



The Official

Courage is Magic

Post-by-post Roleplay

Featuring Empire of the Eternal Sun



First Edition Rulebook

Welcome



“You are very cordially, cordially, cordially, you are very cordially invited to a party.”

Post-by-post roleplaying, also known as forum roleplaying has been an incredibly popular form of online RPing for as long as I can remember since the days of the lovely screeching dial-up model and AOL. Back before voice chat when one wanted to escape into a world of magic and entertainment text was our only medium. Necessity is the mother of all invention, so we created a new method of tabletop in a digital space that relied heavily on imagination rather than visual aids.

Fast forward twenty years. Technology has come an impressive way, but books have yet to be supplanted by even the most eye-popping 3d movies. There’s something magical about being able to internally visualize a scene with all its actors; reading lets you make a story your own. Post-by-post RPing works much like a traditional tabletop, with a few marked differences, which will be gone over in the next section.

You are invited to take part in creating a story that will not only entertain but be of your own direction and making. Ownership of an idea is a powerful concept, one that propels people to new imaginative heights.

Post-By-Post Roleplaying

Post-by-Post roleplaying has been around for decades now, and provides a wonderful opportunity to explore storylines and characters on the terms of a player rather than being subservient to the rules of a dedicated system.

It differs from a traditional tabletop in the following ways.

- **There is no required character sheet.**
This lets players leap into the game without having to learn a complicated rule system such as Dungeons and Dragons or *Courage is Magic*.
- **Players are free to come up with truly unique characters.**
Since a player is not bound to mixing and matching classes and races that have been thought up by a tabletop's creator, a forum role-player may play characters that interest them personally instead of conforming to a model.
- **Story is between just a DM and a player.**
In a traditional tabletop, a player has to share the story space with up to four other players, leaving little time to focus on them. A party tends to travel as one and while little side stories can evolve, it's still required to keep all players engaged. In a forum RP, the storyline revolves only around the player along with the ideas they put forward. This makes the journey that more personal.



- **Post on your own time.**
Forum roleplaying is intended to be done for the long-term. It's a slower, more detailed pace and your turn to post can be left overnight until the DM can post a reply. This means you can do your post, then go enjoy life without having to worry about setting aside four hours to play a week.
- **Single or Multiple Characters.**
Players can play as many characters as they desire. Sometimes this means working on your storyline with only one character, while other times you may control multiple working together under a DM's supervision.
- **A more focused, story-driven experience.**
With a traditional tabletop, it's about cramming as much action and interesting hooks in a session as possible. Little time is taken for downtime between missions, or for players to enjoy the prestige their characters have earned. In a forum RP, the story moves at the player's pace and anything from running a tavern to leading an army to writing new laws of magic are exciting if well-told.

Before You Play



You'll need to do the following to play in our post-by-post campaign for **Courage is Magic**.

- **Steam** by Valve. Aside from being a great place to put all your video games, it also has a brilliant community function. Go to <http://steamcommunity.com/groups/TOTHEMOOOOON#> and sign up for the group.
- **Add me** to your friend's list. Under steam I am **Widdle Wuna (Moon Matron)**. Doing so is required to get into our group, as we don't allow just anyone to join.
- **Introduce** yourself by writing a post about what you know best --you! Meeting new people can be intimidating, but we're all here to have fun. No matter your skill level, you're invited.
- **Read** the information on my deviantart (<http://littlelunamoonmatron.deviantart.com/>) page about the setting, **Empire of the Eternal Sun**. As of right now, the kingdom of Tick Tock has been the focus of my writings, but I'll be glad to describe the world until my world guide gets dropped.

For your character you'll need

- **A concept** of what your character is. Are they a earth pony tavern keeper? Maybe a unicorn technician that works on new war machines? A griffon that wants to found a new clan? It's up to you.

It's important not to get overwhelmed with the choices. Think simple and grow through storyline instead of starting out at the top.

If your character already is the greatest fighter ponykind has already seen, where do you go from there? Try to have a goal in mind. Sure you may be the greatest swordfighter in Equestria, but guns are slowly supplanting your talents. Maybe you'll go on a quest to discover a way to counter this new onset of weaponry and bring honor back to your way of life?

- **Firm Facts** such as race, gender, age and what your specialty in life is (Cutie Mark for ponies, and what you're best at for everyone else). Does your pony enjoy crafting fine brews that would even put a minotaur under the table? Do you play music for a Queen of your kingdom? This can be useful for driving the storyline of your character!

Starting the Game

Start off by creating an introduction for your character that gives us some info we can work with.

- Here is an example of a character introduction by the very talented Trollestia. Don't worry one bit if yours doesn't come out as detailed as this!
- I provided him with some sample questions, but feel free to make up your own introduction.
- These are edited for grammar. Be not afraid if you type off the cuff, or in run-on sentences.



Name: Silver Spectre

Race: Bat Pony

Age: 40

Cutie Mark/Special Abilities: A ghostly lance in front of a pale moon. Spectre's talents are focused on combat, making him fit to serve in the Midnight Sentinels. His mastery of the spear coupled with quick movements makes him a natural at hit and run tactics, along with precision strikes. The lance he uses is named Vigil, and with it he intends to defeat the forces of Chaos. Spectre intends to be the hunter, and never the prey.

Brief description of your character physically: Spectre is a bat pony that's well fit for his age, and who still in the prime of his life. He has a grey coat along with a dark green mane that has faded in intensity with age to the point they match his wings. His eyes are also dark green. A wedding ring is pierced through his left ear and his mane is rough, folding over to the side a bit, while still looking very regal and trimmed in the back. This hints at his previous unicorn heritage before being turned into a bat pony. He wears his sentinel armor under a cloak with only the emblem to give away what is beneath.

What is your character's immediate goal in life?: To keep his family alive and support them, while also raising his daughter to be a fine mare. Spectre does not want her to be in the military or follow after him by becoming a bat pony. He fights Chaos and continues to destroy them where he can with the Sentinels.

Playing the Game

Now, here's what you do to actually play the game! Start off by setting up a scene with your character, where the DM can come in and interact with your character.

- Here is an example by the wonderful Trollestia once again. Please note usually a post has been edited for grammar, and a normal post is about $\frac{1}{4}$ the size of this one.
- Take note how he describes the setting (the inside of his manor), while giving details about his character. This helps flesh out everything and makes the setting that more interesting.



Clovis, otherwise known as Clovis The Fortunate, a noble running Culver City for the Empire's needs was anything but lucky. His Cutie Mark was that of a four leafed clover, and served as the mark of his House, as the Stallion made his own luck. All that he desired was living a relaxed and comfortable life in his manor in the middle of his city of Culver. This was done by providing the quota the Empire demanded and keeping taxes decent so the peasants and average ponies could flock to sell their wares in his fair city. The Earth Ponies working the fields provided the local nobleman his food, along with the Empire's supplies for the troops. There were okay for now even at the brink of war with every pony visiting his estate needing something. They each had to be viewed since it was his civic duty to the town. If there was a problem Clovis had to deal with it. The stallion merely rests his chair looking out the window at the various ponies wandering the streets of Culver. "Look at them. Little ants wandering about unlike the queen. I have to manage them. I hate dealing with these ponies, but the ruse of being a good noble always is more important. That way they don't bug me for medial tasks." Clovis quietly thinks to himself tapping his right hoof on his chair, looking down at his 'ants' once again to see what kind of life they had today.

Why does this post work?

- Trollestia has provided a setting (his manor and more importantly his town). Now the DM knows what kind of person he is and where he lives.
- Clovis has a personality! From this post we can see he **1)** hates work, **2)** dislikes commoners and **3)** provides supplies for the Empire. The DM can play to any of these hooks to start an interesting story.

The DM Posts

The game is officially ahoof! Now the DM will post, building a storyline along with you.

- Here is a post by me in response to Trollestia's post about Clovis. While the DM typically moves the story along, don't be afraid to do it yourself! I can keep up, trust me.
- It's important to keep the story moving. Don't ever post one sentence that adds nothing to the storyline. If you can't think of what to do, consult the DM or try something entirely random!



*A knock at the door hailed a servant wanting in. Namely the head butler, Tea Time. Throat cleared while waiting expectantly for the Lord to acknowledge his presence before speaking. "M'lord, I have prepared your weekly report on the supply lanes. And I'm quite afraid you're going to be very upset." The unicorn magicked over the scrolls, placing them before Clovis with a heavy sigh. "It seems a certain Sea Pony scoundrel calling himself Crimson Tide has taken a shine to your supply ships. Nothing other than wagons are getting through now..."

What should I note about this post?

- I have started providing a cast of characters that the player can interact with as they see fit.
- The story has started! Cargo ships from Clovis' city to the Empire are under attack by Sea Ponies. How he reacts to this is entirely up to him!

The Story Continues!

For your enjoyment, this is the follow-up post by Trollestia to the DM's and an example of how to continue the story.

- This has not been edited for grammar.
- Trollestia has really mastered the skill of keeping the story alive in a post. Here he has not only responded to the DM's post (speaking directly to Tea Time, and announcing his intentions to the DM through a monologue) but takes the time to describe his character's actions.
- Instead of merely stating he has to stop the Sea Ponies, he describes why they bother Clovis and interacts directly with his servant Tea Time, making his character feel that much more alive and important.



Clovis turns around in his chair to see his butler in front of him, Clapping his hooves in a pleasant manner "...Excellent work Tea Time...Well best to get this problem out of the way..." Clovis grumbles taking the scroll, overseeing the various details fit for the owner of this land "...You are wrong i am not upset..." Clovis says with a smile before standing on his two hind legs quickly slamming his two fore hooves onto his desk "...I am FURIOUS!...This Sea Pony dares attacks MY SHIPS!?...I will not settle for this humiliation...We need those oversea supply lines and i will have this....Pirate...Go unchecked!...Fetch my Knights and the finest sailors...And Tea Time..." Clovis takes a deep breath and takes his seat in the nice plush chair twirling around back towards the window with a sigh "...Check on my tea...I need something to calm the brain from overthinking!..." Clovis waves a hoof dismissively towards Tea time, leaning back to his chair thinking to himself "...I will not underestimate the enemy...That leads to defeat...Perhaps a diversion tactic, I'll have to confer with the sailors i might have to bait these pirates in..."*.

Why does this post work?

- Trollestia gives clear cues to the DM about what he wants to happen next without saying what will happen (otherwise railroading the storyline.) He wants to contact his sailors to do something about the sea ponies.
- His character actually remains in character! He gets angry, he rants and he makes decisions like a real noble would.