

The Rising Sun

A Hybrid-Campaign Setting for *Courage is Magic*



WCS

Edition 1.0

Daybreak

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"She returned from the Willowed Hollows different. Not in any immediately perceivable way, but rather by an absence that existed in those scared eyes of hers. My sister reverently spoke of this God, Discordium, with reverence in her eyes.

"He taught me so much Celly. We can change this world for the better, you and I. The Church lied about Him. We were so wrong.

Chaos is just a reordering of the world where everypony is in control of their destiny. I want to be in control."

-The Diary of Celestina the Enchantress

PART ONE: THE RISING SUN

THE TABLETOP PORTION



The Rising Sun World Guide

The Rising Sun is the title for the official roleplaying world for *Courage is Magic*, where players can explore the start of Equestria. The Alicorn Sisters Celestina and Lunaria wage total-war, and it's up to the group to pick a side, then see them to victory.

This portion of the book depicts an Equestria not united, and filled with disparate peoples. Here in this divided land, a Unicorn by the name Lunaria rises up under the tutelage of an ancient evil called Discordium to unite all the kingdoms and nations under her iron hoof. Her sister Celestina seeks to stop her at any cost with the aid of the Griffon Gods and Ponies of all walks of life.

What makes **The Rising Sun** different from the standard MLP universe?

- Celestina and Lunaria were not born Goddesses, but rather were sisters transformed by Griffon Gods and Discordium respectively, and now fight for control of Equestria.
- Each race has its own history and unique leaders, as opposed to falling under one simple group, like Ponies. Rather, Earth Ponies delve deep into the earth for rare ores to craft brilliant weapons. Pegassi ravage the countryside in war-bands that only respect the Unicorns and their wondrous magics.
- Griffons, Diamond Dogs, Changelings and new races (Such as the devilish Morks and undead Forgotten) are just as important as Ponies in this world. This gives players a richer choice in places to adventure and characters to play.
- There is a clear goal that's still broad enough for both the DM and the group to explore and expand upon. Do you join a side in the civil war, or perhaps take the fight to the countryside at the behest of other peoples? The choice is yours.



How do I use this World Guide?

- **Pick** the ideas that you like, and then incorporate them into your own campaign. You may also host a game fully in this world, using the politics for springboard into a personal story for the group.
- **Present** the Overland Board (Part 2 of the Book) to the players, and give them a choice of playing that in addition to the standard Tabletop Campaign.
- **Roleplay** the leaders as personable characters. Most of them started as normal ponies, just like the group. They should not be kept away for boss battles, but rather actors that appear often in the game.

For example: Celestina can be a shy newly-created Alicorn with greatness thrust upon her. The group could guide her towards victory, or help refine her morale code. Or even push her into being the villain over time. The Leaders should be an active part in the group without dwarfing the players.

- **Use** what you think is interesting and discard the rest, or modify it to your needs. You may find one area of the world particularly interesting and focus on having an entire campaign take place there – that's great!
- **Let the guide work** for you. World guides are not intended to be concrete self-contained universes that you have to rigidly follow, but more concepts and ideas that relieve pressure for new DMs that are not used to creating everything on the spot or in advance.



CHAPTER ONE

THE DARK TIMES



"I would never wish this burden upon another soul, but I come before you all this day to ask for your help in freeing Equestria."
 -Celestina the Enchantress

The Lost Realm of Equestria (3000-1200 B.C. (Before Celestina))

Before ponies understood the world, the lands of Equestria were little influenced by their namesake peoples. Communities of ponies eked out a living at the mercy of the elements and monstrous foes that looked on from the shadows for a moment of weakness.

Worse yet, ponies were heavily segregated based on their physical manifestation of gifts passed on by their Gods of Old.

The Pegassi

Pegassi roamed the lands in diasporas that followed the seasons, pillaging in their path all they came across as they worshipped their foul Gods of war. It was not uncommon for these winged armies to swoop in to an upstart kingdom then let the licking flames swallow it whole. Their Gods demanded sacrifices, valor in battle and a death upon a blade's edge was the only death.

The ultimate irony perhaps then was how easily the Pegassi could be manipulated by the other races after centuries of their rampant destruction. The Earth Ponies offered them riches in turn for their wings turning in a new direction for conquest. Unicorns conjured illusions and ghosts that convinced these hoof-full people of magic could directly communicate with their Gods. A de facto protection of the horned ponies soon developed amongst the warlords of the Pegassi. They fell to fighting amongst their own species for the favor of the Gods and their messengers rather than riches.

The Unicorns

Influential beyond their limited numbers, the ponies capable of wielding magic swiftly rose to power once they began developing an understanding in the arcane. Superstition and religious restrictions based on ancient texts were slowly shed by the Unicorns.

With the development of theories for spells, unicorns found themselves drawing power from the Aether in increasingly larger amounts – a realm where power flowed to those in tune with the mystical floes of reality. Eventually this drew attention from the older races for both better and worse.

Three of the four Dragon species sought to quell this upstart people from unlocking the secrets they had so jealously guarded since time immemorial. The monstrous lizards tore down monuments the Unicorns had constructed, burned the libraries that held accumulated knowledge and only left after plunging the ponies into a new Dark Age when they were just now finding their footing.

Only the Water Dragons stayed their claws. Their fear of the destruction of an entire race of people forced them to start dragging ponies into the sea where they would evolve gills, fins and sinewy muscles at the expense of their magical selves. This was the start of the Sea Ponies; a race that to this day owes their very existence to the peaceful dragons of the sea.

Decimated in numbers, along with their religious Pegassi followers, they turned to a new source of strength that could hold back the dangerous world.



The Earth Ponies

While Pegassi learned to war, and unicorns delved into the space between, the humble earth ponies diligently worked the land. Forests fell to their hatchets, hooves pounded out paths across the plains and they discovered the glorious arts of metallurgy at the feet of the Diamond Dogs who grew curious to these little creatures intent on digging into their realms for ore.

Quickly, the Earth Ponies surpassed their canine teachers. Vast strongholds of brick-and-mortar rose to challenge the skies themselves for supremacy; thick plumes of smoke bellowed out from their furnaces that roared hotter than a Fire Dragon's explosive breath. Hammer met anvil in chorus to the singing of their clergy that praised their Gods that provided both ore and food to them aplenty.

Kingdoms naturally arose where the Earth Ponies settled. Generations lived and prospered under queens and a few kings. Law and order came to the little portions of the world they were able to section off for their use. Still monsters nipped at their heels. Dragons were a constant terror, Willow Spiders stalked the forests they needed for wood and Norklings flooded their mines from the depths unknown. Perhaps most frightening were the Discordians; seemingly normal ponies that sought to destroy their own species from within for their dark God of Chaos. As each threat grew larger, the Earth Ponies grew more desperate. Entire kingdoms were collapsing under the sustained assault from without. So they turned to a new breed for help.

Avatars of Equestria (1171 B.C.)

In the Kingdom of Bastion's Hope, leaders from the three races met to discuss each race's plight. At first there existed a carnival atmosphere amongst those gathered. Grand tails of exploits

Diplomacy Fails

High Commander Full Flap demanded his legions be outfitted with the finest weapons and armor magically bolstered by enchantments for free with flimsy promises of protecting the others.

The Unicorn's Head Priestess Mana Drink wanted the others to stand watch over her rebuilt libraries so her people could develop magicks in peace.

Lastly, King Hilltop of the Earth Ponies politely laid out his own solution to their problems; the others should live within the Earth Pony kingdoms as second-class citizens to provide assistance for their industry.

Kind words grew an edge as the days passed. Diplomacy found itself waylaid by racial tensions that had developed over hundreds of years. Each race had genuine grievances aired out to the horror of the others. In his frustration, King Hilltop asked for a week for each side to think about their terms and join together for a grand feast; there they would agree to a single solution or return to whence they came.

The Feast of Bastion's Hope

When Full Flap, Mana Drink and Hilltop joined together with their delegates, the collective mood soared. The King had instructed his finest wine makers to furnish drink enough for an army. Bakers stacked loaves of fluffy, golden breads two-stallions high. Musicians filled the vast banquet hall of Bastion's Hope with glorious song telling of the legends and Gods of yore.

The evening saw the sun's full path traversed; indeed the moon cast its silvery gaze on the subjects below before the conversation turned from mirth to the true business at hoof. Little of the demands apparently had changed on the stances in that week's passing. Arguments broke out once more. Words were sharpened with the liberal consumption of alcohol and weapons became brandished. It seemed perhaps friendship would turn to bloodshed once more.

The Servant Mare

Amidst the chaos, some chose to take advantage of the momentary loss of vigilance by the assembled guards. A young Earth Pony that had been handing out pints of frothy ale found herself accosted by five stallions. Flirtations overwhelmed her in a most unwelcoming fashion. She rebuffed them three times until they chose to turn physical. Her cries for aid vanished amidst the chaos that roared about the group. When they moved in she held up her serving tray as a shield.

That's when it came to her – a deep understanding on how to use the bronze tray for offense rather than meek defense. The burnt orange glinted rapidly with the sleek from beneath it propelling it forward. Blades turned aside, bones cracked and bodies tumbled until only the lass remained standing over the lecherous stallions.

Guards rushed over. Their polearms swept at the laughing mare whom easily leapt over their low arcs. The melee continued forward in a frenetic fashion; ponies of all races fell to her battered tray faster than any could react. Even spells fizzled when their Unicorn evokers received a solid thump on their horns.

"Enough!" Hilltop bellowed loud enough that all could do naught but obey. The mare found herself standing upon the king's very own plate, panting and smiling like a fool. The Earth Pony king cleared his throat and continued, "That is enough. What is your name assassin? That I may face thee in single combat?" A dramatic sweep of the cloak off his back revealed an old stallion dulled in form but not spirit.

"Assassin?" The mare echoed, "I'm no assassin!" Confusion marked that youthful face until eyebrows lifted with understanding. "Your Highness. I am your Servant, Glitterhoof." She bowed deeply.

The King chuckled. "Ah good. I needed more ale. Fetch me more." Stunned spellcasters, bloodied pegassi and gasping guards made way for the mare that'd so easily cut a swath through their ranks. A nervous smile was on her quivering lips. When she reached the door she turned back and said, "Sorry about your party..."



The First Avatar

With Glitterhoof gone, silence turned to raucous petitions for justice. Never had such humiliation tarnished Equestria's collective might; a single girl armed with only a tray felled even the most seasoned soldier easily.

It was Mana Drinker first whom made her thoughts known. "This lass is a gift from the Gods. Imagine were she blessed by my priests; how many Dragons would fall before her blade?"

Full Flap unfurled his wings in agreement. "Aye! Were she a Pegasus, she could take the fight to their nests! But I shall personally furnish my best troops were she only to lead."

Hilltop gravely ran a hoof through the beard he sported long enough that it brushed the floor. "And Earthen Steel would make a fine coat for that mare. No Dragon tooth could scrape her hide nor claw tear her asunder."

All three shared a singular clear moment. "So it shall be!" The King declared firmly. By the time Glitterhoof returned carrying more frothy jugs on her severely damaged platter the leaders of the Ponies had assembled before her; faces marked by smiles.

"Dear child. There is something special about you. The Gods have blessed you." Mana Drinker suggested. "In our moment of darkest need, they have sent you. Please accept our gifts and serve as the representation of the combined might our peoples can muster. An Avatar of Equestria's might."



Glitterhoof, The First Avatar

Glitterhoof	Level 20 Avatar
Medium Planetouched Earth Pony	

Benefits

Mighty Deeds of Arms

When an army that Glitterhoof is embedded in attacks another enemy force, it now wins on dice rolls that are equal to the defender's.

Crimson Blotches on the Pages of the Past

Glitterhoof may designate a friendly army within 5 hexes as her Champions once per turn. This force receives an additional dice this round, and may move up to five additional regions without attacking. At the end of its turn, it is destroyed. Any heroes in the army return to their country of origin immediately. This may not be used on Glitterhoof's army.

From the Musings of Celestina, the Enchantress,

"I had met this most famous of mares one evening upon the Plains of the Buffalo. Naturally, stories of her exploits in single-hoofedly pushing back the Mork invaders, overthrowing the Fire-Dragon Tyrants and even taking the fight into the heart of the Undead homelands had reached my ear thanks to the many minstrels claiming to have traveled with this mare. Never a more jovial soul I'd ever had the pleasure of speaking with. We traded tales about a camp for an evening as the sun traveled above in its celestial path.

Casual conversation turned to purpose. I revealed I intended to travel to Canterlot to ply my trade of illusion-crafting in pursuit of some coin for buying more magical lessons at the foot of Starwhirl the Bearded. Glitterhoof almost laughed herself hoarse when it came to her turn for revealing her intentions.

Her emerald eye disappeared in a wink while she said, "I am hunting my greatest game yet. You see, I am a weapon of the Gods. Unfortunately for them, a blade sweeps two ways." Kind words passed between us, though as I watched her disappear into the dusk I could not help but feel ill to my stomach. Could there exist a weapon that goes after that which wrought it?"

Biography

Whatever the various leaders intended for Glitterhoof upon crowning the lass the collective hope for their peoples fell frustratingly to the side once the mare realized she was essentially immortal. Blades did not bite her hide, arrows snapped uselessly when they impacted upon the girl and even spells seemed to fizzle into nothingness once aimed at her direction.

Once the concept that truly nothing could bring harm to her, Glitterhoof felt the natural need for exploring her limits. Smiles and laughter met the furtive pleas set forth by the Ponies for aid. The lass would not march before a grand army for all in the world – nay, only heavy war axe, a helmet and a traveling minstrel were all she took into the untamed wilderness.

Years passed and Glitterhoof delightfully waded through every rank of foe that dared assemble before her fabulously homed axe. When they stopped coming for her, the mare turned to invading their homelands. Entire cities were systematically smote to the earth when the Promordial's Avatar stepped into the front gates. Dragons had to take flight, Morks sought deeper dwellings beneath the mountains and the Undead trembled when even the mare's name was whispered.

Eventually joyful wanton destruction evolved into despair. Minstrels could be replaced, new battles could be found. With no purpose in life and hatred all around, Glitterhoof questioned her existence. What once was a blessing now seemed a curse; a damned eternity with no possible release.

That was when Glitterhoof discovered the most astonishing thing – a portion of her power could be passed on to another if she desired it. They too became avatars when embraced as an equal by the mare. For weeks the Avatar created more of her kind diligently and quickly.

Affiliation:

Attitude:

Goals:



CHAPTER TWO

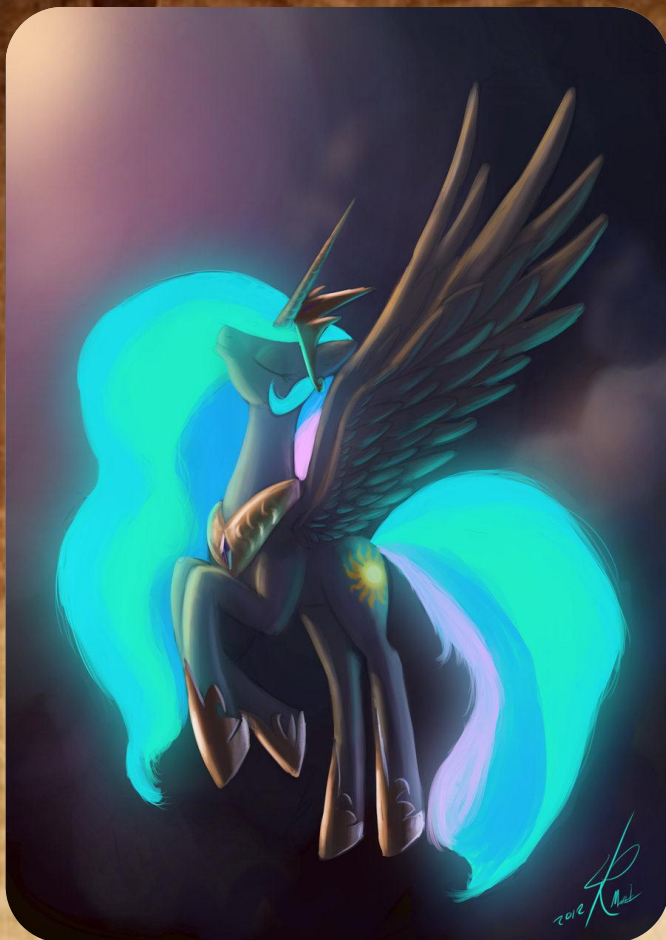
LANDS TOUCHED BY THE SUN

Canterlot



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Celestina, The Rising Sun

Celestina

Level 11 Goddess

Medium Planetouched Alicorn

Benefits

The Sun Is but Merciful Overmuch

Once per round, an army that Celestina is embedded in may choose to convert an enemy force it has defeated rather than destroy it outright. It becomes an ally of Celestina but may not act until the next round, and heals to full.

Haughty as Her Demeanor Was

Allied armies in adjacent countries next to Celestina receive +1 to their Health and Combat pools, in addition to the army she is embedded in.

If Celestina is not embedded in an army, then her entire faction may move across 2 extra territories per turn.

From the Musings of Celestina, the Enchantress,

"The Primordials must find enjoyment in their creations' suffering.. Strange yet that I must rise from my lowly status to that akin to a deity, but to do so in a perverse reflection of my own sister's exultation is almost too much to bear. Where her powers and form are genuine, I am but gifted by the most gracious griffon Gods with my current abilities.

I ponder how many will even remember the pair of stage magicians begging for bits in the shadows of mansions and castles. Urchins loved for quick banter and quicker slight-of-hoof. For my sister and I, illusion was our trade, though sometimes we dropped back to comedy routines or singing old bar songs for winning over crowds. How can this past-life even prepare me for the task ahead?

Still, it would be a shame for an 'alicorn' to waste the opportunity a lifetime has led to. A king has advisors, the gods have their priests and I shall surround myself with the brightest, most earnest souls I can search out. They will flock to my side with a sly wink, a show of power and energetic speeches.

Perhaps all those years of being a stage performer will be useful after all."

Biography

Forests rise up from but a single seed. Such are ideas in the same vein. Revolutions spread from a thought that sets minds afire with possibilities. As such, Celestina is more of an idea than a living pony, created by the Griffon Gods that lent their power to her for this brief war; an understanding that once the Silvery Realm has been dismantled and Discordium defeated, she will hand the power back to its rightful owners.

Still, where there is the will a way can be found. If Celestina can embrace the image her towering form casts, and believe in the ideals she espouses to the gathering forces beneath her hooves, perhaps there is a remote chance of stopping the churning madness set forth by her sister Lunaria.

It's difficult to believe that these two alicorns now moving nations were once humble unicorns without any grander goal than that of scrounging up enough coin to make it to the next day. Lunaria and Celestina spoke in quiet whispers outside the Canterlot School of Magic about one day gathering enough bits to cover the entry cost, but both knew it was little more than a dream.

Upon those very marble steps to the ivory towers above that Celestina now stands; winged and horned body towering over the throng of onlookers begging to even garner her attention for a moment. Canterlot will be the foundation where her gathering nations will plan their defense and ultimate victory against the chaotic horde bearing down on them under Lunaria's orders.

Still Celestina is not quite ready for the part. Lacking on confidence, and without any financial means, all she has at this point is a gentle personality that reassures those around they are making the right choice in throwing their lot in with her. It will be up to those she gathers around to eventually help in her rise to power.

Affiliation:

Attitude:

Goals:

Hilltop



placeholder

placeholder



King Hilltop V

King Hilltop V	Level 14 Monarch
Medium Unicorn	

Benefits

Gift of a Gentle Heart

Friendly armies that King Hilltop is embedded in, and that are within 3 territories of him receive 1 point of healing at the end of the players' round. If they are at full Health, they may move 1 extra territory next round.

We Will Go Where He Leads

Peasants and nobles join his cause in awe of his vision for a better Equestria. At the beginning of each round, roll a d20 after the players decide to choose odd or even. If the players win the roll, a friendly army (Recruit) appears in a territory that Hilltop is in, or adjacent to the territory.

From the Musings of Celestina, the Enchantress,

"The politics of succession for a kingdom's throne can be a bit of a game, especially when an illegitimate colt steps settles the crown of their sire upon their head. Backroom politics have brought down more than one country despite of its massive military might.

The kingdom of Hilltop has always stood as a bastion for Earth Ponies against the multitude of threats spreading across the plains of Equestria.; perhaps this is why the ultimate irony is the fresh, young King that I had the pleasure of seating with for tea possessed a horn like yours truly. A Unicorn controlling possibly the greatest Earth Pony nation the world has ever witnessed has brought much consternation to the nobility that were aware of his 'malignant condition' as they spoke of in dark whispers.

This is where I came in to the story. For you see, sometimes the outside must be masked so others may witness the strength from within. A few illusion spells of particularly strong potency (augmented by my Sister, Lunaria) will keep the good King's horn invisible forever if need be. Still it does pain me to know that this most gentle of stallions cannot be his true self, for fear of an uprising from his own people. But he was always the kind of stallion that would put his country above his own needs."

Biography

The strongest blades are forged in the brightest flames, so the proverb goes. But there are stallions and mares that weather any storm only to come through with a stouter disposition. King Hilltop the Fourth, formerly known as Evening Grace is one such horse.

An illegitimate heir from a prolific father who died unexpectedly without declaring the next King, it was little expected for Evening Grace to even be considered for taking up his sire's mantle. Nine brothers and four sisters of legitimate birth quarreled for the prize already.

That, and Evening Grace had been born a unicorn to a mother out of wedlock. In a kingdom ruled by Earth Ponies that respected the might of steel above dubious magicks wielded by the priest-class from Canterlot, there could be no deeper curse to bear for the forgotten prince that none but the closest advisors to Hilltop the Third knew about.

These suited the lad just fine; rather than study diplomacy, or memorize long family histories in rhyme, Evening Grace poured over magical tomes that held untold power. He learned at the feet of the finest teachers his wealthy father could bring into the kingdom. And as the young unicorn's mind expanded, so came to him an understanding of the the Kingdom of Hilltop in the world – it was not enough just to shield its residents, but it must also strike forth into the lands in the name of aiding all the various pony peoples.

This noble vision presented at his father's funeral moved those who attended. Though brothers and sisters objected vehemently, the council put their trust into the least likely hope for a better future: a king not in just title or lineage, but also in heart.

Affiliation:

Attitude:

Goals:

CHAPTER THREE

BEYOND EQUESTRIA



The Gaping Maw



"These vile 'Forgotten' are much like fire. Though it may be temporarily tamed, it always seeks to leap from the hearth. Beneath those burning eye-sockets, what horrors wait?"

-Celestina the Enchantress

The Gaping Maw (Realm of the Forgotten)

Philosophers explain that all things cast a reflection: light and dark, good and evil; and life and death.

Such is the understanding of how the Gaping Maw came to be. Far to the west of civilization, deep in the sandy hills that bleach the bones of all but the hardest predators stands a rotting testament to one unicorn's mad quest for power.

The Rise of Necromancy

As soon as Unicorns were capable of charting the fundamentals magic, there was an effort to place the ways power could be pulled from the universe into categories affectionately known as 'schools'. Ponies are a diverse lot and it was only a matter of time until many found a calling in magic that appealed to them in particular. Some found great power in shifting the winds, growing crops with a hoof's touch or knitting bones. These types of magics were highly regarded and thought to be good.

Naturally, others sought out new schools for a great deal of reasons. Hunger for power, knowledge or prestige motivated them to look

to look into the darker corners of reality. And what they found both fascinated and horrified generations of spellcasters to come; the ability to overcome death itself.

Necromancers, Unicorns that could reanimate the dead or call forth souls, were at first the center of great public curiosity. They even enjoyed a brief popularity in bringing back great heroes, awakening ancestors and even elongating a fading life. It was not uncommon for these fellows to study alongside the other schools, such was the appreciation of their craft.

The Dead Travel West

Centuries passed, knowledge accumulated, and civilization developed. The religious caste of Unicorns eventually claimed their auguries had found the Gods themselves were angry with the ponies for letting these dark casters into their midst.

They whipped the population up into religious fervor. Either they would all face the wrath of their creators or the Necromancers would have to be purged. Pitch forks, torches and sickles marched for the first, but not last time, into the ivory towers where Unicorns studied their craft in peace.

A simple demand fell upon the astonished masters of death; give up their pursuit of the dark arts or face an execution on the spot after a show trial.

Few resisted. Books burned, along with the knowledge hard earned over hundreds of years. Within the rising then setting of the sun, an entire school of magic was wiped from the face of Equestria.

Or it would have if it not for the efforts of Abracadavra. A simple grave-digger of no real renown or importance understood the subtle shifting opinion the public presented over a decade. While Necromancers in the tower above where she worked sought out deeper ways to stave off death, Abracadavra worked feverishly.

Cart after cart creaked westward at her behest. Their surfaces laden to the brim with corpses she had purchased from poor families that could not afford a burial. Via clutched hooves, coin and an authentic promise passed to them: "I will take care of your loved one".

By the time the purging began, Abracadavra was far into the desert hills where few had ever traveled; only a quarter of the promised carts were waiting for her, but it was enough.

Abracadavra, The Rotting Queen

Cadavra Level 16 Lich
Medium Undead Alicorn

Benefits

For the Dead Travel Fast

The dead do not require sleep, rest or sustenance beyond the natural energy given off by their Queen.

As such, players may move their army an additional 2 tiles without burning supplies.

Children of the Night

Abracadavra grows her nation with a gorgeous song that pulls freshly departed souls back like a siren calls to a sailor. After every campaign round where a friendly or enemy army was destroyed, you may resurrect one as a friendly Forgotten army in a country where Cadavra currently is.



From the Musings of Celestina, the Enchantress,

"The Primordials must find enjoyment in their creations' suffering.. Strange yet that I must rise from my lowly status to that akin to a deity, but to do so in a perverse reflection of my own sister's exultation is almost too much to bear. Where her powers and form are genuine, I am but gifted by the most gracious griffon Gods with my current abilities.

I ponder how many will even remember the pair of stage magicians begging for bits in the shadows of mansions and castles. Urchins loved for quick banter and quicker slight-of-hoof. For my sister and I, illusion was our trade, though sometimes we dropped back to comedy routines or singing old bar songs for winning over crowds. How can this past-life even prepare me for the task ahead?

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"Perhaps all those years of being a stage performer will be useful after all."

Hive: Enthralment



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Chryssilum, The Changeling Queen



Chryssilum Level 12 Queen
Large Insectoid Changeling

Benefits

We All Wanted to Sing

Chryssilum may designate an enemy army within 2 countries of the army she is embedded in. That army may only roll one dice for one full round (Defense and Offense).

Beasts Moved by Music

Chryssilum may sacrifice three friendly armies at the beginning of her turn. If she does, she reveals an enemy army is actually composed of changelings. This army immediately switches to Chryssilum's side, and also retains the benefits of its old leader for one round.

The Fallen Heap



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Build, The Rascal King

Build
Medium Unicorn

Level 15 Laughter

Benefits

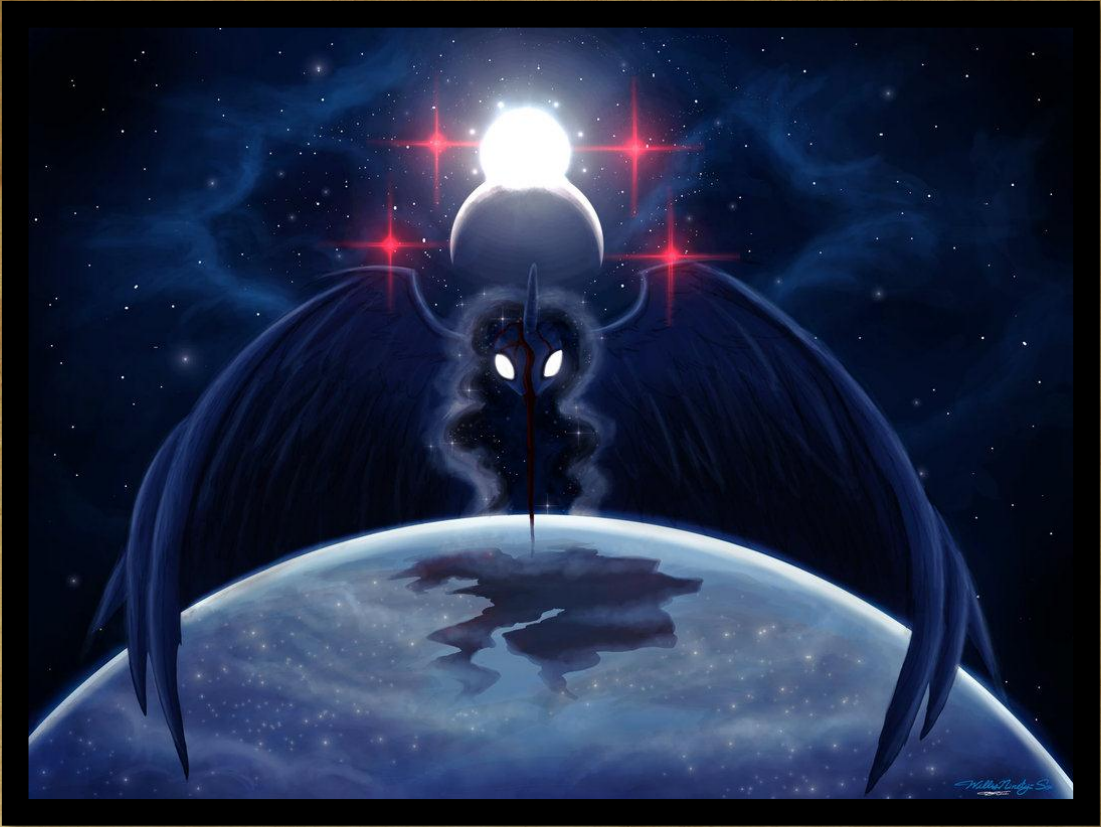
CHAPTER FOUR

REALM OF THE ETERNAL NIGHT



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The Silver Realm



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Lunaria, Empress of the Moon

Lunaria	Level 18 Goddess
Large Chaos-Touched Alicorn	

Benefits

Success Shall Crown My Endeavors

When Lunaria raises fresh troops on her turn, she may spawn an additional army of her choice on a territory she is adjacent to. She does not have to have the leader of said army type in her faction.

A Small Price for Dominion

On Lunaria's turn, before she takes any move or attack actions, she may sacrifice an army she controls. If she does so, she may cancel out an enemy leader's benefits for one full round. This may be used only once every turn, and cannot affect the same enemy leader twice in a row, unless they are the only remaining leader.

From the Musings of Celestina, the Enchantress,
"Moonlight drowns out all but the brightest stars."

Pandemonium's Forest



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Discordium, Lord of Chaos

Discordium	Level 20 God
Gargantuan Outsider Draconequis	

Benefits

PART TWO

THE WAR OF THE HEAVENLY SISTERS

OVERLAND BOARD PORTION



The Board



The Overland Board

The Rising Sun includes an optional mini-game that can be used in conjunction with the base roleplaying world to enhance player fun, and make their efforts in uniting the kingdoms have a more immediate impact.

The Overland Board depicts the war that is transpiring between the Celestial Sisters, Celestina and Lunaria. The players will join a side, and then work in the roleplaying game to gather other leaders to their particular war machine.



The Overland Board follows some very simple concepts

- Equestria is divided up into **continents** and **regions**. Continents are a single color, while regions are the 'countries' inside the continent.
- There are **three sides** vying for control of the world: **Lunaria's** forces of the Eternal Night, **Celestina's** forces of the Rising Sun and **neutral** groups or countries trying to maintain independence.
- The Overland Board is **subservient** to the Roleplay portion. This means players can affect the battle for Equestria by their actions in game. This will be delved into later in the chapter.

Why bother with the Overland Board?

- The Overland Board **represents the struggle** between the Celestial Sisters visually, bringing more significance to the group's efforts.
- More **control** is given to the players. Instead of following what can feel like a railroaded experience, they get to choose where their efforts are materializing successes or react to failures in real-time.
- The random nature of **dice rolling** gives rise to new roleplaying opportunities that would not be possible otherwise.
- Players can interact with **famous leaders** created by the DM and from the lore in a more meaningful way with a real goal in mind.



How to Play

The **Overland Board** plays a lot like Hasbro's other game, Risk. Players receive armies each round, and choose where to move both forces and leaders around while rolling dice to determine the outcome of battles. Because of this, it is easy to learn and fun to play.

There are **three phases** in playing the Overland Battle, after it has been setup the first game.

- The **Recruitment Phase**, where players get new armies based on how many regions and leaders they have under their command.
- The **Assault Phase**, where players send in their armies to crush enemy forces.
- The **Besieged Phase**, where players defend against invading armies and try to hold their ground.



How to setup the Overland Board

- 1) The DM either uses the premade board, or uses the blank board to write in their own countries. Some distance between Canterlot (The capital of Celestina) and the Silvery Realm (The capital of Lunaria) is highly recommended.
- 2) Place unique tokens for each of the neutral, friendly and enemy leaders on the board in their respective countries. It is important for players to see where these heroes are to better counter their maneuvers and open up new RP possibilities.
- 3) Give each leader on the board an army. Neutral leaders do not spawn additional armies during the game, but must be recruited to one side before they create a new one every round. Neutral armies will fight to defend themselves if need be, or even go on their own raids when they so desire.

Playing the Overland Board

- 1) Every round begins with the players going first. They receive a **Recruitment Phase** where each of their leaders spawn a new army **at their home country**. Multiple armies may be in the same region at the same time, and it is often a good idea to stack them up to receive maximum benefit. This time, the DM may also assign bonuses or penalties for armies based on the roleplaying portion of the game. **Leaders** may also join or leave armies at this time (See the Leaders section below).
- 2) The players' **Assault Phase** then begins, with the players moving their armies around. Each army may move across **three countries**, fighting forces as they move along. Every army type has a unique **Health Pool** and **Combat Pool**. The Health pool is **how many losses an army can take** before it is defeated, while the Combat Pool is **how many dice the army rolls** while defending or attacking. All dice rolls by the **defender that equal or are greater than that of the attacker automatically win**.
- 3) It is the DM's turn to play for the enemy side. All the same rules apply. After however many rounds the DM decides should be played, the game should move back into the roleplaying portion with the results affecting the world the group is in.

Types of Armies

The **type of army** the group receives every round is based on what leaders they have on their side. Every leader brings a unique unit to the board that has distinct advantages and disadvantages. It will behoove the players to plan accordingly to whom they should gather first or which foes to defeat to counter their particular forces from spawning.

Army Race/Type	Movement	Health Pool	Combat Pool	Special Abilities	Leader Required
Recruit (Non-Veteran)	1 (Land)	2	2	May be converted into Leader-Specific armies (See Advanced Rules).	(Player Recruited)
Navy	1 (Water)	3	2	May carry one (Land) unit. If they are carrying a (Land) unit, the Navy receives +1 to Attack Pool.	(Player Recruited)
Earth Pony	2 (Land)	4	3	Ignores the first point of damage it receives a round.	King Hilltop
Pegasus	2 (Air)	3	3		
Unicorn	1 (Land)	2	3	May make an attack on an enemy army once per round up to 2 territories away.	Celestina
Griffon					
Changeling	1 (Air)	3	2	Invisible to enemy forces until they engage an enemy force. The first round they are revealed their attack pool doubles. May hide again after defeating or fleeing from an enemy force.	Chryssilum
Forgotten (Undead)	1 (Land)			After defeating an enemy force on an Attack, they may create a Recruit (Non-Veteran) force immediately for free.	Abracadavra
Mercenary					(Player Hired)
Chaos Cultists	1 (Land)	2	Random*	*Chaos Cultists roll a 1d6 before engaging in an Attack. The result is how many dice they get to roll during their Attack round.	Discordium
Sea Ponies	1 (Water)				
Corsairs (Zebras)					
Diamond Dogs					
Minotaur					
Crystal Ponies					
Bat Ponies					Lunaria
Golems					Build
Avatars					Glitterhoof

Special Rules

The **Overland Board** may be as complicated or simple as you would like for your group. Below are special rules that may be added in to improve gameplay or bring more choices to the group to help influence their actions.

