the fourth opal, the path opens into a small glade—see *Finding Opalescence*.



The Trail of Soot

The PCs can follow the trail of soot east into the Everfree Forest. Along the way, now and then they find a sooty owl feather along the trail. The trail is sometimes difficult to follow. About an hour along it, each PC must test on their Mind trait (Difficulty 4) to continue following the footprints—if they all fail, they get lost (see Lost in the Woods).

If they successfully follow the trail, or after resolving a 'Lost in the Woods' encounter, the PCs eventually reach a clearing carpeted with strange blue flowers—see Finding Owlowsicous.

The Cloud of Smoke

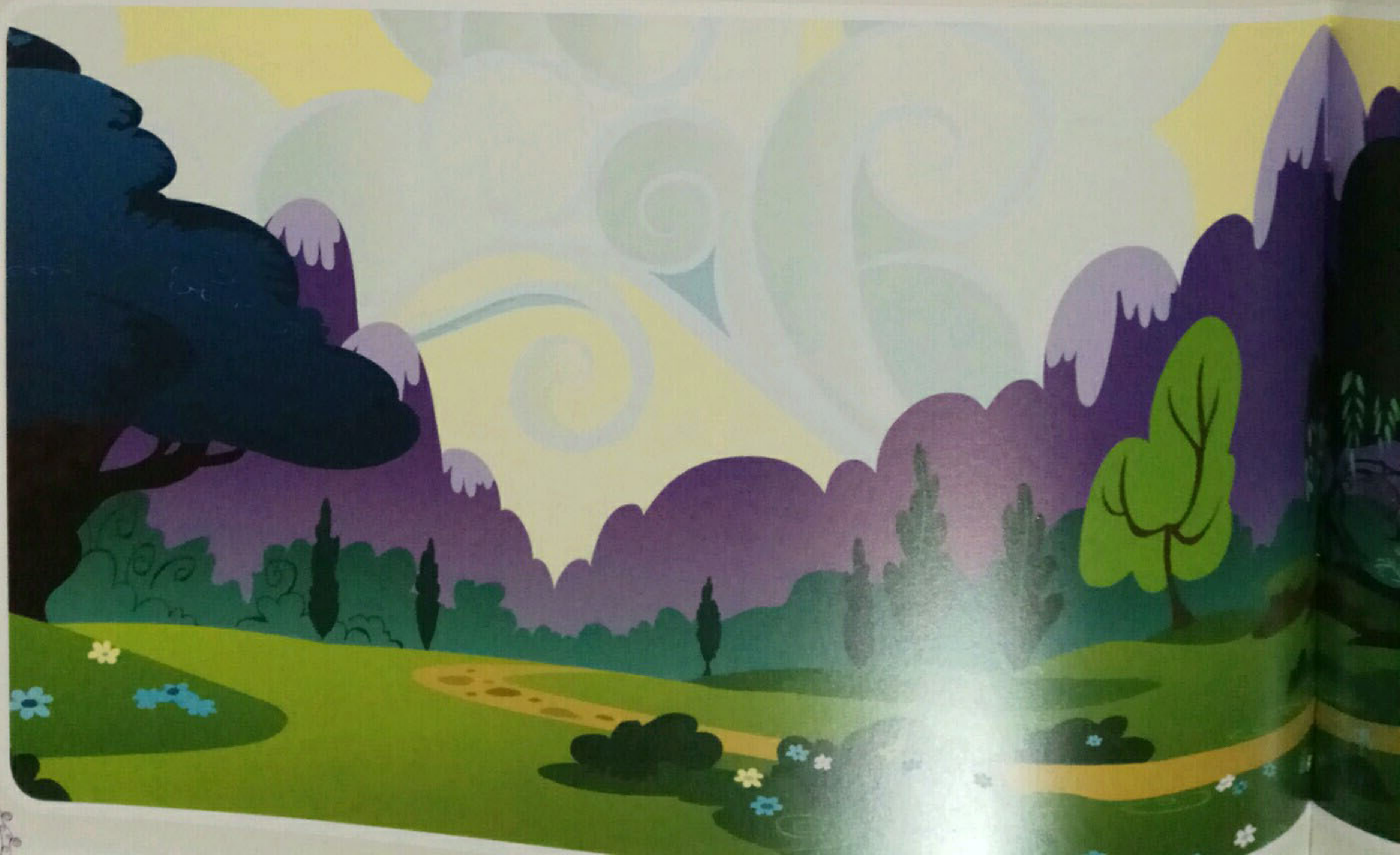
If the PCs go in the direction of the smoke, it leads them south into the Everfree Forest. After about an hour, they lose sight of the cloud because trees block their sight. To continue, they must locate the direction of the cloud of smoke again; otherwise each PC must test on their Mind trait (Difficulty 6) to try to figure out in which direction the cloud lies. If they all fail, they get lost (see Lost in the Woods). The best way to locate the direction of the cloud is by climbing a tree—this requires a successful Body test (Difficulty 5)—and yes, in Equestria, ponies can climb trees.

If they successfully follow the cloud, or after resolving a 'Lost in the Woods' encounter, the PCs eventually find the source of the smoke—see Finding Tank.

The Dog Howl

If the PCs go in the direction of the howl, they end up going west into the Everfree Forest. The howling is easy to follow, and gets louder the deeper the PCs venture into the forest.

After about an hour, the PCs eventually come across an old shack in a clearing—see Finding Winona.



Everfree Forest

Everfree Forest is a wild, wooded area that lies just outside Ponyville. Cautious ponies avoid this mysterious place. It's scary and weird and full of strange magic.

Of course, the PCs will have to enter the forest to rescue the pets. Make sure they understand what a terrifying place this is to a nervous pony. As they creep through the dark forest, describe the sights, sounds, and smells of the woods:

- ♥ The spooky trees that look like misshapen monsters towering above them, blocking out the sky and sunlight;
- ♥ The claw-like branches that seem to reach out and snag the ponies' manes and tails;
- ♥ The hideous black, thorny vines that seem to creep and crawl slowly in the undergrowth;
- ♥ The fierce red eyes that blink and glare from the shadows;
- ♥ The strange animal noises and bird calls that grunt, squawk, and screech from the branches and bushes;
- ♥ The annoying buzz and drone of insects that flit above the PCs' heads;
- ♥ The musty stink of damp earth and wet, rotting leaves.



Lost in the Woods

Each time the PCs get lost in Everfree Forest, choose one of the events from the list below to occur. Alternatively, roll a D6 to find out what happens. You can also introduce any of these events even if the PCs don't get lost to increase the challenge (or to help the PCs in the case of Zecora). These events are not covered in detail—it's entirely up to you how you play them out.

- 1. Marshy Pool.** One or two (but not all) of the PCs stumble into an area of swamp. They will be stuck fast until their friends cooperate to pull them out. After their rescue, the PCs who fell in the marsh will be very stinky—they must degrade their Charm die by one step until they get cleaned up. Uggh!
- 2. Clinging Thorns.** The PCs blunder into a patch of thorny briars that cling to their manes and tails and tear at their clothes. They can't go forward or back without being scratched. Unless they can figure out a way to get through the thorns without being hurt, they will each lose D4 Stamina as they try to escape.
- 3. Rabid Rhododendrons.** The huge plants around the PCs suddenly begin to crowd around them, moving with a will of their own. Leafy tendrils snake around their legs, and the heads of the plants snap at them like hungry jaws. Unless the PCs have a better plan, they each must make a Challenge using their Body trait against the plants' Body trait of D6. If they pass, they struggle free, but if they fail they lose 1 Stamina and must try again.
- 4. Cragadile.** The PCs must cross a small lake of smelly green water. There are large stepping stones across the lake, which can be easily crossed. However, halfway across, one of the stones turns out to be the back of a cragadile—a huge and fierce reptile with stony scales! It's hungry and will try to snap at the PCs. Will they spot the cragadile before they step on it? If they disturb it, how can they get away, or overpower it? You can find the statistics for a cragadile on page 133.
- 5. Timberwolves.** A terrible howling fills the air. Out of the undergrowth leaps a pack of ferocious timberwolves, with bodies of twigs, logs, and leaves, their eyes gleaming with a spooky green light. The PCs must try to overpower them, trick them, or run away. You can find the statistics for a timberwolf on page 135.
- 6. Zecora.** Each PC feels their mane stand on end, and has the feeling that they are being watched. They can see large, yellow eyes gleaming from the shadowy depths of the forest. The creepy-looking eyes begin to move, getting closer and closer... what do the PCs do?
Luckily for them, it's a friend—but don't let the PCs know that until the last minute. It's Zecora—her description and statistics can be found on page 135. If the PCs charm her, she gives them information about the forest (each PC upgrades their Mind die by one step next time they test to see if they get lost in the woods). She also gives them a potion containing enough medicine for each pony to heal D6 points of Stamina—but if a pony drinks more than their single share, they get a stomach ache and must downgrade their Body trait by one step until the end of the adventure. Zecora can also cure any PC of the effects of the Poison Joke curse (see later).



The Elements of Harmony

Each pet's owner is a great example of each Element of Harmony, as listed below.

- ♥ Fluttershy (Angel's owner)—kindness.
- ♥ Pinkie Pie (Gummy's owner)—laughter.
- ♥ Rarity (Opal's owner)—generosity.
- ♥ Twilight Sparkle (Owlowiscious's owner)—magic (created by the combination of the other elements).
- ♥ Rainbow Dash (Tank's owner)—loyalty.
- ♥ Applejack (Winona's owner)—honesty.

The best way to rescue each pet is to use the Element of Harmony associated with their owner. This is probably a difficult concept for the PCs to figure out by themselves, but if they get stuck while trying to rescue a pet, ask them to test their Mind trait (Difficulty 5). Anypony who passes the test gets a clue as to how they should act to overcome the problem they are facing.

For example, if they can't figure out how to rescue Angel from the Ursa minor, and they pass their Mind trait test, you could say, "Well, you all know that Angel is Fluttershy's pet, and Fluttershy is well known for her kindness—maybe kindness is the answer to rescuing Angel?"



Finding Angel

The trail ends at a cave. The bunny footprints lead into the darkness. If the PCs decide to enter the cave, read the section below out loud (they'll need a light to shine the way forward):

Read Aloud:

It's very dark inside the cave. The coldness makes you shiver. Your light dances on the rocky walls, which gleam wetly. The ground underhoof is stony. The only sound you can hear is the drip... drip... drip... of water falling from the ceiling. The air is musty and damp.

The tunnel eventually opens out into a large grotto which glows as though lit by a bright starry night sky. The light is coming from a gigantic bear-like creature with a transparent body, midnight-blue in color, that shines as though it is made up of dozens of stars. A white star glows on its forehead and it has fierce yellow eyes and sharp, gleaming white fangs. You have heard of these monsters in stories—it's an Ursa: a monstrous, magical bear.

Despite its scary appearance, the Ursa has a kind smile on her face, and is gently cradling a small, white trembling animal—it's Angel, looking absolutely terrified. The rabbit is trying to struggle free, squeaking in fear. You notice that the Ursa has put Angel in a diaper and is gently rocking him back and forth. A low growl rumbles from the Ursa's throat—is she singing some sort of bear lullaby?

How will the PCs get Angel back from the Ursa? The Ursa, despite her huge size, is a very young one, and has adopted Angel as her new baby dolly. She will not want to let the rabbit go!

Have the PCs test their Mind trait (Difficulty 3). Anypony who passes realizes that this massive monster is just an Ursa minor—a baby—and that her mother, an Ursa major (even bigger and fiercer!), must be coming back to look after her cub sometime soon. The PCs only have a limited amount of time to rescue Angel.

The PCs will probably come up with several clever ideas on how to rescue Angel. However, we'll deal with these two approaches here: using kindness and using unkindness.

Kindness

The best way to rescue Angel is to treat the Ursa minor with kindness. She just wants her own pet to play with and take care of, and she doesn't realize that Angel belongs to someone else.

First, the PCs will have to show the Ursa minor that they are kind and gentle and don't mean them any harm.

To do this they need to test their Charm trait (Difficulty 5 because the Ursa doesn't trust them).



They will also need to find a replacement for Angel to give to the Ursa minor. Perhaps they must go into the forest to search for an animal that would make a suitable pet for a young Ursa. Or perhaps they could make a toy pet out of whatever materials they find in the woods. The Ursa will be overjoyed by her new pet or toy and will gladly replace it for Angel.

Unkindness

The worst way to treat the Ursa minor is with unkindness. That will only make him angry, and nobody wants to face an angry Ursa, even a 'little' one.

If the PCs manage to take Angel away from the Ursa using any form of unkindness, trickery, sneakiness, lies, or any other method that will hurt her feelings, the Ursa minor will roar and growl fiercely, immediately bringing his mother back to the den (see below). The Ursa minor will join his mother in chasing after the PCs—double trouble!

Mom's Home!

If the PCs take too long trying to resolve this encounter, the Ursa minor's mom might come home, and be very angry at finding the PCs trespassing! The Ursa major will also appear as soon as her baby gets upset by the PCs' actions (see above).

To determine whether the Ursa major comes home, every time you judge that the PCs are taking too long to do something during this encounter, roll a die—if you roll the highest possible score, the Ursa major appears. Start by rolling a D20, and then degrade the dice by one step the next time you roll to see whether mom comes home.

When the Ursa major appears, the PCs will have an even harder time trying to rescue Angel, if they haven't already. If they annoy the bears, both will chase the PCs away from their den—if the PCs get captured by the Ursa major they will end up as the Ursa minor's playthings, dressed up like Angel in diapers and treated like baby dolls until they figure out a way to escape.

Angelic Angel?

If and when the PCs rescue Angel, he will do everything he can to annoy them while he is in their company. Whenever the PCs have to make an important dice roll, roll a D6 and refer to the table below to figure out how Angel behaves (or you can decide yourself how he behaves badly).

D6 Score Result

- | | |
|-----|--|
| 1 | Angel has a tantrum! Unless the PCs shut him up, he will make as much noise as possible—bursting into tears and stamping his feet as loudly as he can. |
| 2 | Angel tries to escape. The PC carrying him must make a challenge against his Mind trait (D4). If Angel wins the challenge, he bolts for freedom and has to be chased and recaptured. |
| 3-4 | Angel behaves badly in such a way that he makes it harder for the PCs to complete their task. For this dice roll, each PC degrades their die by one step. |
| 5-6 | Angel messes himself—phew! |



Finding Gummy

Following the river, the PCs eventually reach a small lake with a tree-covered island in its center. Read the section below out loud to set the scene:

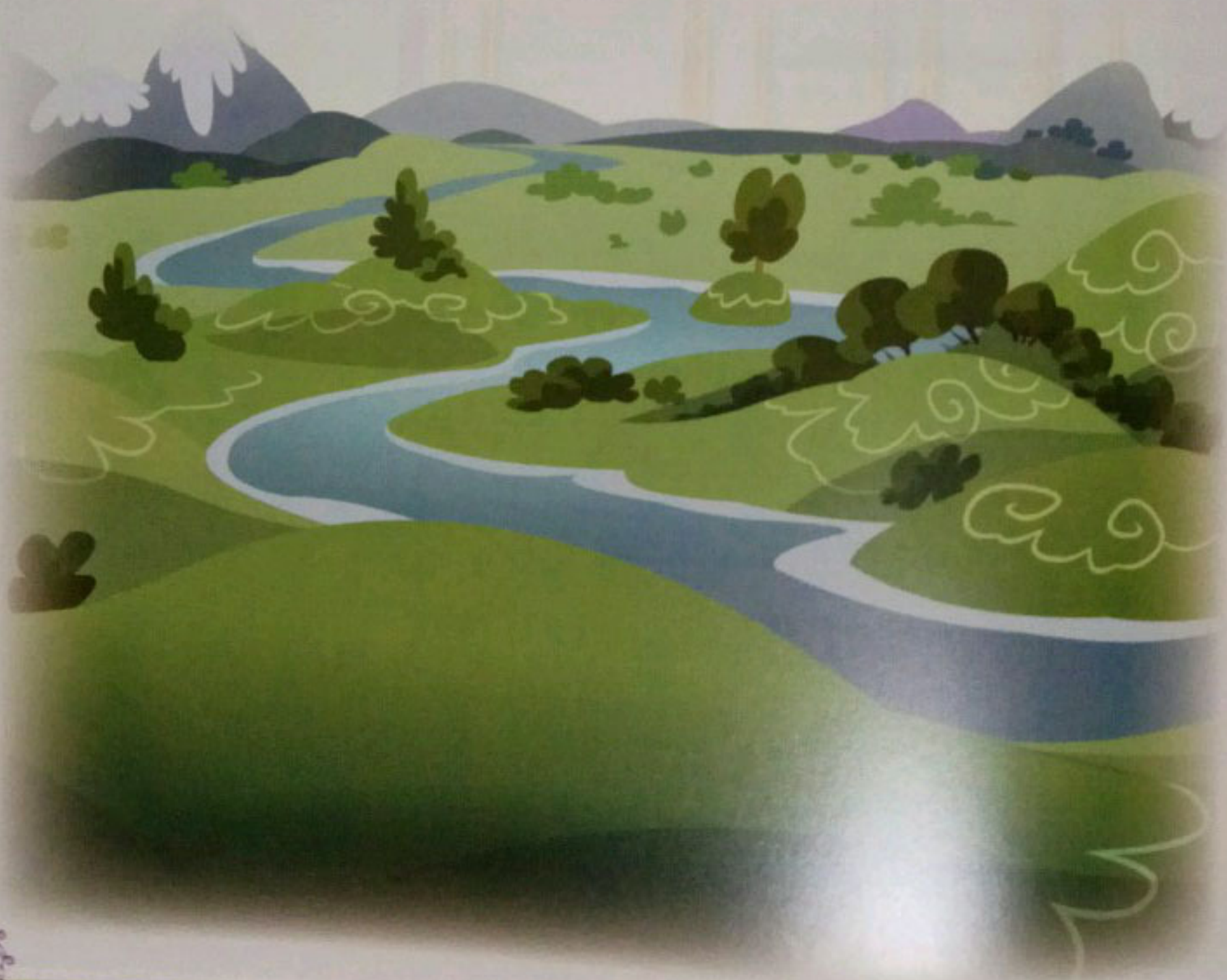
Read Aloud:

The river opens out onto a small lake, in the center of which is a little island covered in trees and bushes. You can't help but burst into laughter when you see a comical-looking bird of prey with a ridiculous bright green mohican-style crest on its bald head, flying high in the air in circles and screeching in panic as a baby alligator stubbornly clings onto its tail feathers with its jaws.

The bird is a mohawk, and you can see that the 'gator is none other than Gummy. How will you manage to get him safely down?



The PCs have several different problems here: how do they get Gummy down to the ground without hurting him, and how do they make Gummy let go without hurting the mohawk?



Laughter

The best way to get Gummy to let go is to make him laugh! But alligators are not known for their senses of humor. Any PCs who try to make him laugh with funny antics or stupid jokes must test their Charm trait (Difficulty 5). They can try again and again, as long as they tell a different joke or describe a different antic.

If the PCs succeed, Gummy will giggle, chortle, and then open his mouth to let out a big guffaw, letting go of the mohawk's tail and falling down to the ground (the mohawk will give a relieved squawk and fly off, its tail feathers ruffled).

However, that's just the first part! The mohawk is a long way up and Pinkie Pie will be upset if her precious pet gets hurt from the long fall.

One PC can try to catch Gummy by testing his or her Body trait (Difficulty 4). Or the PCs can try to make the mohawk fly from above the island to above the lake, so that when Gummy laughs he has a soft (and wet) landing. However, as soon as Gummy lands in water, he's off swimming as fast as he can, and the PCs will have to win a swimming challenge (using his Body trait of D4) to catch him. Any pony who tries and loses will lose 1 Stamina out of exhaustion. He'll swim around and around the island until finally caught.

No Laughing Matter!

If the PCs do anything that upsets or hurts the mohawk, the bird will peck angrily at the PCs, causing them to lose 1 Stamina. Ouch!

Going Back Upstream

Once the PCs have captured Gummy, they'll have to travel upstream to get back to Fluttershy's cottage. This is more difficult, as they'll have to push the raft against the flow of the river (they'll need a couple of ponies with long poles to do this). It's quite exhausting work, and all the ponies will have to take their turn punting the raft upstream. By the time they get back to the cottage, they're all tired and lose 1 Stamina each.

Gator Jaws

Gummy has a bad habit of snapping his jaws tight around anything within reach. This includes ponies' legs, tails, and manes. Luckily, he has no teeth, so his grip doesn't hurt, but he'll hold on stubbornly for as long as he can.

The first pony to pick up Gummy must win a challenge against him using his Body trait (D4); otherwise Gummy will grab the pony with his jaws and not let go, and the pony must do everything with Gummy attached to him or her (this means his Body trait die is degraded by one step until Gummy lets go). Gummy will only let go when he's fed his favorite treat—fish cakes—or if the PCs think up a cunning way to make him open his mouth.

If Gummy does not have anything in his jaws, you can decide that he tries to snap at a nearby PC at any time during the scenario (as described above).





Finding Opalescence

Following the path revealed by the trail of Opal's accessories leads to a small forest clearing in the center of which is a water well. Read the section below out loud:

Read Aloud:

The edge of the well is made up of a low, circular stone wall. A slate roof, covered in moss, shelters the well from the sky. There's an old, rickety-looking wooden handle attached to the wheel, used to raise and lower the rope that drops down into the depths of the well. Looking down over the wall of the well, you peer into darkness and can't make out the bottom. The shadowy walls of the well disappear deep underground. You can hear a faint meowing coming up from the darkness. There's an old board attached to the front of the well. Scraping away the cobwebs and dirt, you can see some words written in old-fashioned writing that appear to change before your very eyes! In moments they have formed into a poem!

Opal has fallen into the well—her curiosity caused her to go too close to the edge. The scared meows the PCs can just about hear are hers. The PCs must try to figure out how to get her out of the well, which is a magic wishing well. A long time ago, before this part of the Everfree Forest grew around the well, ponies used to visit it and drop in gold bits, hoping for wishes. At first, the well granted those wishes, but it grew greedy and demanded more and more offerings before granting them. The ponies stopped visiting the well and gradually the Everfree Forest grew around it. After being abandoned and forgotten for so long, the well has grown lonely, and it will not release Opal unless the PCs throw in their most precious items.

The Poem

The writing on the well is quite difficult to read. It requires the PCs to test their Mind trait (Difficulty 5). If they fail, they cannot read it—unless they spend Tokens of Friendship to re-roll or pass the test automatically. The poem reads:



I am a well of wishing and I wish you well.
You seek a pretty purring pet which down me fell.
My depth is great and my sides are steep.
What I have taken is mine to keep.
If you wish to save your feline friend
With me your trinkets will have to end.
I wish for gold aplenty or a favorite toy.
A treasured necklace that brings you joy.
The most secret of recipes or a pair of rings.
What it is doesn't matter, these are just things.
What I truly wish and will bring me great bliss
Is for you to give me that which you'll miss.

Gift-Giving

Generosity is the key to success here. For each precious item any PC decides to throw into the well, the writing on the well magically changes to words of thanks, and a gurgling sound (as well as some meowing) can be heard as the water level in the well rises slowly. If the PCs give a gift each, the the water level and bucket will rise to the top, revealing a very soggy moggy—Opalescence.

After Opal has been retrieved, the writing disappears from the board on the well, to be replaced by another poem!

With gifts and daring you have saved the cat. It yowled and complained like an aristocrat! Now leave me ponies, to my treasure hoard, to my lonely existence, silent and bored. No pony ever visited for the longest time, it makes me wonder why I bother to rhyme!

At this point the PCs may decide that they want to talk and interact with the well, which will talk to them by changing the writing on its board. It is greedy, but lonely, and can be convinced with a charm test (Difficulty 4) to give back the PCs' items for being so mean. Alternatively, if the ponies promise to visit the well from time to time, then the well will return their items happily as well as giving them 25 bits each! The well retrieves these items by lowering its bucket deep into the water, filling it with the desired items, and pulling it back up.

Climbing Down the Well

The inner walls of the well are extremely wet and slippery, and impossible to climb down. The well is also too narrow for any Pegasus to fly down (and fly up again). The handle, designed to pull up the bucket, is so old that it breaks as soon as anypony attempts to use it.

Unless the PCs concoct an ingenious plan, the only way to get down the well (and back up again) is by climbing down the rope. The rope is very old and frayed and looks like it might snap at any moment. A pony wishing to climb down the rope will need a light source (to see where they're going in the darkness of the well) and will need to test their Body trait (Difficulty 4) four separate times (four 'steps'). They must make one less test for each gift the group has given the well (see gift giving, above). The well makes it extremely difficult for anypony to climb up or down using the rope—it will twist and turn violently and swing from side to side, bashing the climber into the sides of the well.

Anypony passing the tests carefully climbs the rope (up or down) by one step. If they reach the bottom of the rope, they can rescue Opal by fishing her out of the bucket, where's she floating and looking miserable. Anypony failing a test can't climb the rope up or down and stays where they are, losing 1 Stamina by hitting the side of the well. They can try again, as much as they dare.

Anypony who suffers Bad Luck while trying to climb down or up the rope will fall in with a splash, and bob around in the cold water at the bottom of the shaft! They will lose D4 Stamina from the fall. Opal will clamber onto the pony's head as he or she treads water, and sit there until rescued, yowling, wet and miserable. PCs at the bottom of the well can grab the rope that is attached to the bucket floating in the water and try to climb up to safety, as described above.

Soggy Kitty

After being rescued, Opal will be wet and grumpy. She looks like a soggy dishcloth until she dries out. Even after drying out in the sun, Opal will be in an extremely bad temper. She hates the Everfree Forest and yowls in fear constantly, unless the PCs figure out a way to pacify her. She makes it impossible for the PCs to perform any task quietly.



Finding Owlowiscious

The sooty trail ends at a gloomy glade, thick with trees all around it. A frantic hooting emerges from the glade. When the PCs enter, read the section below out loud:

Read Aloud:

Parting the low branches framing the entrance to the glade, you see that the ground is covered with a mass of beautiful blue plants—blue petals, blue leaves, and blue stalks streaked with dark blue veins. There's a tall oak tree in the middle of the glade, and flying repeatedly into the trunk of this tree, hooting crazily, is Owlowiscious, cross-eyed and dopey-looking.

The blue plants are called 'poison joke.' Anything that breathes in the microscopic spores of this flower will be cursed—the plant plays a practical joke on its victims (see below).

The owl has been cursed by the plants and has become utterly stupid!

The problem for the PCs is this: how they can rescue the owl without getting cursed themselves (see 'Cursed' below). The key here is 'harmony.' The PCs must work together to avoid becoming victims of the plants' 'prank.' Working together creates harmony, in the same way that Twilight Sparkle's magic is only triggered when all of the other Elements of Harmony are present.



The resolution to this encounter is pretty much determined by the strengths of each PC in the group. To rescue the owl, the PCs have to cooperate in some way. It's up to you to figure out how they cooperate. For example, if there are three PCs, one with The Stare, one with the Creative Flair talent, and one specializing in jumping, you could decide that the PCs succeed if they use a combination of those talents to rescue the owl. The pony with The Stare fixes the owl in place for a short time, while the expert at jumping could leap over the plants, dodging them and grabbing the owl. The pony with Creative Flair has made a makeshift trampoline out of vines, wood, and bouncy moss which will help the jumping pony leap further.

As long as each PC has to do something different to rescue the owl, you can let them get away with anything—the more imaginative their plan, the better. The rule is, if one or more ponies don't take part in the plan, the plan won't work.

You might have to spend a little bit of time before the adventure starts (but after the PCs have created their characters) thinking about this section of the scenario and how each pony can interact to rescue the owl.

The Curse

If the PCs touch the blue plants, they will become cursed. A Pegasus can fly over the plants without being affected, but to grab the owl must test its Fly talent (Difficulty 7)—if the Pegasus fails, the owl flutters out of reach and the Pegasus loses 1 Stamina out of exhaustion. If it suffers Bad Luck, the flying pony tumbles into the poison joke and is affected by the curse!

It's up to you how each pony is affected. Choose the thing that would be most annoying to the affected pony—for example a pony might always suffer Bad Luck if it tries to use its talent, or it might shrink, grow to a huge size, sneeze constantly, lose her magical powers, or his ability to fly straight, have to talk backwards, smell bad, and so on—whatever's funniest and most embarrassing for the pony.

Antidote

Zecora (see page 135) has the cure for the poison joke curse. If any of the PCs are cursed, and they have not yet met Zecora, make sure they meet her in the forest at some point before they leave Everfree Forest. If they have already met her, they should meet her again so she can cure the poisoned ponies.

The cure is a vial of herbal bubble bath, which affected ponies must bathe in. Perhaps Zecora will only give them the antidote if the PCs promise to do a task for her when she calls upon them—planting the seed of an adventure of your own creation for the PCs to take part in at a future date.

Clever Bird

If the PCs have rescued Owlowiscious and cured him of the curse (by giving him a bath containing Zecora's antidote), while he is with them, Owlowiscious will help the PCs solve any problems that require cunning and thinking. Each time the PCs have to test their Mind trait, if all the PCs fail, test using Owlowiscious's Mind trait too (D4). The problem is that if Owlowiscious is successful, the PCs have to make sense of his hoots and sign language (remember he cannot talk). This requires one of them to pass a test using his or her Mind trait (Difficulty 4). Owlowiscious will not of course attempt this test if the PCs fail it, as that would be silly!





Finding Tank

If the PCs go in the direction of the smoke, they eventually come to a great chasm that splits the forest apart like a rocky scar. Read the section below out loud:

Read Aloud:

Looking down into the rocky chasm, you immediately see the source of the smoke—halfway down the left wall of the chasm, the tortoise, Tank, is dangling by the strap of his goggles, which are caught on a jagged piece of stone that juts out from the cliffside. He must have crashed into the cliff, as thick black fumes stream from the ruined rotor engine of his flying machine.

The cliff looks like it can be climbed, but Tank is very far down. You also notice several caves dotting the cliff face.

Poor Tank has managed to crash land near the den of a huge quarray eel (see page 134)! The eel is luckily resting in its cave, but if disturbed it will snap out at anypony climbing near its lair. Its exact position is not fixed at the start of this encounter, but depends on which pony is ambushed first—that pony by chance happens to be right by the cave that is the eel's den, which remains its den for the rest of the encounter.

Reaching Tank

This will be easy if the PCs' group includes a flying pony; not so easy if they have to climb down the crumbling rock face. To climb the rock face, a PC has to pass a test against his or her Body trait (Difficulty 5). If the pony suffers Bad luck, it slips and falls, losing D4 Stamina, and is ambushed by the quarray eel as it rears its ugly head out of its cave!



Rescuing Tank

The first pony to reach Tank (whether climbing or flying) has to try to disentangle the strap trapping Tank to the rock. This requires the pony to attempt a test against his or her Mind trait (Difficulty 3).

If the pony fails the test, it takes too long figuring out how to undo the strap—the quarray eel peeks out of its cave nearby and ambushes the pony.

If the pony passes the test, Tank slips free of the rock and tumbles down the cliff, landing stunned on the stony floor of the chasm. However, Tank causes a small avalanche as he slips down the rock face. This wakes up the eel which lurks unseen within its cave, which happens to be near where Tank landed. The first pony to reach Tank is ambushed by the eel!



The Caves

Any pony investigating one of the caves must sneak in quietly—by chance it picks the cave that is the eel's den, and the pony must pass a test against its Body trait (Difficulty 3). If the pony fails, he or she wakes the eel inside and is ambushed. A pony inside a cave cannot see unless it has a light source. As soon as it shines a light into the cave, it disturbs the eel, which ambushes it.

Ambush!

If a PC is ambushed by the eel, that PC must test against its Body trait (Difficulty 6) to avoid being swallowed whole by the eel!

If the eel fails to snap up the PC, it will attempt to snap up any other PC that comes near its den (or if the PC who triggered the ambush foolishly decides to stay near the den).

Note that as soon as one PC is ambushed, no other PC can be ambushed. There is only one eel and one den in this area. Also, the only creature that will not trigger an ambush is Tank—the eel is not interested in breaking its teeth on the tortoise's hard shell.

A PC who is swallowed whole is okay, but finds itself in the eel's cavernous belly, damp and smelly, like a long cave with a red, ribbed roof, disgustingly slimy walls and foul-smelling liquid up to the pony's knees. The pony is trapped inside the eel until rescued.

Rescuing Trapped Ponies

No doubt the PCs will want to rescue their friends from the eel, and will come up with all sorts of crazy ideas to do so—making the eel sneeze is a good one! However, there's a good chance that as each pony comes close to the eel, it will swallow them too, and all the ponies will be trapped inside the smelly, damp prison inside the monster.

If this happens, Tank's loyal streak will come to the rescue—he will plod into the cave, past the eel, which will ignore him, all the way to the end of the cave where the eel's tail rests. Tank will firmly bite the eel's tail, causing it to roar in pain and causing the ponies to fly out, one by one, from the eel's belly! Tank will then slowly plod out of the cave, ignoring the roaring, thrashing eel, which is in too much pain to try to grab the PCs again.

Any PCs who ended up in the eel's belly will smell disgusting, and must degrade their Charm die by one step until they get cleaned up.



Finding Winona

If the PCs follow the sound of the barks and howling, they get closer and closer until they eventually find the source of the noise. Read the section below out loud:

Read Aloud:

Winona is tied to a post outside a tumbledown shack, in a large clearing covered with the trunks of chopped down trees and dozens of holes dug roughly into the ground. Winona is howling miserably and looks very sad. There is no other sign of life in the clearing. The door of the shack is ajar, but no smoke comes from the chimney.

The hut belongs to three diamond dogs—Rover, Fido, and Spot (see page 134). They are in the mines, reached by the holes in the ground, digging for gems. Inside the shack, the diamond dogs have hidden their stash of gems, and when they found Winona, they decided to keep her and use her as a guard dog to scare away potential thieves.

If the PCs say that they are searching the ground and are able to pass a test against their Mind trait (Difficulty 3), they notice three sets of fresh dog footprints, much larger than Winona's prints.

Setting Winona Free

The PCs can easily untie Winona—but unless they do something beforehand to stop her, she barks with joy when she sees them, and the racket alerts the three diamond dogs, who soon leap from the mines from different holes.

The Cottage

The PCs probably won't get a chance to go inside the cottage before Winona's barks alert the diamond dogs. However, if they do, there is nothing inside except three dirty dog baskets, scraps of chewed bone, a chewed slipper, and a large tin dish of water on the floor. The dogs' stash is too well hidden to be found by the PCs.



The Holes

Anyone who peers into the holes needs a source of light. The holes disappear deep into the earth. Anyone going down into the holes will enter the mines, a labyrinth of tunnels, and will soon bump into the diamond dogs, who chase them up to the surface, growling fiercely as they run.

The Diamond Dogs

The ugly, nasty, suspicious dogs are convinced that the PCs are going to steal their stash. They want to capture the PCs and put them to work in the mines as their slaves, digging out gems in the cold and dark to fill their greedy pockets.

The best way for the PCs to get out of this mess and to rescue Winona is simply to tell the truth—but they can also try to lie their way out of the problem.

Tracker

If the PCs have rescued Winona, she will faithfully help them track down the other pets they have yet to find. Each time the group must make a test to avoid being lost in the woods, the PC looking after Winona can re-roll his or her die for a failed test.

If the PCs are honest with the dogs, each PC has to test against their Charm (Difficulty 5), but only one has to pass the test to convince the dogs that all they want is Winona.

If the PCs attempt to lie, the dogs—being cheats and liars themselves—are good at detecting lies—so every single PC has to pass the Charm test to convince the dogs to let them go.

If the test or tests are failed, then the dogs do not believe the PCs—they will try to catch them and tie them up, and then force them to work in the mines. The PCs will have to try to run away from the dogs, or escape from the mines if they are captured, as well as try to rescue Winona afterwards.

Even if the test or tests are successful, and the dogs believe the PCs and do not try to make them their slaves, they claim 'finders' keepers' on Winona and will not let her go. The PCs will have to try to figure out a way to persuade the dogs to give Winona up—perhaps by offering to buy her back. The dogs demand a high price—1,000 bits! Perhaps the PCs offer to work in the dog's mines for a while for free.

They might try to trick the dogs or steal Winona from them, but if they anger the dogs in any way, the dogs will try to enslave them as described above.



Part 3 - Wrapping Things Up

Finally, the PCs will have rescued all six pets and brought them back to Fluttershy's cottage.

They will have to figure out how to stop the pets from escaping again, so that the PCs can concentrate on tidying up the cottage and repairing all the damage! Perhaps the more well-behaved pets can help them.

If the PCs have taken a long time to recover the pets, make them nervous by telling them that they don't know when the Mane Six might be coming home—they will need to hurry to get the cottage spic and span before the pets' owners return.

The PCs also have to make sure the pets are well taken care of, entertained, fed, and watered, or else they risk upsetting Fluttershy and her friends by presenting them with miserable pets.

Bad Tidings

Shortly after the PCs have gotten things in order, there's a rapid knocking on the front door. Spike is back! He looks tired, bruised, and battered, and he's in a panic. Read the following section out loud:

Read Aloud:

"You've gotta help, guys! Twilight Sparkle and the other ponies are in big trouble! I'm the only one who escaped! They need help right now!"

With that, Spike whirls around and collapses on the floor, unconscious.



In The Next Episode...

What's happened to the Mane Six? What trouble are they in? How did Spike get away? Will the PCs have to travel to the Badlands to rescue them? Who will look after the pets?

All these questions and more offer inspiration for you to create your own brand new, unique My Little Pony episode (or episodes if it's a two-parter!).

Alternatively, you may also get hold of *The Curse of the Statuettes*, the very first adventure module for *Tails of Equestria*. This booklet is similar to *The Pet Predicament* adventure and will guide you on a mysterious rescue mission for the Mane Six, right into the Badlands!

Level Up!

Now that the PCs have finished this adventure, they can gain a new level and update their Pony Sheets. See pages 84-89 for details on how the PCs can increase their level.

ponies and other creatures

On the next few pages you'll find details on the ponies, creatures, and monsters that the PCs will encounter during the adventure. You'll also find statistics for typical Earth ponies, Pegasi, and Unicorns, in case the PCs interact with any such ponies during the adventure (for example, in the market square at the beginning).

Each creature's Body, Mind, and Charm characteristics are listed clearly, along with their Stamina, Talents, and Quirks. There is also a brief description and a picture to help the GM describe to the PCs what the creature or pony looks like.

The statistics, Talents, and Quirks represent those of a typical pony, creature, or monster of that kind. If you want to make a creature or pony stronger or weaker, feel free to adjust the scores or change Talents and Quirks. You can even add your own special rules to make the creature or pony completely different and extra special.

Note that Zecora and each of the Mane Six are unique—there's only one of each of them! Sometimes, important named unique ponies or other creatures that join the PCs for some time are called NPCs (short for Non-Player Characters, because the GM controls them).

Also note that some creatures have more than one die in their traits—this is because they might be so huge and strong or incredibly intelligent or so amazingly persuasive that they roll more than a single die in tests and challenges and choose the best result.

Finally, you might be wondering why some nasty monsters get a high Charm... well, think of that as their ability to influence others not through kindness and friendly persuasion like nice ponies, but rather through intimidation.

And if you find a trait that is not explained here, it's because you are not going to need it in the Pet Predicament adventure—look out for the Bestiary of Equestria expansion book for more information!

Cragadile

Body: D20+D10 Mind: D4

Charm: D4

Stamina: 34

Talents: Special Skill: Biting (D12); Special Skill: Swimming (D10);
Special Skill: Hiding (D10).

Quirks: Basically a walking stomach—thinks only of eating.

Natural armor: The hard scales of the cragadile mean it loses 3 fewer points of Stamina whenever it loses Stamina from a physical source, to a minimum of 1.

The cragadile is a gigantic beast covered in rocky scales that enjoys sleeping. It does not like being disturbed and usually attacks anything that wakes it up, whether or not they thought it was a rock!



Diamond Dog

Body: D12 Mind: D8 Charm: D8 Stamina: 20

Talents: Locate Gems (D6); Special Skill: Digging (D12).

Quirks: Greedy; Loves gems.

These greedy dogs can talk, but they only have one thing they want to talk about: gems! They spend most of their time trying to figure out how to get more gems or complaining that they don't have enough.



Mohawk

Body: D6 Mind: D4 Charm: D6 Stamina: 10

Talents: Fly (D20); Special Skill: Aerobatics (D12);
Special Skill: Singing (D8).

Quirks: Attracted to noisy environments; Rebellious.

This cool chick is attracted to loud noises, especially loud music! The mohawk loves rocking out and will continue to make a racket no matter who tells it to be quiet!

Quarray Eel

Body: D20 Mind: D4 Charm: D4 Stamina: 24

Talents: Special Skill: Biting (D10); Special Skill: Hiding (D12).

Quirks: Never leaves its eelpit.

Massive with nasty teeth, quarray eels eat anything that is foolish enough to come near their pit. Quarray eels never leave their pits on the sides of cliffs because they enjoy the cool and the dark within.



Timberwolf

Body: D12

Mind: D6

Charm: D4

Stamina: 18

Talents: Special Skill: Biting (D8); Special Skill: Running (D12).

Quirks: Vulnerable to fire; Fears fire.

Timberwolves work together in teams to chase ponies that enter their woods. They are cunning and fast, not to mention they have a nasty bite!



Ursa Minor

Body: 3xD20

Mind: D6

Charm: D4

Stamina: 66

Talents: Special Skills: Ferocious Fighter (D20).

Quirks: Cranky; Always hungry.

Special: The supernatural nature of the Ursa means it loses 3 fewer points of Stamina whenever it loses Stamina from a physical source, to a minimum of 1.

The Ursas, both minor and major, are massive, supernatural bears often misunderstood as ferocious monsters. In reality, they are animals like any other—but when they get upset there is an awful lot of them to worry about! Despite its size, the Ursa minor is just a baby, and will react to things like any other baby animal.



Zecora

Unique

Body: D12

Mind: D20+D6

Charm: D20

Stamina: 38

Talents: Healing Touch (D20); Creative Flair: Teaching (D10); Keen Knowledge: History (D20); Keen Knowledge: Plants (D20); Keen Knowledge: Potions (D20).

Quirks: Mysterious; Must speak in rhyme!

*Zecora is a zebra; wise, powerful and kind,
She is a master of potions and speaks her mind.
Although she is scary to many ponies at first,
They soon find out she will not make them cursed.
Her speech is strange and it is always in rhyme,
But she is understood almost all of the time!*





Applejack

Unique

Body: D20

Mind: D12

Charm: D10

Stamina: 32

Talents: Stout Heart (D20); Special Skill: Bucking (D20); Keen Knowledge: Farming (D20); Special Skill: Running (D12); Special Skill: Jumping (D12); Special Skill: Herding (D20); Creative Flair: Baking (D8); Keen Knowledge: Business (D12).

Quirks: Blunt; Messy.

Applejack, who reassured Twilight Sparkle when she was in doubt, represents the spirit of Honesty.

Fluttershy

Unique

Body: D10

Mind: D10

Charm: D20

Stamina: 20

Talents: Speak to Animals (D20); Fly (D6); Creative Flair: Singing (D12); The Stare (D20); Creative Flair: Fashion (D12); Keen Knowledge: Animal Care (D20).

Quirks: Super-shy; Fear (most things!).

Fluttershy, who tamed the fierce manticore with her compassion, represents the spirit of Kindness.



Pinkie Pie

Unique

Body: D12

Mind: D10

Charm: D20

Stamina: 22

Talents: Stout Heart (D20); Creative Flair: Party Planning (D20); Pony sense (D20); Creative Flair: Baking (D12); Creative Flair: Music (D10); Creative Flair: Dancing (D10); Creative Flair: Comedy (D20).

Quirks: Naive; Too silly.

Pinkie Pie, who banished fear by giggling in the face of danger, represents the spirit of Laughter!

Rarity

Body: D8

Mind: D12

Charm: D20

Stamina: 20

Talents: Telekinesis (D12); Creative Flair: Fashion (D20); Creative Flair: Whining (D20); Locate (D12); Creative Flair: Persuasion (D20); Keen Knowledge: Art History (D10); Creative Flair: Art (D12); Keen Knowledge: Business (D20).

Quirks: Neat Freak; Fear (Nature).

Rarity, who calmed a sorrowful serpent with a meaningful gift, represents the spirit of Generosity!



Unique



Rainbow Dash

Body: D20

Mind: D10

Charm: D10

Stamina: 30

Talents: Fly (D20); Cloud Wrangling (D20); Special Skill: Aerobatics (D20); Keen Knowledge: Wonderbolts (D20); Keen Knowledge: Daring Do (D12); Special Skill: Running (D12); Special Skill: Martial Arts (D20).

Quirks: Memememe!; Overconfident.

Rainbow Dash, who could not abandon her friends for her own heart's desire, represents the spirit of Loyalty!

Unique

Twilight Sparkle

Body: D10

Mind: D20

Charm: D12

Stamina: 30

Talents: Telekinesis (D20); Keen Knowledge: Magic (D20); Stun Ray (D12); Forcefield (D12); Teleport (D12); Fly (D6); Creation (D12); Keen Knowledge: Organization (D20); Creative Flair: Teaching (D10); Keen Knowledge: History (D12); Keen Knowledge: Science (D12).

Quirks: Bossy.

Princess of Friendship (Alicorn Power): Whenever anypony uses Tokens of Friendship in Twilight's presence, roll a D6 for each Token used. On a 4 or more, the Token is immediately returned to the pony who used it!

"When those elements are ignited by the spark that resides in the heart of us all, it creates the sixth element: the element of... Magic!"



Unique

Typical Earth pony

Body: D8

Mind: D6

Charm: D6

Stamina: 14

Talents: Stout Heart (D6); Pick one appropriate Cutie Mark talent.

Quirks: Pick one.

Earth ponies don't have wings or magic but they do have strong hearts and stout bodies. To create a typical Earth pony, choose a talent and quirk that best represent their personality. This is a quick and easy way to create most of the citizens that pony characters will meet from day to day.



Typical Pegasus Pony

Body: D6

Mind: D6

Charm: D6

Stamina: 12

Talents: Fly (D6); Pick one appropriate Cutie Mark talent.

Quirks: Pick one.

Pegasi can fly high in the sky using their beautiful wings. To create a typical Pegasus, choose a talent and quirk that best represent their personality. This is a quick and easy way to create most of the citizens that pony characters will meet from day to day.



Typical Unicorn Pony

Body: D6

Mind: D6

Charm: D6

Stamina: 12

Talents: Telekinesis (D6); Pick one appropriate Cutie Mark talent.

Quirks: Pick one.

Unicorns can all use telekinesis magic to move things with their minds through the power of their horns. To create a typical Unicorn pony, choose a talent and quirk that best represent their personality. This is a quick and easy way to create most of the citizens that pony characters will meet from day to day.





ppendix

Other Stuff



Die Charts

In the next few pages you will find the dice charts that allow you to 'roll' a D4, D6, D8, D10, D12, or D20 if you don't own a set of role-playing dice.

When you need to roll a die, say for example a D8, go to the right dice chart (the D8 in this case), then close your eyes and point a finger or a pencil at random on the page. Open your eyes and look; the number under your finger or pencil is the number you 'rolled.'



DIE CHART: D4

[illegible]

DIE CHART: D6



1	2	3	4	5	6	1	2	3	4
5	6	1	2	3	4	5	6	1	2
3	4	5	6	1	2	3	4	5	6
1	2	3	4	5	6	1	2	3	4
5	6	1	2	3	4	5	6	1	2
3	4	5	6	1	2	3	4	5	6
1	2	3	4	5	6	1	2	3	4
5	6	1	2	3	4	5	6	1	2
3	4	5	6	1	2	3	4	5	6
1	2	3	4	5	6	1	2	3	4
5	6	1	2	3	4	5	6	1	2
3	4	5	6	1	2	3	4	5	6
1	2	3	4	5	6	1	2	3	4
5	6	1	2	3	4	5	6	1	2
3	4	5	6	1	2	3	4	5	6
1	2	3	4	5	6	1	2	3	4
5	6	1	2	3	4	5	6	1	2
3	4	5	6	1	2	3	4	5	6
1	2	3	4	5	6	1	2	3	4
5	6	1	2	3	4	5	6	1	2
3	4	5	6	1	2	3	4	5	6
1	2	3	4	5	6	1	2	3	4
5	6	1	2	3	4	5	6	1	2
3	4	5	6	1	2	3	4	5	6
1	2	3	4	5	6	1	2	3	4
5	6	1	2	3	4	5	6	1	2
3	4	5	6	1	2	3	4	5	6
1	2	3	4	5	6	1	2	3	4
5	6	1	2	3	4	5	6	1	2
3	4	5	6	1	2	3	4	5	6

144

DIE CHART: D10



10	8	6	4	2	9	7	5	3	1
7	5	3	1	9	8	6	4	2	10
6	4	2	10	8	5	3	1	9	7
3	1	9	7	5	4	2	10	8	6
2	10	8	6	4	1	9	7	5	3
9	7	5	3	1	10	8	6	4	2
10	8	6	4	2	9	7	5	3	1
7	5	3	1	9	8	6	4	2	10
6	4	2	10	8	5	3	1	9	7
3	1	9	7	5	4	2	10	8	6
2	10	8	6	4	1	9	7	5	3
9	7	5	3	1	10	8	6	4	2
10	8	6	4	2	9	7	5	3	1
7	5	3	1	9	8	6	4	2	10
6	4	2	10	8	5	3	1	9	7
3	1	9	7	5	4	2	10	8	6
2	10	8	6	4	1	9	7	5	3
9	7	5	3	1	10	8	6	4	2
10	8	6	4	2	9	7	5	3	1
7	5	3	1	9	8	6	4	2	10
6	4	2	10	8	5	3	1	9	7
3	1	9	7	5	4	2	10	8	6
2	10	8	6	4	1	9	7	5	3
9	7	5	3	1	10	8	6	4	2
10	8	6	4	2	9	7	5	3	1
7	5	3	1	9	8	6	4	2	10
6	4	2	10	8	5	3	1	9	7
3	1	9	7	5	4	2	10	8	6
2	10	8	6	4	1	9	7	5	3
9	7	5	3	1	10	8	6	4	2
10	8	6	4	2	9	7	5	3	1
7	5	3	1	9	8	6	4	2	10
6	4	2	10	8	5	3	1	9	7
3	1	9	7	5	4	2	10	8	6
2	10	8	6	4	1	9	7	5	3
9	7	5	3	1	10	8	6	4	2



DIE CHART: D12

1	2	3	4	5	6	7	8	9	10
11	12	1	2	3	4	5	6	7	8
9	10	11	12	1	2	3	4	5	6
7	8	9	10	11	12	1	2	3	4
5	6	7	8	9	10	11	12	1	2
3	4	5	6	7	8	9	10	11	12
1	2	3	4	5	6	7	8	9	10
11	12	1	2	3	4	5	6	7	8
9	10	11	12	1	2	3	4	5	6
7	8	9	10	11	12	1	2	3	4
5	6	7	8	9	10	11	12	1	2
3	4	5	6	7	8	9	10	11	12
1	2	3	4	5	6	7	8	9	10
11	12	1	2	3	4	5	6	7	8
9	10	11	12	1	2	3	4	5	6
7	8	9	10	11	12	1	2	3	4
5	6	7	8	9	10	11	12	1	2
3	4	5	6	7	8	9	10	11	12
1	2	3	4	5	6	7	8	9	10
11	12	1	2	3	4	5	6	7	8
9	10	11	12	1	2	3	4	5	6
7	8	9	10	11	12	1	2	3	4
5	6	7	8	9	10	11	12	1	2
3	4	5	6	7	8	9	10	11	12
1	2	3	4	5	6	7	8	9	10
11	12	1	2	3	4	5	6	7	8
9	10	11	12	1	2	3	4	5	6
7	8	9	10	11	12	1	2	3	4
5	6	7	8	9	10	11	12	1	2
3	4	5	6	7	8	9	10	11	12

DIE CHART: D20



10	18	6	14	2	19	7	15	3	11
17	5	13	1	19	8	16	4	12	20
6	14	2	20	8	15	3	11	9	17
13	1	19	7	15	4	12	10	18	6
2	20	8	16	4	11	9	17	5	13
19	7	15	3	11	10	18	6	14	2
10	18	6	14	2	19	7	15	3	11
17	5	13	1	19	8	16	4	12	20
6	14	2	20	8	15	3	11	9	17
13	1	19	7	15	4	12	10	18	6
2	20	8	16	4	11	9	17	5	13
19	7	15	3	11	10	18	6	14	2
10	18	6	14	2	19	7	15	3	11
17	5	13	1	19	8	16	4	12	10
6	14	2	20	8	15	3	11	9	17
13	1	19	7	15	4	12	10	18	6
2	20	8	16	4	11	9	17	5	13
19	7	15	3	11	10	18	6	14	2
10	18	6	14	2	19	7	15	3	11
17	5	13	1	19	8	16	4	12	20
6	14	2	20	8	15	3	11	9	17
13	1	19	7	15	4	12	10	18	6
2	20	8	16	4	11	9	17	5	13
19	7	15	3	11	10	18	6	14	2
10	18	6	14	2	19	7	15	3	11
17	5	13	1	19	8	16	4	12	20
6	14	2	20	8	15	3	11	9	17
13	1	19	7	15	4	12	10	18	6
2	20	8	16	4	11	9	17	5	13
19	7	15	3	11	10	18	6	14	2
10	18	6	14	2	19	7	15	3	11
17	5	13	1	19	8	16	4	12	20
6	14	2	20	8	15	3	11	9	17
13	1	19	7	15	4	12	10	18	6
2	20	8	16	4	11	9	17	5	13
19	7	15	3	11	10	18	6	14	2

Index

A

Adventure Module 3
Alicorns 30
Amazing success! 53

B

Bad Luck! 53
Barding (light) 81
Barding (metal) 81
Body 16, 25, 40, 42, 43, 52, 54, 55, 56, 57, 59,
60, 66, 69, 76, 81, 86, 87, 89
Book (common) 81
Book (rare) 81
Bucket 81

C

Cart 81
Challenges 3, 52, 57
Charm 16, 40, 41, 47, 57, 60, 68, 76, 81, 86, 87
Clock 81
Clothes (elegant) 81
Clothes (simple) 81
Cloud Wrangling 66
Creating your Pony Character 14
Creative Flair 66
Cutie Mark 17, 18, 76, 77, 89
Cutie Mark Crusaders quest 89
Cutie mark talents 64

D

Dice 9, 10, 40, 54, 57, 59, 61, 64, 71
Difficulty Chart 53
Downgrading die rolls 61

E

Earth pony 6, 14, 16, 17, 24, 25, 30, 65, 66, 67,
69, 77, 89
Elements of Harmony 3, 15, 34, 76, 77, 95
Equipment 3, 18, 59, 80, 81, 82, 83
Exploding Hoof 56

F

Fly 17, 29, 57, 67, 81, 89
Food (extravagant meal) 81
Food (simple meal) 81
Food (snack) 81
Forcefield 66

G

Gamemaster 6, 7, 8, 10, 19, 34, 46, 47, 48, 49,
52, 53, 54, 55, 65, 68, 76, 77, 80, 86, 87, 88,
89, 96
Gamemaster screen 10
Gems 81

H

Healing Touch 67
Helmet 82

I

Impossible tests 56

K

Keen Knowledge 67
Kit (Art supplies) 82
Kit (Cleaning supplies) 82
Kit (Cooking) 82
Kit (Disguise) 82
Kit (Grooming) 83
Kit (Hobby) 83
Kit (Joke) 83
Kit (Party) 83
Kit (Scroll) 83

L

Ladder 83
Lamp 83
Level 0 89
Leveling up 86
Levels 3, 86, 88, 89
Locate 68

M

Magical talents 65
Mind 16, 25, 40, 41, 42, 43, 57, 60, 66, 67, 70,
71, 76, 82, 86, 87, 89
Musical Instrument 83

N

Narrator 6

P

Pegasus 14, 16, 17, 24, 26, 28, 28, 29, 30, 65, 66,
67, 77, 89, 99
Pole 83

Ponybalm (5 uses) 83
Pony character 6, 14, 24, 25, 27, 29, 34, 40, 48,
80, 92, 93, 97
Pony Name 18, 152
Pony of all trades 66
Pony Sense 68
Pony Sheet 14, 15, 16, 17, 18
Pony Type 14
Portrait 18, 77, 88, 152
Price list 81

Q

Quirks 3, 18, 71, 72

R

Re-rolls 61
Restricted talents 65
Role-playing game 6, 7, 93, 98
Rope 83

S

Saddlebags 83
Scuffles 58
Shovel 83
Spade 83
Speak With Animals 68

Special Skill 69
Stamina 16, 25, 42, 43, 46, 52, 53, 58, 59, 60, 67,
69, 81, 82, 83, 87, 89
Stare (The) 70
Storyteller 6
Storytelling game 6
Stout Heart 17, 25, 69, 89
Stun Ray 69

T

Talents 3, 17, 18, 25, 29, 64, 65, 66, 87
Telekinesis 17, 27, 55, 70, 81, 89
Teleport 70
Telescope 83
Tests 3, 9, 46, 47, 52, 67
The Stare 70
Tokens of Friendship 8, 19, 46, 47, 48, 49, 56, 71,
87, 88
Traits 3, 40, 86

U

Unicorn 6, 14, 16, 17, 18, 24, 26, 27, 28, 30, 55,
65, 66, 68, 70, 76, 77, 89, 93
Untrained challenges 60
Untrained tests 60
Upgrading dice rolls 61



And there's more!

Keep exploring Equestria and enjoying your adventures with our range of useful gaming aids and expansion books for *Tails of Equestria*. Note that some of the artwork shown here may vary when production is finalized.

Adventures

Each of these books gives you a new story and all the details the GM is going to need to run a fun and challenging adventure. The first one can be found in **The Curse of the Statuettes expansion set**, which also includes a pad of **Pony Sheets**, a set of **role-playing dice**, and a **GM screen** – the screen allows the GM to keep all information that the players cannot see (yet) secret. It also includes core information for quick reference.



Tokens of Friendship

These fragments of pure crystallized Friendship allow you to keep track of the Tokens of Friendship you have earned. And it's much nicer to actually hand out a shiny crystal when you give it as a present to a friend.



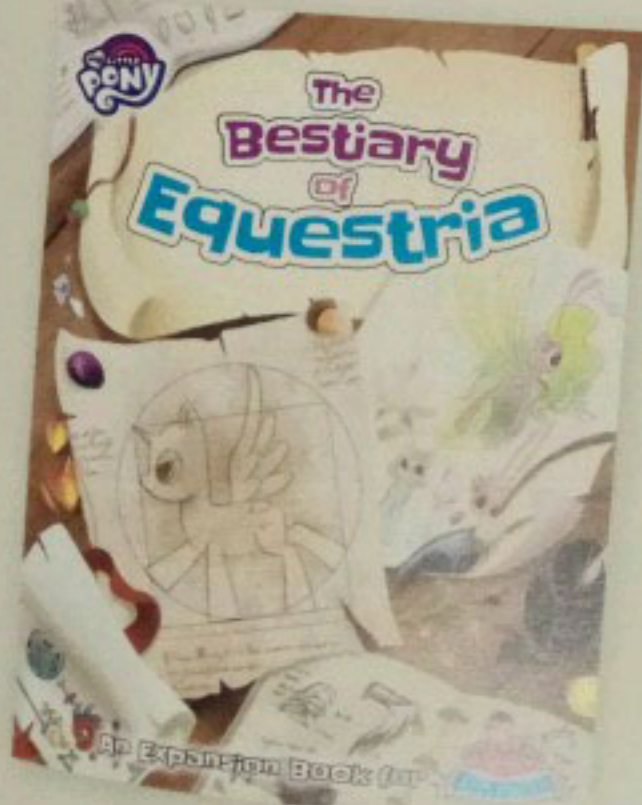
Tails of Equestria Role-playing Dice

These are three different sets of Tails of Equestria role-playing dice—sets specific for Pegasi, Unicorns, and Earth Ponies. Each set includes a mini-adventure.



pony Sheet Pad

Included in the **Curse of the Statuettes expansion set**, this pad provides you with many tear-off Pony Sheets. Each sheet is either blank, or includes a drawing of a Pegasus, Unicorn or Earth pony (either a filly or a colt) for you to color in to match your character's appearance.



Expansion Books

These supplements are vital guides and collections of **information** for the GM and the players alike. The first example of these is *The Bestiary of Equestria*—a source of knowledge about the many creatures and races that inhabit the magical land of Equestria.



PONY SHEET

Pony Name:

Player Name:

Pony Type:

Level:

Element of Harmony:

FRIENDSHIP

STAMINA:

MAX

CURRENT

BODY

MIND

CHARM

TALENTS

CM:

T:

T:

T:

T:

PORTRAIT

QUIRKS

ME:

Q:

Q:

Q:

CUTIE MARK

Tails of EQUESTRIA

Dear Princess Celestia,

I am happy to report that the dragon has departed our fair country, and that it was my good friend, Fluttershy, who convinced him to go. This adventure has taught me that your friends can help you overcome even your greatest fears.

Always, your faithful student,

Twilight Sparkle



What is this book?

Hey there! So I imagine you've picked up this book knowing a little bit about *My Little Pony: Friendship is Magic*. You've probably had a quick flick through the book and are wondering exactly what it is.

This book is a manual for a storytelling game, which allows you and your friends to create your very own pony characters to explore the amazing and magical world of Equestria—will you be a dynamic adventurer like Daring Do or a bold treasure hunter like Rarity?

Wait, wait, wait! You said this is a game, but this is clearly a book!

You're right, but it's actually both a book and a game. This book contains rules and a story. Rules that will tell you how to make a strong, clever, or charming pony. A story that you and your friends will enjoy, where the choices you make will change the story itself until you are telling the story as much as the book or the GM.

GM... what is that?

A GM (gamemaster) is a player at the table, but instead of playing as a pony, he or she will play as a storyteller, impersonating all of the ponies you meet, the beasts you face, and the challenges you have to overcome. Think of the GM as a narrator in a movie—it is his or her role to tell the players exactly what is happening in the story and what the outcomes of their actions are, depending on their choices.

Cool! How do I win?

Winning a storytelling game is very easy; you just need to have fun! *Tales of Equestria* is not about getting to the end of a board or having the most points, but all about having fantastical adventures and using the magic of Friendship to overcome any obstacles that stand in your way. You and your friends, including the GM, are all on the same team—as long as everypony is having fun, everybody wins!

So open up *Tails of Equestria* and be prepared to enter a world of magic and friendship.

Published in the United States and Canada by:

SHINOBI

Distributed by Ninja Division Publishing™ LLC, Garden City, ID 83714
River Horse and River Horse Games are trading names of River Horse (Europe) Ltd
© River Horse (Europe) Ltd 2016. River Horse, the River Horse logo, Tails of Equestria
and the Tails of Equestria logo are either ®, TM and/or © 2016.
HASBRO and its logo, MY LITTLE PONY and all related characters are trademarks
of Hasbro and are used with permission. © 2016 Hasbro All Rights Reserved.

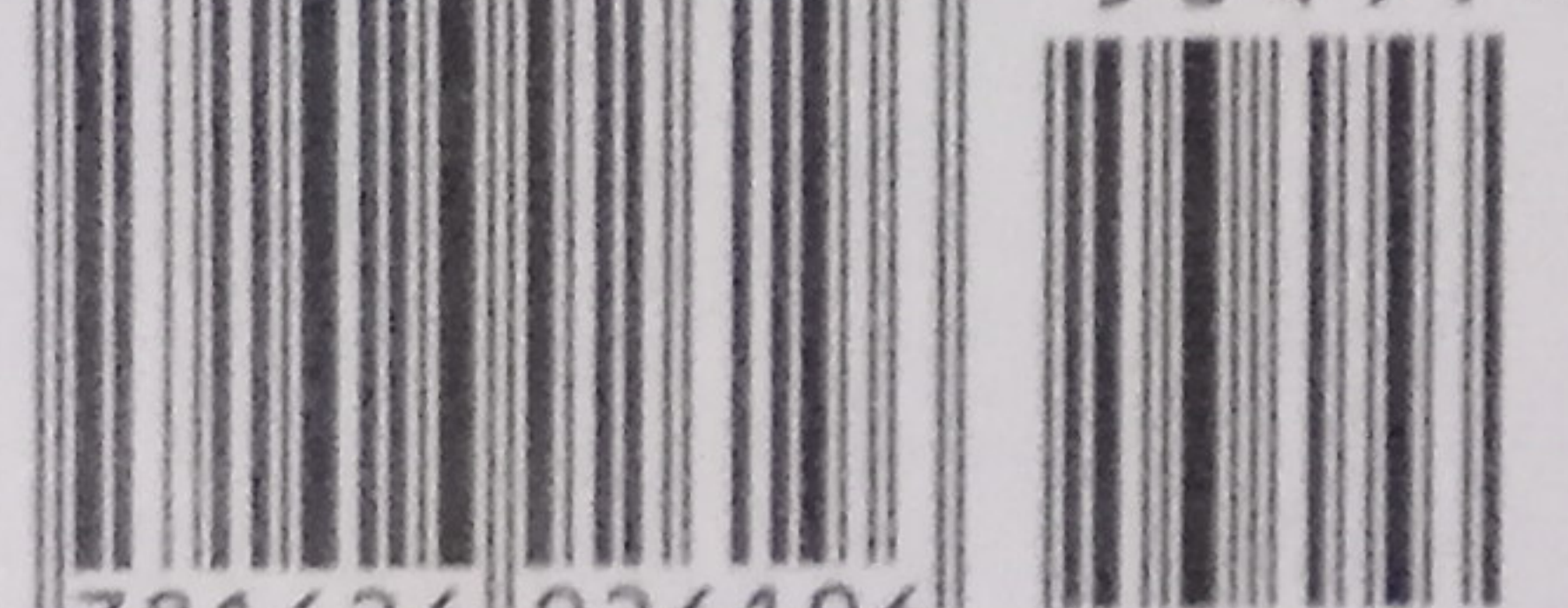
www.shinobi7.com

www.riverhorsegames.com

\$34.99 US \$39.99 CAN NJD440301
£24.99 UK €29.99 EUR

ISBN 978-1-626926-19-6

53499>



9 781626 926196


RIVER HORSE
ALCSTUDIO

Licensed by:

