



The Roleplaying Game

FRIENDSHIP
is MAGIC



I used to wonder what friendship
could be.

Created by Fionacat

My Little Pony: Friendship is magic © 2010 Hasbro

With thanks to;

NOPONY— That's right, I slaved away on this all by myself YOU HEARTLESS MONSTERS why didn't you help me?!

Kitsuna Tyakoto—Okies she helped somes...

SleepyOrigami—Welllll she helped lots as well noticing that several important things were missing as well as assisting with spelling, punctuation and neatness.

Dedicated to Matthew King

Who showed so many of us the magic that is friendship.



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Until you all shared it's
magic with me!

Chapter 1

The magic of friendship



The magic of friendship is all around us, thanks to the sensational new show developed by Lauren Faust everypony can experience that magic for themselves.

In My Little Pony: Friendship is magic the roleplaying game you can play as one of the ponies from the show or crate your own pony to explore the magical world that awaits you.

What is a roleplaying game?

A question that is often addressed in the forward for any roleplaying book is what exactly is a roleplaying game, it's asked so often as it gives the writer to put there own perspective onto what roleplaying is.

From a technical viewpoint a roleplaying game is one where a group of people all contribute to telling a story, a story with no set outcome that can be shaped and changed as it progresses. The story is controlled, to a degree, by the games master who set's up what the other people playing in the game will be doing and decides how people they are talking to will react and even if it's raining or sunny..

However that's a very dull rather technical view of what a roleplaying game is, it doesn't convey the shared emotional experience of the story unfolding; the interaction between people playing the games sometimes competing openly for an outcome that they want to occur, even if it causes more problems for themselves or the other players in the game.

What I need to play this game?

You will need the following;

Dice—6 sided dice, each player will need at least 5, maybe more.

Counters—Little beads work best

A sense of excitement—Not available in shops

Drinks + Snacks—Remember and keep yourself hydrated during the game!

Paper—For making notes on, I personally recommend a Mid F sharp.

What the Lead Pony (or Games master) needs?

As Lead pony you will be responsible for creating a memorable, hopefully fun and entertaining experience for yourself and the rest of the group, so you will need to be prepared for this!

In addition to having an adventure planned you will also need some edible treats for the players, please make sure nobody is allergic to your treats that would be really not awesome.

As Lead Pony you'll also need also need an unending supply of patience, best of luck to you!

What are the elements of Harmony?

The elements of Harmony are a major plot element in the first two part show for My Little Pony: Friendship is magic and they play a large part in the game as well the 6 elements are;

Loyalty

Honesty

Generosity

Laughter

Kindness

Magic



Big adventure!



Chapter 2

Welcome to Ponyville!

FRIENDSHIP is MAGIC

To play My Little Pony: Friendship is magic you will need to have a character, let us now look at the character sheet, you can find this at the back of the book as well and you can copy it or print it out as many times as you need.

Name: _____

Player: _____

Pony Type: Earth Pegasus Unicorn Other _____

Energy tracker

Healthy									
Tired									
Exhausted (-1 Dice pool)									
Fatigued (-1 Dice pool)									
Falling out (-2 Dice pool and +1 difficulty)									
Unconscious unable to act									

Attributes


Loyalty (Speed)	Kindness (Empathy)	Magic (Intelligence)	Honesty (Strength)
Laughter (Wisdom)	Generosity (Spirits)		

Perk: _____

Trait: _____

Problem: _____

Problem: _____





Here is what everything on your character sheet actually means

Name: This is where you write your character name, if you are playing an original character try and come up with a catchy name, most ponies have two or three syllable names often relating to what they do in Ponyville.

Player: Here you write in your own name.

Pony Type: There are three main type of ponies, Earth Ponies, Pegasus Ponies and Unicorn Ponies, you can read more about each one in chapter 3.

Energy Tracker: The large upside down triangle keeps track of how much energy you have, you can read more about this later on in this chapter.

Elements of Harmony: To the right of the energy tracker are the Elements of Harmony, each is very important and you can read more about them and how to use them in this chapter.

Perk: Each pony has a perk, something only he or she can do.

Trait: Ponies have traits, things about them that they can use in the game.

Problems: All ponies have problems, each problem is something about them they can use in the game

Character picture: Most important part, what your pony looks like.

Harmony: Harmony is a mystical element that enables you to achieve the impossible, snatch victory from the jaws of defeat and you can read more about it later in this chapter.

Sugar lumps: These are consumed when awarded (unless you are not hungry) but should be noted on your sheet when you received one as you can improve your pony later on in the game.

Elements of harmony

The most important part of your character sheet, apart from the character picture, is the Elements of Harmony! The Elements of Harmony contain the six elements of harmony each of which represents a different aspect of your character and affects how well you will do in some situations.

Loyalty—Represented by Rainbow Dash and is your Speed, how fast you can run (or fly)

Honesty—Represented by Applejack and is your Strength, how easily you can move things from place to place.

Generosity—Represented by Rarity and is your Spirit, how resilient you are and your ability to keep going.

Laughter—Represented by Pinkie Pie and is your Wisdom, knowledge of what is true or right and insight into the world

Kindness—Represented by Fluttershy and is your Empathy, how you deal and interact with others.

Magic—Represented by Twilight Sparkle and is your Intelligence, how you reason and think.

Each element in itself is important and as you can see if you look back at the character sheet each has 4 sections on it except magic which has 8, this is where your counters are going to be placed as you play the game you can move counters from magic to one of your other elements of harmony, but you must always have at least 1 counter in magic. You can also move counters back from your elements of harmony to magic.

You can have more counters on individual elements than are printed on the sheet, so you can have 10 counters in magic or 6 counters in Laughter. The sections are just for easier tracking.

How to do things

In a normal story you can just say what you are wanting to do, the same applies to a roleplaying game you just say, "I'd like to do this." and the Lead Pony will tell you how well it works out.

Sometimes however you will be trying to do something against another pony, or something that's quite hard and challenging, in those cases the lead pony will ask you to roll dice to see who does best or if you overcome the hard and challenging task.

What to roll

When you are asked to roll pick up a number of dice equal to the number of counters in magic and roll them.



Successes

The lead pony will tell you what kind of roll you are looking for, it will be related to one of the elements of harmony and vary depending what you were trying to do at the time. The number of counters you have in that element of harmony show you what you are looking for on the dice to get a success, with no counters you are looking for 6 on the dice to count as a success.

With one counter you are looking for a 5 or a 6 on the dice to count as a success.

With two counters you are looking for 4, 5 or 6 on the dice to count as a success.

With three counters you are looking for 3, 4, 5 or 6 on the dice to count as a success.

With all four counters you can roll anything but a 1 to count as a success.

If you have more than four counters in an element each additional counter gives you one automatic success per counter when using that element.

Each Success counts, the more you have the better you have done, if of course you are trying to do better than someone else you are looking at the number of successes scored.

The rule of magic

Magic can have more than 4 counters in it so the difficulty for anything based in magic itself is actually harder, this is regardless if you are using magic for something intelligence based, if you are a unicorn pony casting a magical spell, a earth pony trying to uncover a mystical artefact or a Pegasus pony affecting the weather.

In magic with one, two or three counters you need a 5 or 6 to count as a success.

With four or five counters you need a 4, 5 or 6 to count as a success.

With six, seven or eight counters you need a 3, 4, 5 or 6 to count as a success.

With more than nine counters you get a success on anything but rolling a 1.

You never get automatic successes in magic.

Moving counters

You can move counters from your magic to your other elements of harmony by making a magic roll, the number of successes is how many counters you can move.

You can move a counter from say Loyalty to magic and then move that same counter from magic to Honesty, but you would need at least two successes to do so, with only one success you could only move the counter from loyalty to magic or a counter from magic to honesty.

Additionally any time you do something really awesome, so awesome that even Rainbow Dash would go, "That is AWESOME!" you can move any number of counters.

You can still never have less than 1 in your magic.

Awesome success

If you have at least two counters in an element of harmony or at least five counters if you are using magic as your element of harmony; you have a chance of getting an awesome success. This occurs when you roll a 6 on a dice, each 6 you roll you take a note of as a success and roll it again possible getting another success, possibly even getting another 6 which again has a chance to become another Awesome success in itself, if you roll more successes then dice, you have an Awesome success.

Failure

If you fail in a roll there will usually be negative consequence, sometimes they will just be simple like loosing to the other person but often the effects are much more profound.

Terrible failure

If you have less then two counters in an element of harmony or less then five counters if you are using magic as your element of harmony; you have a chance of getting a terrible failure.

This occurs when you roll a 1 on a dice. Each 1 cancels a success that you have rolled.

If you roll more 1s on all your dice then you do successes then you suffer a terrible failure with the worst possible consequences.

Making it harder

Trying to do something that is very difficult or trying to do more then one thing at once can make it harder to succeed, to represent this the lead pony might require multiple successes for you to achieve your goal.

If it is exceptionally challenging then you might even find you have less dice to roll or if it's almost impossible you are looking for a higher success then you normally would.

Simplifying things

If you are trying to do something that is very easy, the lead pony might only ask you to roll a single dice and the higher the number the more awesome you do. In these rare cases a 1 is not a failure, the thing you are attempting is so easy there is no chance of failure but if you do roll a 1 you just don't look very awesome whilst doing your action.



Harmony

A mystical element that binds together friendship, Harmony is gained after you have an awesome success or a terrible failure and any time you do something funny that the lead pony thinks Pinkie Pie would laugh at it.

Okay yeah, Pinkie Pie would laugh at everything, best use Spike, if it's something Spike would laugh at you gain a point of harmony.

Harmony can help you in a few different ways, it only usually lasts for that roll however so spend it wisely.

You can spend a point of harmony before you roll to add two dice to when you do roll.

You can spend a point of harmony before you roll to increase the element of harmony you are rolling against by 1.

You can spend a point of harmony after you have rolled to reroll completely.

You can spend a point of harmony after you roll to cancel out a terrible failure and make it just a normal failure.

You can spend five points of harmony to alter the story, this enables you to tell the lead pony, "I'd like to do this..." and the lead pony then frantically has to try and figure out how to make that happen.

You can spend a point of harmony to aid another pony, you have to be able to talk to them to do so and they get two extra dice and the element of harmony they are rolling against is increased by 1.

You can spend a point of harmony to help another pony recover energy, they still have to be resting but you can help the pony recover an extra step of energy.

The lead pony might also come up with other ways to use harmony that aren't covered here, a typical one that is not included above is;

You can spend a point of harmony after you have rolled to make any 6's you rolled have a chance of becoming awesome successes, even if you don't have at least two counters in that element of harmony.



Sugar lumps

Sugar lumps are awarded by the lead pony any time you do something that even Twilight Sparkle would say, “Wow that was really clever!”, you get to eat your sugar lump right there and then, but hopefully the lead pony has brought some nicer candy for you.

Keep track of how many sugar lumps you have been given over the course of a game as you can use them to improve your pony after the game, the more sugar lumps you have the better you will become.

New Trait: 2 sugar lumps

Extra energy box: 5 sugar lumps

Start with an extra point of harmony: 6 sugar lumps

Start with an extra dice for your elements of harmony: 8 sugar lumps

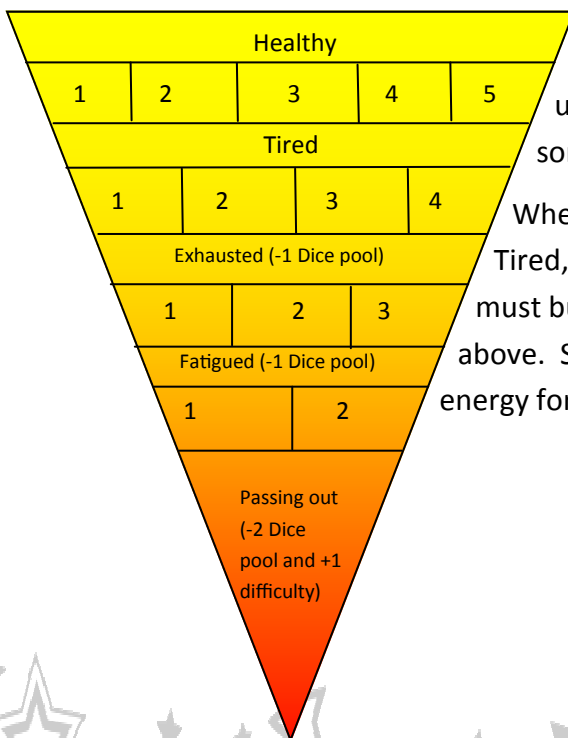
Start with an extra dice in your magic : 10 sugar lumps

Create a new perk for your character: 15 sugar lumps

Colts or fillies become adult ponies once they have acquired 30 sugar lumps in total.

Energy

All ponies need energy, when you do some tings you will need to use energy and the more energy you use the more tired you get, but energy can also be used if you are trying to stay up late, if you are trying to avoid getting hurt or sometimes even to use magic or a perk.



When first created ponies only have the Healthy, Tired, Exhausted, Fatigued and Passing out boxes, you must buy additional energy with sugar lumps as noted above. Some ponies get to start the game with more energy for free.



Out of steam

When you have filled up passing out you are as exhausted as you can get without becoming unconscious, if you reach unconscious you will curl up somewhere safe and out of the way and rest until you can act again.

Whilst a pony is unconscious they are unable to be interacted with in any way, including hurting them further.

Recovery

Ponies recover energy fairly quickly, just resting and not doing anything works best, eating or drinking something works slightly less well.

If of course you are running out of energy due to lack of sleep, the only thing that will help is sleep!

It's really up to the lead pony how quickly recovery occurs, but the more relaxing you are doing the quicker you will recover.

Perks

Everypony has a perk, this is something they can do that no other pony can do. You should discuss your perk with the lead pony and you can look at the example ponies later on for some perks.

Trait

Traits are good things about your pony that you can use to help the lead pony tell the story, any time your perk helps the lead pony improve the story you get a sugar lump.

Problems

Problems are negative things about your pony that you can also use to help the lead pony tell the story, you don't need to use your problem even if you come up against that situation but if you choose to have your problem come up you get two sugar lumps for helping the lead pony.

Once again however if you have Fear of honey and you come across some honey you can choose if it's a problem for your pony or not, if it is you get two sugar lumps and there's probably some very funny scene about to occur.

But you can choose to not have your problem affect you and just carry on as normal, you just don't get any sugar lumps.

FRIENDSHIP
is MAGIC

Tons of fun



Chapter 3

Ponies, Unicorns and Pegasus



Earth ponies

By far the most common Pony in Ponyville is the Earth Pony, sometimes called regular ponies because they have no distinguishing features like Unicorn or Pegasus ponies.

All Earth ponies however have a special connection to nature, animals and other ponies.

When playing an Earth pony you gain the following benefits;

Earth ponies start with 5 counters in magic and 5 counters spread around their elements of harmony

Earth ponies move one extra counter when they move counters for their elements of harmony .

Earth ponies recover energy slightly faster then other ponies, when recovering energy from resting you recover two steps rather than one. So if for example you were fatigued and rested you would recover back to tired rather than exhausted.

Earth ponies start the game with 2 harmony points and when aiding another pony give them an extra additional dice to roll.

Earth ponies are slightly stronger and more connected to each other then other ponies, when they need to make a Honesty or Kindness roll they gain an additional success, this only counts if they score a success.

Unicorn ponies

All unicorns have a long horn protruding from their foreheads, this glows brightly when the unicorn unleashes their gift of magic.

All unicorns are well versed in the magic of Equestria and able to perform a variety of magical feats depending on the pony.

As playing a unicorn pony you gain the following benefits;

Unicorn ponies start with 6 counters in magic and 4 counters spread around their elements.

Unicorn ponies are magical, when creating your unicorn pony choose a type of magic you are able to do, you are able to cast magic from this by using your magic pool. Unicorn ponies can also do any type of magic but doing so is extremely straining often costing up to 4 energy to even attempt to do so.

Unicorn ponies have telekinesis , the ability to move objects via magic. Depending on the size of the object you may need to make a magic roll or even expend energy.

Unicorn ponies are quick learners and gain an extra sugar lump whenever they are awarded sugar lumps.

Unicorn ponies are wiser and tougher then other ponies, when they need to roll Laughter or Generosity they gain an additional success, this only counts if they score a success.

Pegasus ponies

Pegasus ponies all possess wings and demonstrate great speed both in the air and on hoof.

Pegasus ponies are seen manipulating the weather and able to move clouds to either cause a storm or clear the skies. Pegasus ponies have a unique ability among ponies to walk on clouds. When playing as a Pegasus pony you gain the following benefits;

Pegasus ponies start with 4 counters in magic and 6 counters spread around their elements.

Pegasus ponies can fly and walk on clouds

Pegasus ponies can move much faster than other ponies, they can spend energy to run or fly incredibly quickly and appear where they want almost instantly, covering very long distances may require extra energy.

Pegasus ponies start the game with an extra energy box at healthy, tired and exhausted.

Pegasus ponies are able to make a magic roll to influence the weather around them, the number of success they gain determines how dramatically the weather can be changed.

Pegasus ponies are faster and more intelligent than other ponies, when they make a loyalty or magic roll (but not when using magic to manipulate the weather) they gain an additional success, this only counts if they score a success.

Other creatures

There exists in the world of Equestria a great number of creatures included below are some of the more common types, if you ask the lead pony very nicely you might be able to play one.

Colts and Fillies

Younger ponies often do not have a cutie mark yet and are called Colts (male) or Fillies (female) they still choose a type of pony from Earth, Pegasus or Unicorn and get all the advantages of playing that kind of pony but they also gain the following benefits;

Colts and Fillies are not as developed as adult ponies and only get 4 counters in their magic and 3 counters to assign into elements of harmony at the start of the game.

Colts and Fillies are full of untapped potential and start the game with 8 harmony (and if you are an Earth pony you also get 2 more harmony onto that).

Colts and Fillies only suffer a terrible failure if they have no counters in an element rather than less than two counters.

Additionally Colts and Fillies are younger and often not allowed to do many cool and awesome things by adult ponies.



Regal ponies

There are only two regal ponies in all of Equestria, Princess Celestia and Princess Luna.

Both are Pegasus unicorn ponies which possess magic far beyond normal unicorn ponies.

Princess Celestia is able to control the sun and daytime sky, princess Luna controls the moon and darkness.

Regal ponies are exceptionally long lived creatures, princess Celestia has ruled for at least 1,000 years.

Regal ponies have the following benefits;

Regal ponies start with 8 counters in magic and 8 counters spread around their elements of harmony.

Regal ponies can fly and walk on clouds

Regal ponies are magical and are not limited to the kind of magic they can do like unicorn ponies, regal ponies are able to cast any magic they desire.

Regal ponies regenerate energy very quickly, when they recover energy from resting they recover two energy instead of one.

Regal ponies start with 5 harmony

Regal ponies are exceptionally powerful but are honour bound to protect other ponies and all of Equestria.

Dragons

Dragons are exceptionally powerful creatures that have a reptilian appearance, they are known to have "naps" that can last at least 100 years, they are true omnivores with their favourite food being gemstones, the more precious the better they taste.

As dragons age they become more powerful and more cranky as they need longer and longer naps.

Playing a dragon is possible as you can play a baby dragon and gain the following benefits;

Baby dragons start with 7 points in magic and 5 points in elements of harmony.

Baby dragons gain 1 extra harmony when they would gain harmony.

Baby dragons can breath fire, breathing more fire then to set a campfire alight requires energy

Baby dragons tire very quickly they can stay up only 8 hours a day before they must spend energy to stay up an extra five minutes.

Adult dragons are much more scary, they are not really playable as they need to nap so often however if you need to know they have the following benefits;

Adult dragons start with 8 counters in magic and 10 counters to spread around elements of harmony .

Adult dragons start with 10 harmony but can never gain harmony apart from using sugar lumps.

Adult dragons can breathe fire

Adult dragons can fly

Adult dragons need to nap at least once every 500 years, these naps usually last at least 100 years.

Griffon

Griffons are quite envious of ponies, as they are unable to manipulate the weather like Pegasus can however they are physically stronger and much more quick to anger then Pegasus ponies.

When playing as a Griffon you gain the following benefits;

Griffons start the game with 4 magic and 6 points spread around elements of harmony.

Griffons can fly and walk on clouds.

Griffons are really strong, physically capable of incredibly feats of strength even able to project a terrifying roar that will knock people off their feet. Doing so requires two energy to be spent.

Griffons start the game with two extra energy boxes at healthy, tired and one extra box at exhausted.

Griffons are quick to anger and get a free problem relating to this.

Diamond Dog

Diamond dogs hunt for diamonds and other rare gems in a system of underground mines, they are strong and expert diggers. Diamond dogs are not intended as playable characters and instead should be used as a challenge for players to over come, they have the following abilities;

Diamond dogs have 6 magic and 1 point in each element of harmony, they are unable to move counters for any reason.

Diamond dogs can dig and move underground as easily as they can walk, some might say they can dig better then they can walk.



Ursa

Ursas are are gigantic magical bears that have fur that look like the night sky, White stars dot its body and a large white star adorns its forehead the adult version (Usra Major) has large teeth and is as large as several houses.

Ursa are not intended as playable characters and should be used as a challenge to the players, they have the following benefits;

Ursa do not require elements of harmony, they are always considered to have two successes on anything they attempt.

Ursa are highly resistant to magic, requiring additional successes to overcome.

Critter

All number of animals also inhabit the land of Equestria, from Bats to Turtles, most are not hostile towards ponies but some have natural defences. Most ponies will avoid aggressive critters and give them a wide berth.

Critters are not playable characters and should be used individually or as a group as a challenge for the players, Critters have the following benefits;

Critters do not require elements of harmony, instead they pick 1 to 3 elements of harmony depending on how powerful the critter or pack of critters are. Rather than rolling these elements automatically have one success on anything they attempt.

Other entities

Parasprites, Phoenix, Manticores and other creatures live in the land of Equestria, but they are kept back for the lead pony to know about only so they can be a surprise if they do appear.

FRIENDSHIP
is MAGIC

A beautiful heart



Chapter 4

People to see

Places to go



People to see

Over the next pages all of the main characters from the show as well as some fan favourites are presented, you can if you want choose to play one of these characters rather than creating your own pony character.

Places to go

After the characters section there are some of the places in Equestria and ponyville that exist and what or who you might expect to meet there.

Things to do

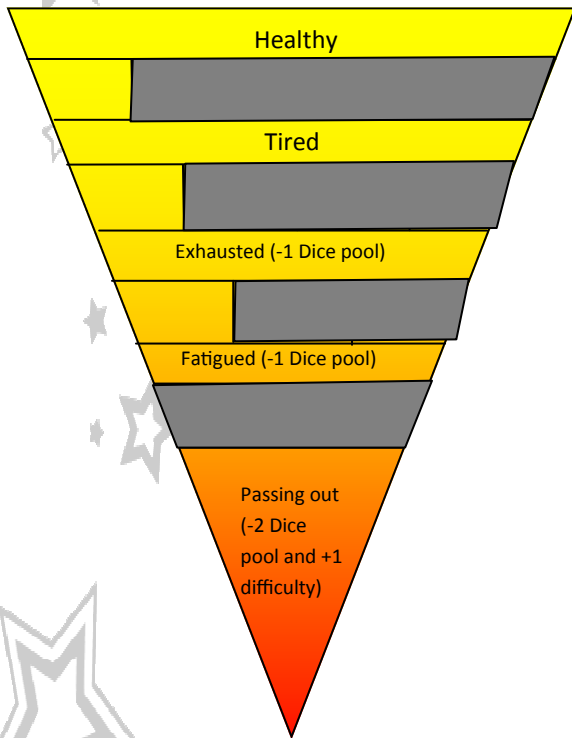
Finally there is a snippet of the pony social calendar, this taken from ponyville includes annual events that happen for the community from the great winter wrap up to the grand galloping gala.

Name: Rainbow Dash

Player:

Pony Type: Pegasus

Energy tracker



Unconscious unable to act

Perk: Sonic Rainboom! Rainbow Dash is the only pony capable of producing a Sonic Rainbow, flying faster than the speed of sound itself, this costs 5 energy often leaving her unable to do much else after achieving the effect but causes a bright rainbow and explosion of sound in the sky leaving all that see it in awe. It probably does some other awesome stuff as well.

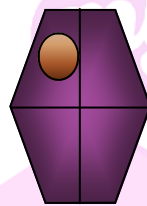
Trait: Can clear the skies above Ponyville in TEN SECONDS FLAT!

Problem: Scared of failure

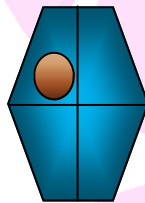
Problem: Impatient

Harmony: 0

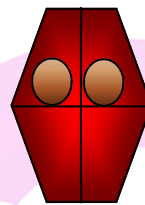
Sugar Lumps: 0



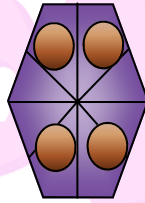
Kindness
(Empathy)



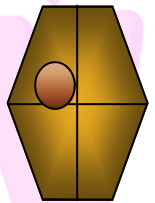
Laughter
(Wisdom)



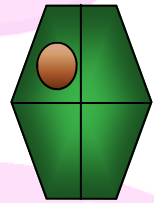
Loyalty
(Speed)



Magic
(Intelligence)



Honesty
(Strength)

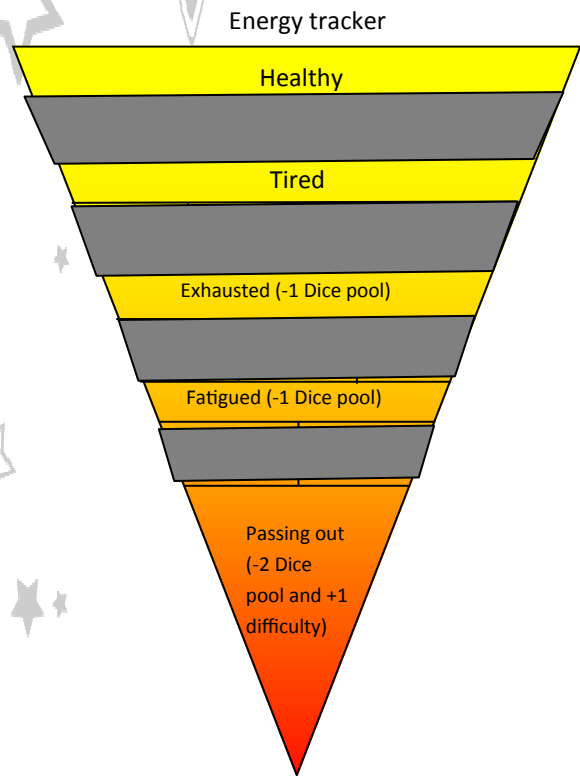


Generosity
(Spirit)

Name: Applejack

Player:

Pony Type: Earth



Unconscious unable to act

Perk: Dedicated, whilst Applejack is working or helping her friends she never reaches unconscious and is able to keep acting as if passed out.

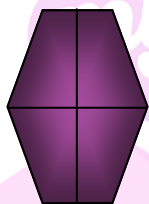
Trait: Reliable

Problem: Headstrong

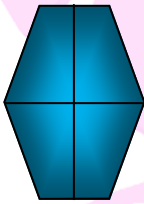
Problem: Dislikes rudeness

Harmony: 2

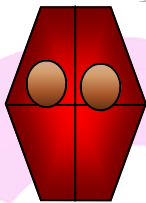
Sugar Lumps: 0



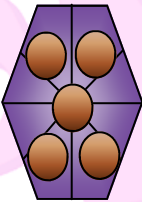
Kindness
(Empathy)



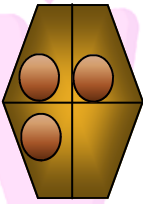
Laughter
(Wisdom)



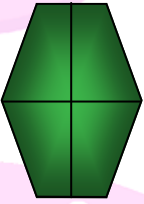
Loyalty
(Speed)



Magic
(Intelligence)



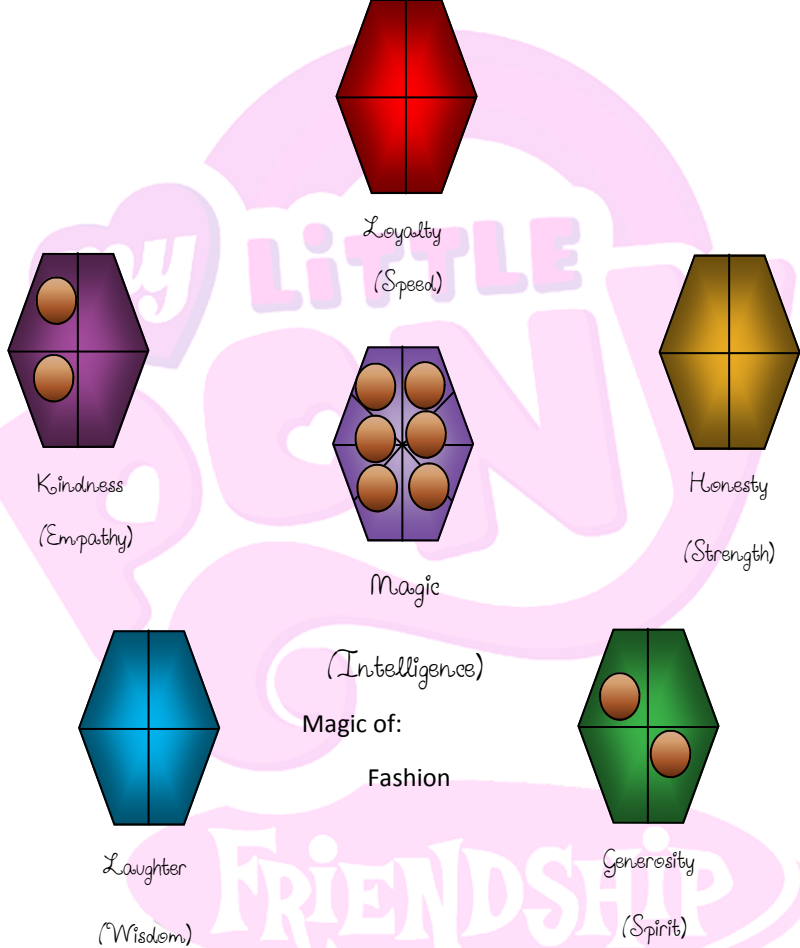
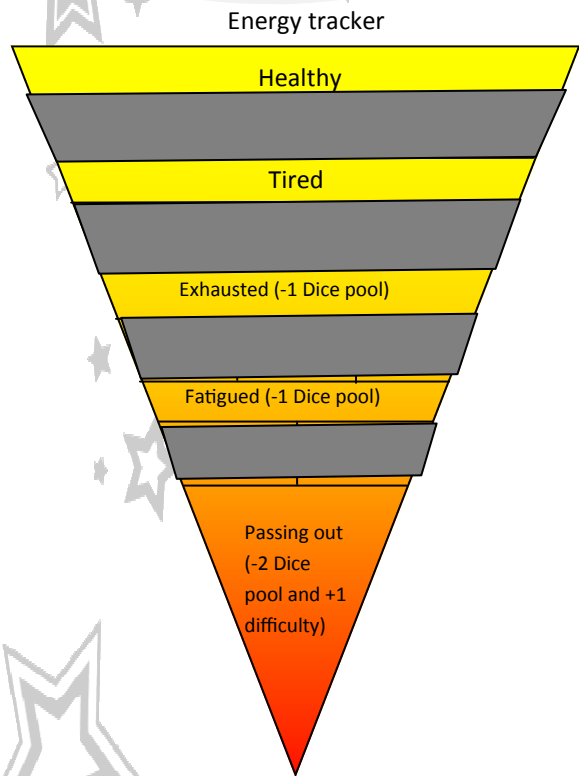
Honesty
(Strength)



Generosity
(Spirit)



Name: Rarity
 Player:
 Pony Type: Unicorn



Perk: Always look fabulous, No matter what the circumstances Rarity always looks amazing and automatically succeeds any roll based on her appearance.

Trait: Perfectionist

Problem: Shallow

Problem: Dirt??! EEEEEEEEEEEK!!



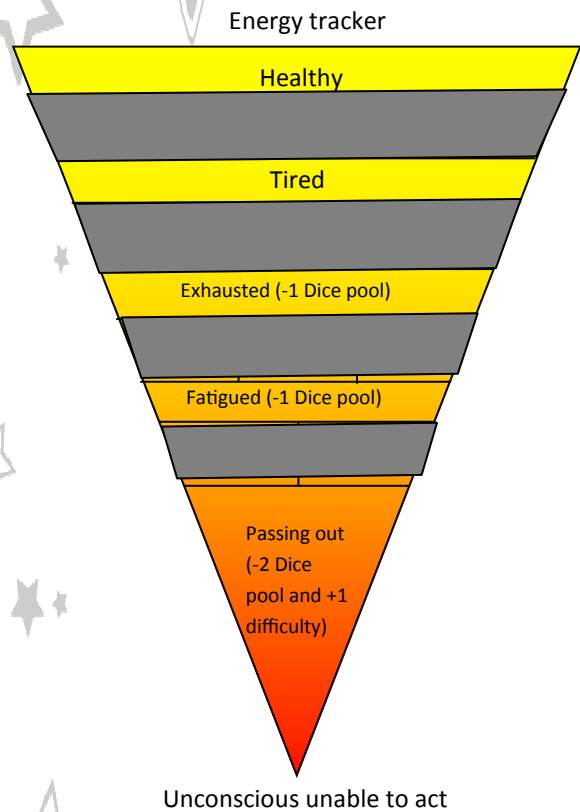
Harmony: 0

Sugar Lumps: 0

Name: Pinkie Pie

Player:

Pony Type: Earth



Perk: Wall peek, Despite being an Earth pony Pinkie Pie is able to use her magic dice pool for a variety of unexpected and unusual effects, from predicting when things might fall from the sky to keeping up with Rainbow Dash (despite Pinkie's lack of wings)

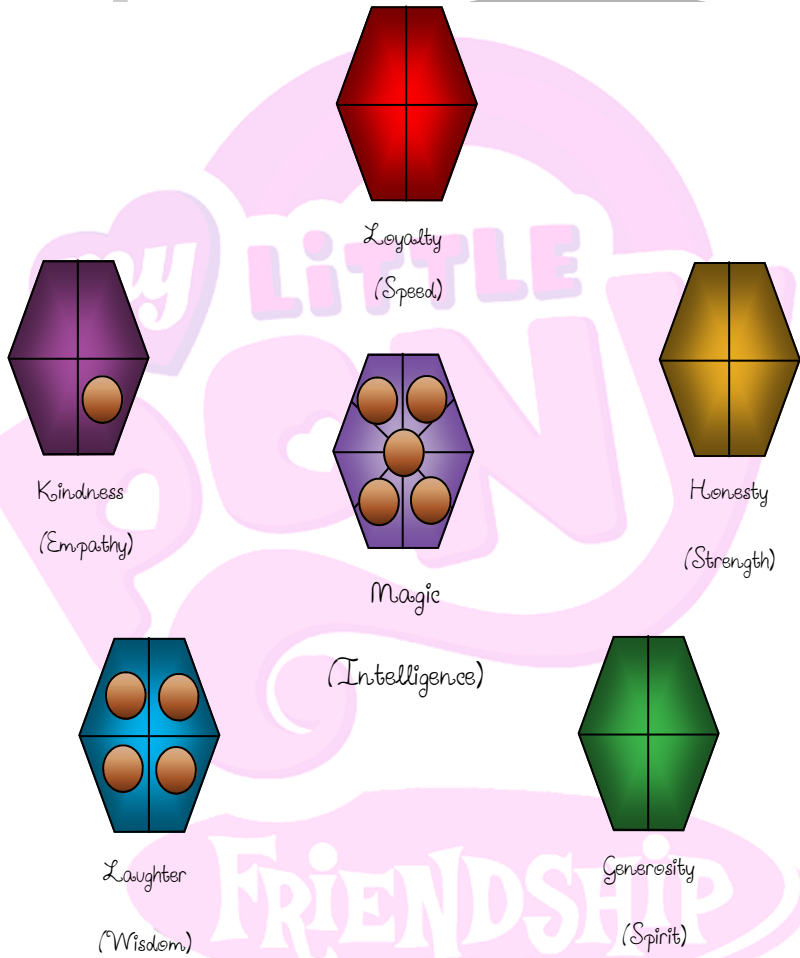
Trait: Song time!

Problem: Inner Sadness

Problem: Excitable

Harmony: 2

Sugar Lumps: 0



Name: Fluttershy

Player: _____

Pony Type: Pegasus

Energy tracker

Healthy

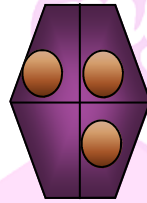
Tired

Exhausted (-1 Dice pool)

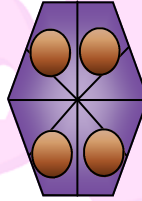
Fatigued (-1 Dice pool)

Passing out
(-2 Dice
pool and +1
difficulty)

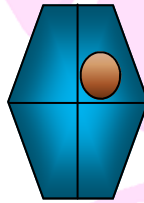
Unconscious unable to act



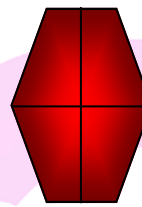
Kindness
(Empathy)



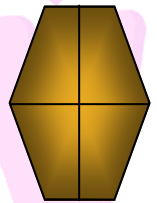
Magic
(Intelligence)



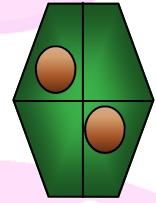
Laughter
(Wisdom)



Loyalty
(Speed)



Honesty
(Strength)



Generosity
(Spirit)

Perk: Cares for the critters, Fluttershy loses her weather manipulating ability and instead is able to communicate with any creature she meets additionally she can use her Taming Stare, this not only requires a magic roll but costs 2 energy to pacify any creature she stares down.

Trait: Soft-Spoken

Problem: Quiet as a mouse

Problem: Fear of Adult Dragons

Harmony: 0

Sugar Lumps: 0

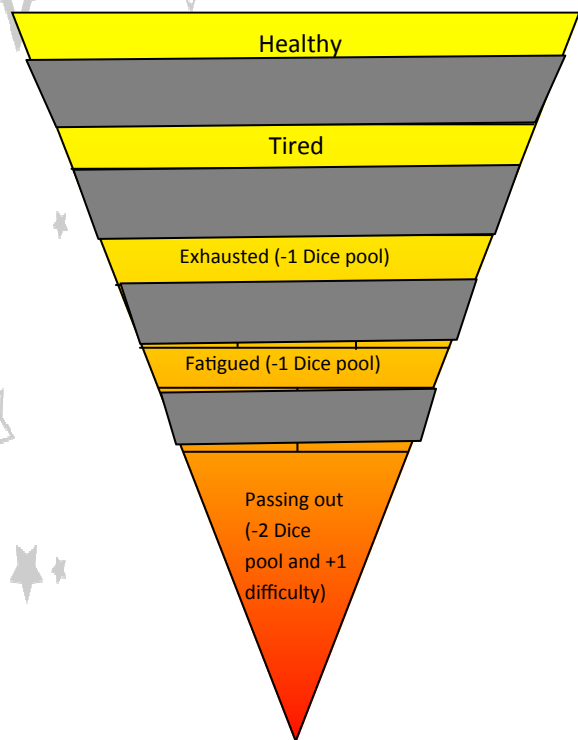


Name: Twilight Sparkle

Player:

Pony Type: Unicorn

Energy tracker



Unconscious unable to act

Perk: The magic of friendship! Twilight Sparkle is able to use any magic at all without strain, as long as she is with at least one of her friend when she is alone she needs to expend energy to perform magic.

Whilst with her friends Twilight Sparkle adds one dice to everybody else's magic pool.

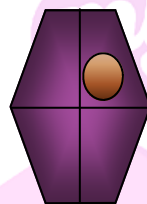
Trait: Book-Worm

Problem: Lack of social skills

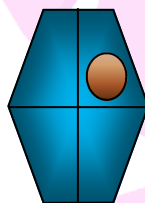
Problem: Modest

Harmony: 0

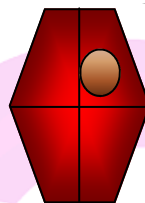
Sugar Lumps: 0



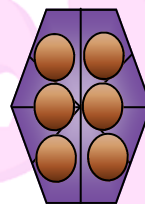
Kindness
(Empathy)



Laughter
(Wisdom)



Loyalty
(Speed)

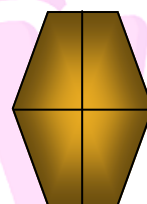


Magic

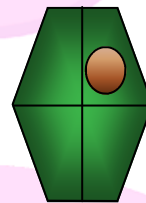
(Intelligence)

Magic of:

Universal
(See Perk)

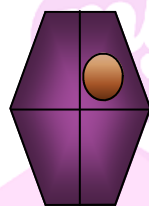
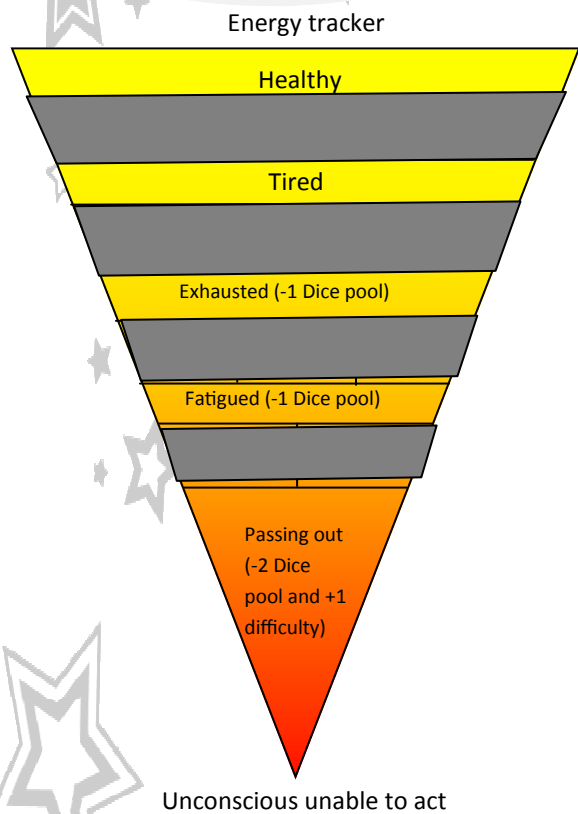


Honesty
(Strength)

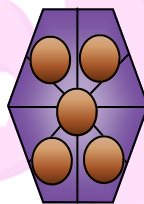


Generosity
(Spirit)

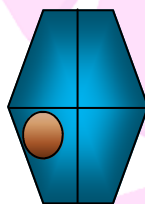
Name: Dr Whoof
 Player:
 Pony Type: Earth



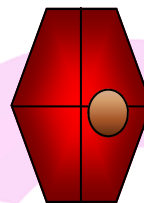
Kindness
 (Empathy)



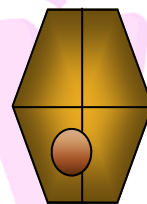
Magic
 (Intelligence)



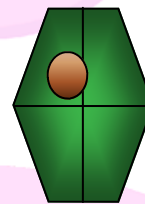
Laughter
 (Wisdom)



Loyalty
 (Speed)



Honesty
 (Strength)



Generosity
 (Spirit)

Perk: Traveller of time and space, Dr Whoof is more than the charming ordinary pony he appears to be, with his mysterious blue pony box he travels in space, and sometimes time. Dr Whoof always rolls as if there's one more counter in an element of harmony then he has placed there.

Trait: Always in the right place, right time

Problem: Basically ... just gallop as fast as we can.

Problem: Glimpsed the cosmos.

Harmony: 2

Sugar Lumps: 0

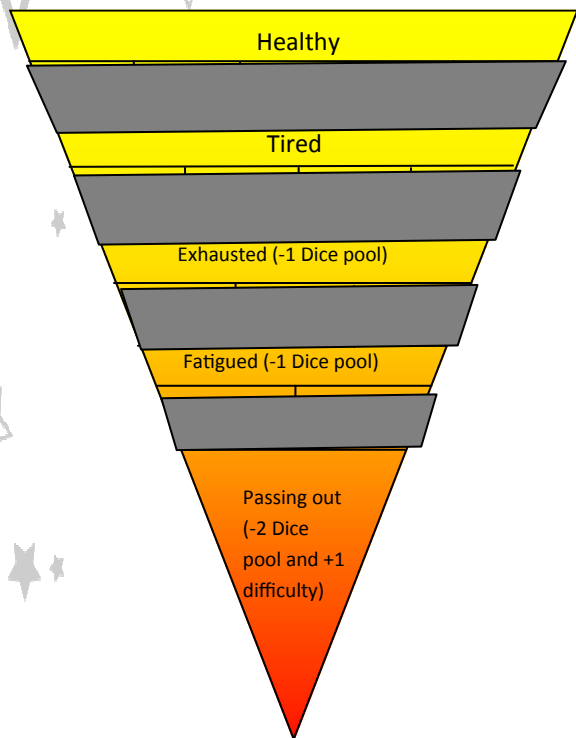


Name: Spike

Player:

Pony Type: Other (Baby Dragon)

Energy tracker



Unconscious unable to act

Perk: Hot mail, Spike is able to send scrolls to any pony by holding it and breathing out a special magical fire, he's also able to receive scrolls back from other ponies.

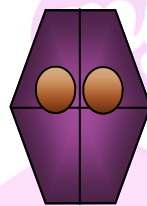
Trait: Brave

Problem: Secret Love, Rarity

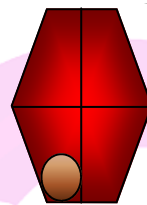
Problem: Jealous

Harmony: 0

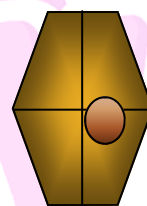
Sugar Lumps: 0



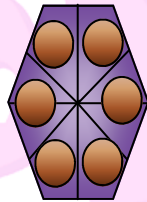
Kindness
(Empathy)



Loyalty
(Speed)

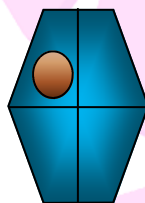


Honesty
(Strength)

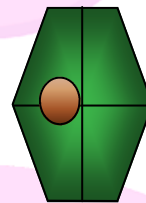


Magic

(Intelligence)



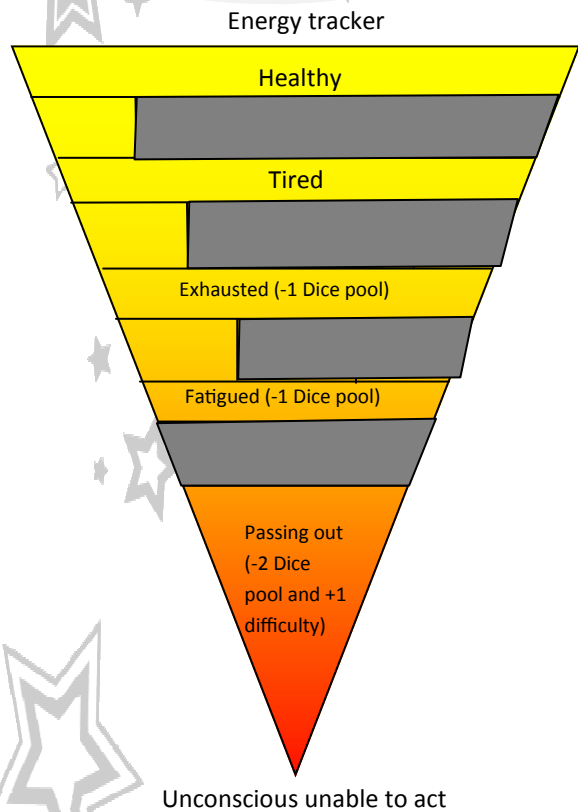
Laughter
(Wisdom)



Generosity
(Spirit)



Name: Ditzzy-Doo
Player:
Pony Type: Pegasus



Perk: Derp is as Derp does, Ditzzy-Doo (commonly known as Derpy-Hooves to her friends never terribly fails, indeed when she would suffer a terrible failure instead it counts as an awesome success.

Trait: Fan favourite

Problem: Accident-Prone

Problem: Eager



Harmony: 0

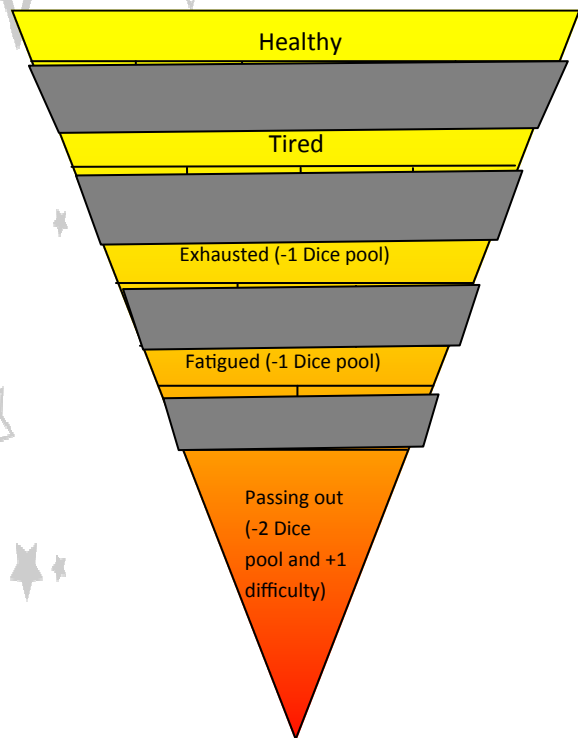
Sugar Lumps: 0

Name: Trixie

Player:

Pony Type: Unicorn

Energy tracker



Unconscious unable to act

Perk: Tricky, Trixie is well versed in the art of deception using it not just for showmanship but also personal gain. When she is trying to trick somepony any 1s she rolls are added to the pony she is tricking.

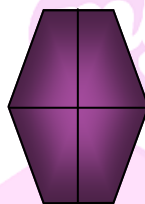
Trait: Tricky

Problem: Selfish

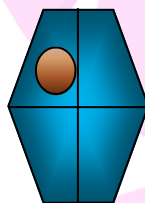
Problem: Boastful

Harmony: 0

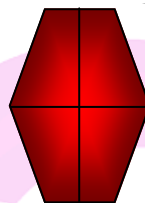
Sugar Lumps: 0



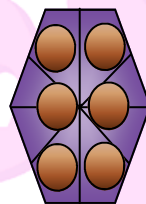
Kindness
(Empathy)



Laughter
(Wisdom)



Loyalty
(Speed)

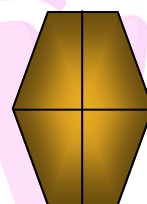


Magic

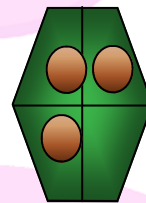
(Intelligence)

Magic of:

Trickery



Honesty
(Strength)



Generosity
(Spirit)

Name: Scootaloo

Player:

Pony Type: Pegasus—Filly

Energy tracker

Healthy

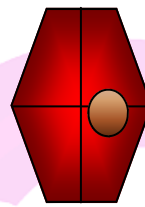
Tired

Exhausted (-1 Dice pool)

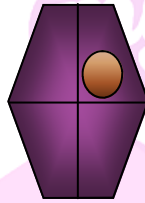
Fatigued (-1 Dice pool)

Passing out
(-2 Dice
pool and +1
difficulty)

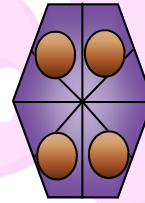
Unconscious unable to act



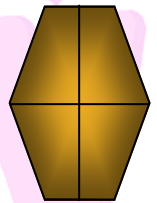
Loyalty
(Speed)



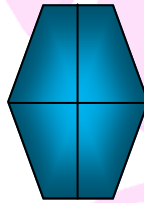
Kindness
(Empathy)



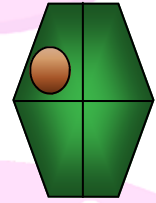
Magic
(Intelligence)



Honesty
(Strength)



Laughter
(Wisdom)



Generosity
(Spirit)

Perk: Cutie Mark Crusader! Scootaloo, Apple Bloom and Sweetie Belle all share this perk. Whilst they are together rather than using their own element of harmony they use the highest element of harmony amongst the three friends.

Trait: Great Dancer

Problem: Dare-Devil

Problem: Unable to fly very well.

Harmony: 8

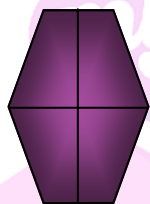
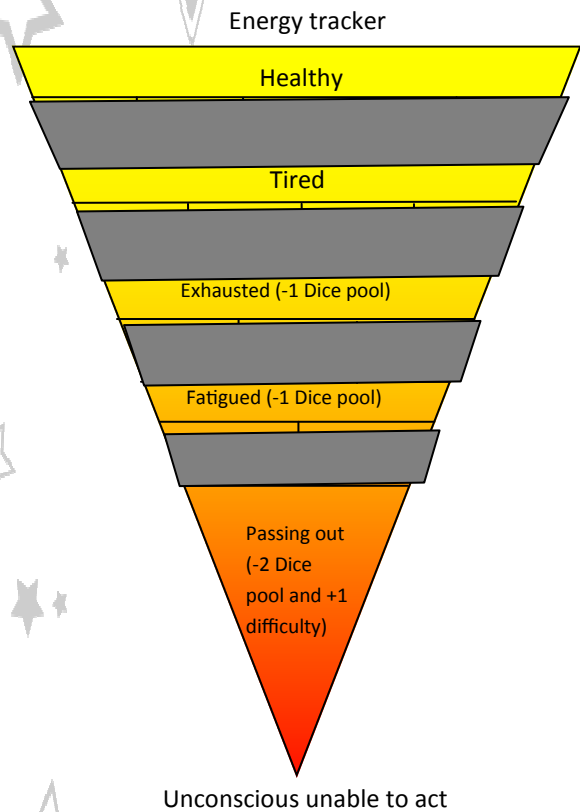
Sugar Lumps: 0



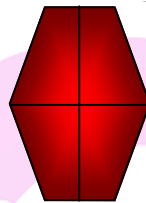
Name: Apple bloom

Player:

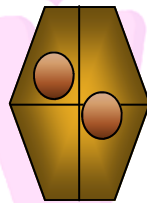
Pony Type: Earth—Filly



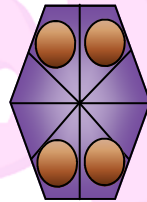
Kindness
(Empathy)



Loyalty
(Speed)

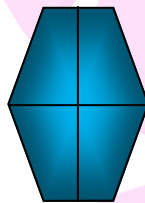


Honesty
(Strength)

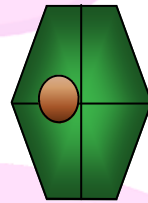


Magic

(Intelligence)



Laughter
(Wisdom)



Generosity
(Spirit)

Perk: Cutie Mark Crusader! Scootaloo, Apple Bloom and Sweetie Belle all share this perk. Whilst they are together rather than using their own element of harmony they use the highest element of harmony amongst the three friends.

Trait: Independent

Problem: Brave

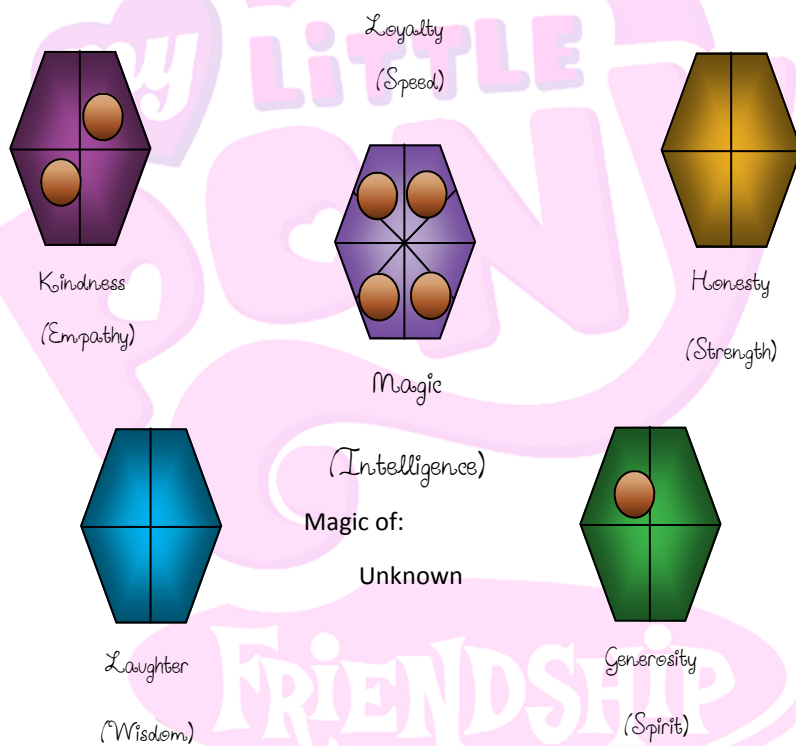
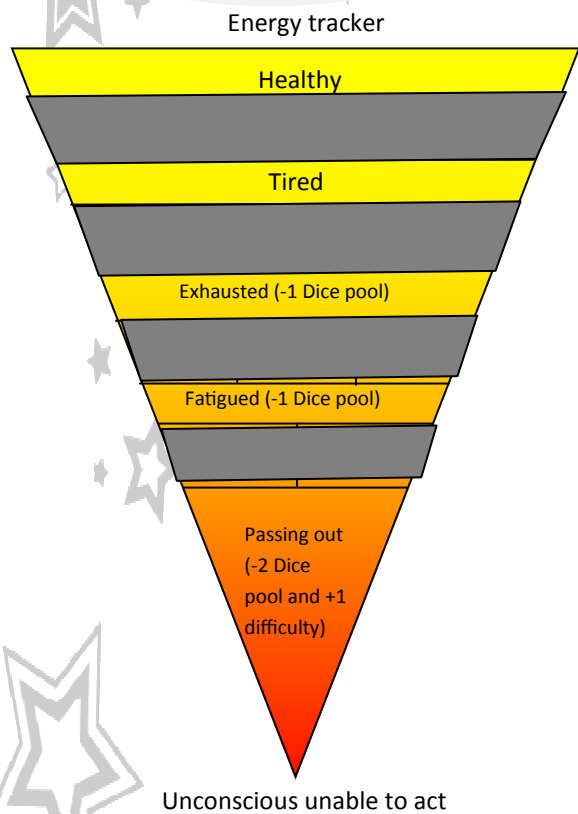
Problem: Inept fighter

Harmony: 10

Sugar Lumps: 0



Name: Sweetie Belle
 Player:
 Pony Type: Unicorn—Filly



Perk: Cutie Mark Crusader! Scootaloo, Apple Bloom and Sweetie Belle all share this perk. Whilst they are together rather than using their own element of harmony they use the highest element of harmony amongst the three friends.

Additionally as Sweetie Belle is still very young her magic has not fully developed yet, the best she can manage is sparks and glitter.

Trait: Singing

Problem: Sensible

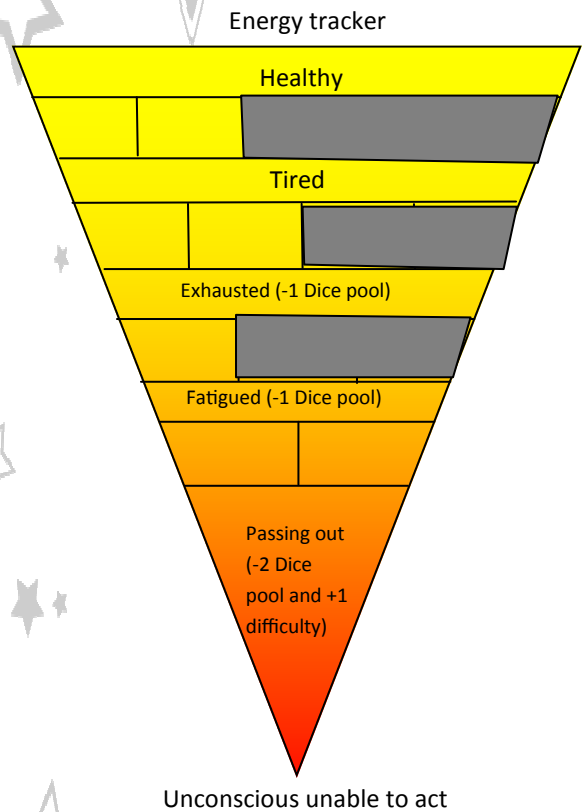
Problem: Peacemaker

Harmony: 8

Sugar Lumps: 0



Name: Gilda
Player:
Pony Type: Other (Griffon)



Perk: Prankster, Gilda is an expert prankster, when she pulls off a successful prank of any kind she gains an additional sugar lump and 2 points of harmony.

Trait: Jerk

Problem: To cool for you

Problem: Prankster

Problem: Quick to anger

Harmony: 0

Sugar Lumps: 0



Places to go

Appleloosa is a frontier wild west style town built by settlers quite recently, a great deal of tension was caused between ponies and the native buffalo as it was built over ancestral stampeding grounds.

Canterlot is the royal place of Princess Celestia, it has a school of magic that Twilight Sparkle was trained at before leaving for Ponyville.

Cloudsdale is a city in the sky where the Best Young Flyer competition takes place every year, it's where all of Equestria's weather is made only Pegasus ponies live and work here as it is all built on clouds

Everfree Forest is located outside Ponyville and is a scary place as it is left to the animals to take care of themselves and the weather changes without help from the ponies very strange and scary creatures including Ursas live deep in the dark woods.

Manhattan is a large city where the rich and high society of ponies hang out and throw lavish dinner parties.

Whitetail Wood unlike Everfree forest this wood is totally under the control of ponies and is a bright and breezy airy wood, tree sap is harvested from here.

Ponyville was founded by Earth ponies but welcomes everyone, it is where the adventures of Friendship is Magic are mainly set.

Marketplace is a central gathering point for ponies, groceries can be purchased here. Farms, Sweet Apple Acres owned by Applejack and her family is the main farm featured. Sugarcube corner is a confectionary parlour run by Mr and Mrs Cake and aided by Pinkie Pie, it also hosts parties.

Bath house is a place to relax in luxury or meet up for a social event with the beauty spa that is also here.

Tree-brary, the library which is now Twilight Sparkle's home is called the Tree-brary because it's a library inside a very large elegant tree. It has two levels with an observation deck and a magical lightning rod that protects the tree from storms.

Carousel Boutique is the prettiest shop in all of Ponyville ran by Rarity it provides personalised clothing services.

Joke Shop, A small joke shop full of practical jokes guaranteed to get a laugh.

Café, giant hay bales and table sized mushrooms give outdoor and indoor seating for this fine café, it only caters to ponies serving all manners of delicious food.



Quills and Sofas is a specialist store that sells feather quills and comfy sofas, they are always out of quills until “Monday” and out of Sofas until “Friday”

Schoolhouse, this is where colts and fillies are educated.

Town Square is the most prominent feature of Ponyville, a large tower like pavilion can be seen from anywhere in Ponyville and has a pool with a rearing Earth pony sculpture out the back.

Things to do

Grand Galloping Gala, an annual Royal Ball attended by high class ponies, requires a golden ticket to attend. It is incredibly formal event made up of highly aristocratic and snobbish partygoers.

Summer Sun celebration is held from night to the dawn of the longest day of the year, it is a time of partying and enjoying oneself.

Running of the leaves, A race that is set during Autumn to have all the leaves be shaken from the trees.

Winter wrap up, to make way for Spring winter needs to be wrapped up, in Ponyville this is done by hoof and wing power, magic is not used at all.

Annual rabbit roundup is a census of all the new born bunnies born that year.

Best young flyer competition held annually in Cloudsdale with the Wonderbolts as judges Cute-ceanera when a young filly (or sometimes colt) receives their cutie mark they have a coming of age party.

Centennial meteor shower occurs once every 100 years, usually a picnic is held whilst the shooting stars are watched.

Slumber parties are exceptionally informal events enjoyed by all ponies all year around.

Iron pony competition are held in a stadium near Sweet Apple Acres, small friendly challenges of minor athletic feats are held.

Rodeo comes to town intermittently, it competes closely with the Iron Pony competition having barrel racing, roping and bronco riding.

Storm preparations occur when a storm is coming, this involves breaking off tree branches and making things as safe as possible.

Sleeping Dragon eviction only takes place when a dragon decides to take a nap nearby, because of the noise and smoke caused the dragon needs to be moved on.

Award ceremony for chosen ponies happen rarely, the mayor of Ponyville may present very special awards of merits to ponies that have done exceptional tasks.



Faithfull and strong



Chapter 5

Letters to Canterlot



Some advice for the lead pony

Firstly, put down this book, go for a short walk, make a nice cup of tea or coffee, eat some cake then come back.

No you can't peek ahead, go do, enjoy yourself and relax, have fun first, that's the most important thing! If you aren't having fun then you aren't going to enjoy the game, the most important thing, the thing that matters most is that you and the other players have fun.

Challenge?

How hard should you make the game to play? Should every throw of the dice be a dramatic event that could result in amazing victory or abject defeat?

Probably not, if the situation calls upon it then yes there can be an element of drama and indeed every roll may be important but often very much to capture the feeling of the show, the players face challenges but are never really in danger. There would be very negative consequences for them failing to deal with the situation which are clearly spelled out but together; as friends; they are able to overcome and triumph.

Part of being the lead pony is convincing the players that they are in mortal peril at times when you know the situation isn't that bad; take the following two examples.

"Jack Frost throws several balls of ice towards you but they aren't even coming close"

"Freezing ice whistles past you the cool chill in the air sinking deep into your body as a glistening icicle whistles past your ear smashing into pieces on the wall next to you."

The same is happening in both situations, but in the second it is much more dramatic, much more urgent the players can feel and imagine the peril they may be in.

Draw

Visuals in my little pony are very important, pictures help a lot with the players able to see what's going on, provide maps if you can as well so the players can plot and plan how to achieve objectives.

Most importantly have everyone draw and colour in their own pony, it really will help them identify closer with the character.

Rules are made to be broken

All the rules in the game should be totally ignored if it is getting in the way of telling an awesome and fun story, that is what counts most importantly, fun!

Monsters and enemies

My little pony has some characters which are down right not nice, they are intended to be so. Normally this is the point in a roleplaying game where you are told to give evil characters realistic motivations.

My little pony doesn't do that, have totally evil characters that are evil because they are bad people that do bad things, that's the only rational you need, as long as you are consistent with this.

Additionally evil characters will usually work very happily with other evil characters, until of course it all breaks down in terrible and quite amusing circumstances.

Overuse of the same monster or enemy will weaken that enemies impact, players will not only expect them to turn up but know all the weaknesses and easiest way to defeat them.

Good is good

In the two colour world of Friendship is magic things are much more clear cut, good is good and does good things because that's what is expected, similarly evil is bad and does terrible and horrible things because that is what evil does. This is just the way of the word and people accept it, there can be stories of personal redemption, Princess Luna being a prime example of someone that started off good, turned evil and was redeemed and became good again.

Just because everyone is good however doesn't mean conflict never occurs, often people have very different ways of doing things and still come to loggerheads with how best to do something, this is in fact a great way to drive the story and introduce elements of conflict to propel the story forwards



When bad things happen

As lead pony having fun is the most important thing in the game but that shouldn't mean that ponies should be able to do ANYTHING, sometimes bad things will happen, you can lighten the consequences of those bad things but you should make sure that they still occur without the bitter sting of defeat the players will never be able to experience the joy of success.

If the players make increasingly bad decisions then there should be increasingly worsening consequences for those decisions, sometimes however players won't see that the decisions they are making are wrong and they may need an outside assistance to help guide them back.

Feel free to have Princess Celestia send them a letter or have a random pony come by and help them giving them just the information they need, it's what would happen in the show.

Rewards

Ponies should be rewarded for both what they do in the game and how they act, the reward doesn't need to just come in sugar lumps however speak to your players and find out what they want their characters to achieve.

Medals celebrating great deeds, new places to live, new jobs and even new positions of power are ideal ways to rewards ponies that have done well but equally as well it could lead to more adventure, tickets to the Grand Galloping Gala would be a perfect rewards for those that have done well and lead to the next game.

FRIENDSHIP
is MAGIC

Sharing kindness, it's an easy
feat



Chapter 6

Old pony, where are you?



This is a game for up to six players with each taking on the role of one of the main ponies;

Twilight Sparkle,
Rarity,
Rainbow Dash,
Pinkie Pie
Applejack,
Fluttershy

Rather than giving them out or letting players choose everyone should decide who is most like that pony.

The ponies are presented in the above list in order of importance, if you have fewer than six players drop the pony at the bottom of the list off until you match the number of players.

Plot Synopsis

Spike has lost his favourite basket last he saw it was out by Lake Faust, through the Everfree Forest, past Froggy-Bottom Bog, around The Ruins of the Ancient Pony Sisters and on to Lake Faust itself!

Lake Faust is infamous for flooding with morning dew and now Spike is distraught that he will lose his favourite basket forever unless it can be recovered by morning!

Hoof by hoof rundown

Leaving Ponyville

The ponies can discuss what they might need to get Spike's basket, try and keep this to under 10 minutes but allow any roleplaying opportunities that crop up to be embellished upon (such as encouraging ponies to point out to rarity how MUDDY Froggy-Bottom bog must be) it's a good time to get into character and relax!

The following events should also happen before they leave ponyville;

A old blind bat with a cane fumbles around trying to cross the road his name is Tiresias (Tahy-ree-see-uh) he speaks in an elderly voice and can't get across the road safely asking anyone that is nearby for help, if he is helped he will thank the players and give them three predictions in a much more spooky slightly scary voice.

Prediction one: You will find a prince up to his neck in mud, he has the key to unlock darkness.

Prediction two: The mare in the moon wants you for dinner

Prediction three: You will not recover the basket, until you have seen a cow surfing on a roof.

If asked about these ... he has no idea what the players are talking about, but thanks them for helping him across the street, shuffling off on his business again.

Heading to the Everfree Forest

The Everfree forest is not hard to get to, there's a path however as the ponies get closer it should be very obvious that nopony lives out here, the entire area is free to grow as it wants, the entire area is scary and ominous the ponies will need to make Empathy rolls to convince each other to carry on, anyone that fails can expend 1 energy to press into the scary forest.

Everfree Forest is rather awesome, it's really brilliant to use as it can be an enemy in itself able to scare the players and that's before there's any actual encounter.

The following things can also be found in Everfree Forest;

Poison joak - The sinister flower that causes "interesting" side effects, Poison Joak grows in quite wide quantities and will recover a wisdom or intelligence roll to identify then a spirit roll to try to keep from breathing in the dangerous fumes, it has the following effects on ponies

- 1- Affects Unicorn magic + Mane start to grow rapidly blocking vision causing the pony to trip up and fall over their own hair
- 2- Pony now speaks in an exceptionally deep voice, or exceptionally loudly/quietly what ever is most fun.
- 3- Affects Pegasus flight + User's hooves turn to lead, this prevents Pegasus flight and makes the pony very loud when walking
- 4- Affects Unicorn magic + gives the pony a swollen tongue any attempts to speak sound silly.
- 5- Pony shrinks to just 2" high
- 6- Affects Pegasus flight + Pony can only move backwards

Shriekberries - A sinister naturally growing fruit that shrieks and screams at people as they walk past it, this alerts creatures to ponies presence some even use it as a trap.

Syrupsap - A gooey residue produced from trees, Syrupsap is a bright orange ambery coloured liquid that tries to entrap and smother creatures, against ponies it's just a delaying tactic.

If the players get in a lot of trouble Zecora the Zebra will come from her hut to help them out and cure the effects of poison joak.

Froggy-Bottom Bog

Compared to Everfree Forest the Froggy-Bottom Bog is a quite quiet place however there is a magical aura of darkness lingering stopping the ponies continuing to the next location there's two ways to get past it;

- 1—If the players look around they will find a frog, that claims to be a regal pony turned into this just now, he's slimy and covered in mud, he claims he can remove the barrier of darkness but only if Rarity gives him a kiss. Players should play up how slimy and muddy this frog is before she does so. If he is kissed he is true to his word, still stuck as a frog he is able to suck in all the darkness until the ponies gallop past. If Rarity is unwilling to do so then...



2—Sonic rainboom, Rainbow Dash can attempt a sonic Rainboom against the darkness, this will indeed break it but it does require a lot of energy so she might now be exhausted making it harder to continue and needing the ponies to rest.

3— Something else? Whilst these are the two listed ways with Twilight Sparkle some magical effect could be done to cut the darkness, perhaps Fluttershy can get some glowfly to light the way maybe Pinkie Pie just happens to have a very powerful flashlight on her. The players can of course come up with a very clever solution here to get past the darkness.

The Runs of the castle of the ancient pony sisters

Ponies avoid this place because it has a very long name, and there is nothing much really left here however today amongst the ruins Princess Luna is about. She will hear the ponies before they see her and light up the place a little welcoming them in for a little rest, she is much more friendly and very glad to see Twilight and her friends but she is still rather awkward around other ponies and quite shy.

She will try and help as much as she can but is here looking for fragments of the original elements of harmony, she's managed to rebuild the shattered fragments fairly well but it is a very time consuming process. She is doing this because she wants to show her sister she really has changed, that she has seen the magic of friendship and wants to fully share it with her in ever way.

She doesn't want to leave the castle, she's a bit evasive as to why but if pressed will admit she is a bit scared of the Everfree forest's critters and that some ponies might still not trust her.

Lake Faust

The final challenge the ponies must face is Lake Faust itself, very quickly the players should realise something is wrong, the rivers feeding Lake Faust have burst their banks and the entire area is heavily flooded!

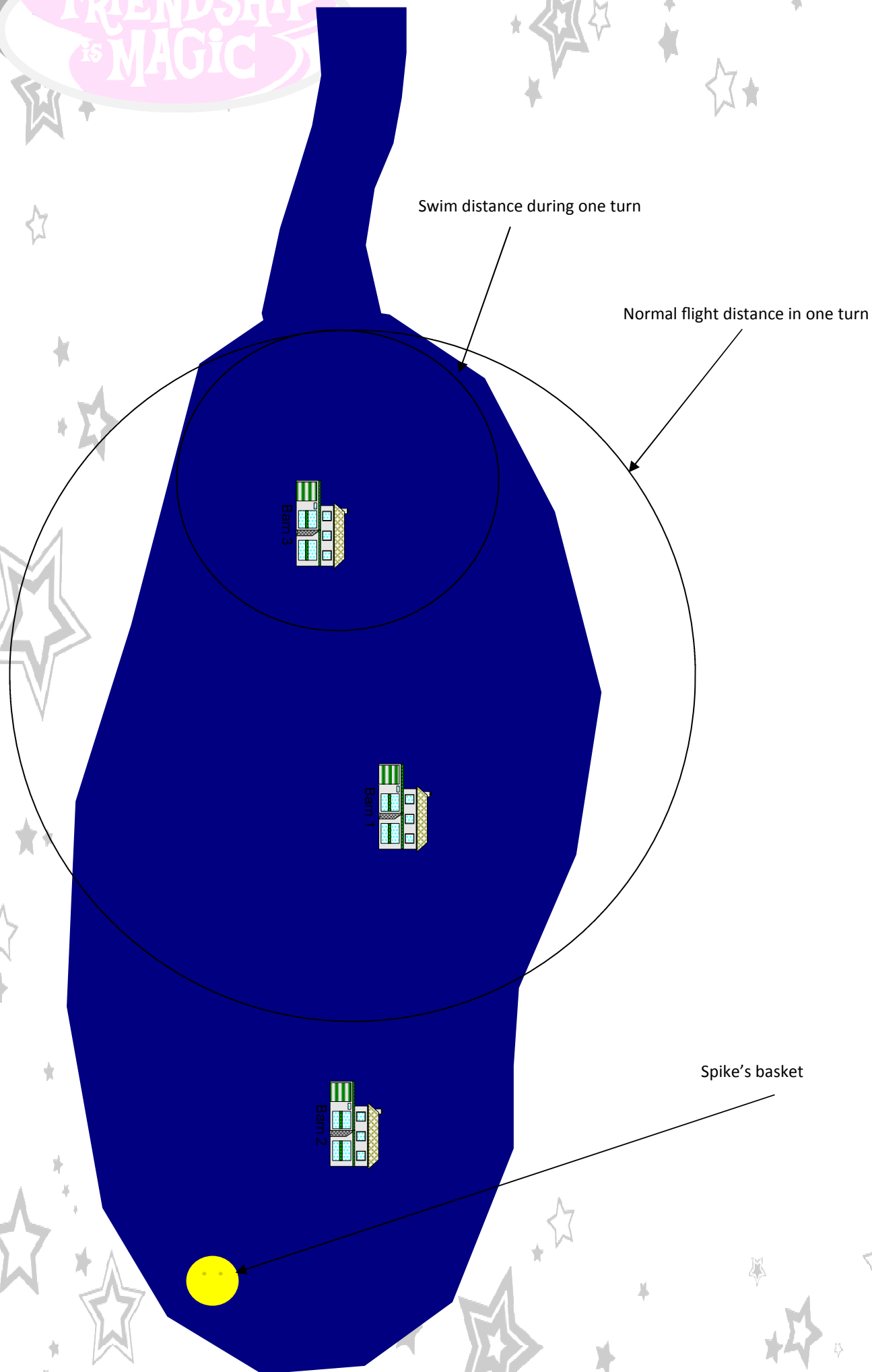
Large buildings are floating downstream, one even has a cow on the roof of the building that will moo loudly at the players for help.

ACTION!

The players have little time to react to this situation, several of the buildings are very close to sinking fully into the lake already, thankfully these have nothing on the roof but there are animals that need saving AND Spike's basket still needs to be found of course the best way to present the frantic action of what is happening is to go around the table asking each pony what they would like to do in that turn, below is a map and turn counter showing what happens during that turn.

Turn counter

- 1— The first and second barns fully submerge into the lake
- 2— Spike's basket can be seen floating out into the lake
- 3— The third barn enters the lake and starts to sink, this has a cow on it.
- 4— If the players are having trouble a number of Pegasus ponies turn up to help now doing what they are told.
- 5— Spikes's basket starts to sink into the water
- 6— The third barn fully sinks the cow needs rescuing urgently!
- 7— If the players are having trouble a empty boat floats by providing a way to rescue the cow and basket.
- 8— The cow is not saved by this point disappears below the surface of the water.
- >9— Spike's basket if not already saved disappears below the surface of the water.





Conclusion

After the action sequence at the lake the ponies have some time to reflect on how well they've done, the journey back to ponyville is exceptionally easy and without any problems they will be met there by the Mayor of Ponyville who will warn them that there's reports coming in that Lake Faust is flooding!

The ponies of course have first hand experience of this and the mayor will listen eagerly to their story of heroism or disappointment depending on how well they did.

If they managed to save the cow then the mayor suggests Pinky Pie could throw a congratulations party for them all and they should retire for the night.

If they managed to get Spike's basket as well, he's asleep and can't be woken up so ... yeah!

There's very little the ponies can do apart from sleep as well.

Dawn of a new day

The next day there will be a lot of chatter about the flooding at Lake Faust and now Spike is awake he'll be also very thankful of them for getting his basket back apologising again for causing any problems.

There may be a big party to attend now for the ponies or some moments to reflect on where it all went wrong.

Into the unknown

There are however still some plot points that remain unresolved that the players may wish to revisit in future adventures and that's not including anything that they come up with themselves here is a short list of other stories which can be spun off this introduction;

Tiresias the blind prophet—The blind goat is still around and the reason he was able to see what would happen to the ponies should be a source of great mystery, indeed any further visions he has should be now taken seriously.

Foggy Bottom Bog Frog—If they ponies found it, the frog in foggy bottom bog claimed to have been changed from a Regal Pony into this, how and why ... well yeah they aren't gone into perhaps changing him back to a pony could be guarantee a great reward.

Luna's quest—Princess Luna has been working in the ancient castle trying to find fragments of the elements of harmony, what could this mean for the current wielders of the elements if she manages to fully reassemble them.

Flooding at Lake Faust—There's the good question of why Lake Faust flooded quite so badly, morning dew is one thing but this was on a scale completely unexpected, is there a sinister reason behind the lake overflowing.

Then it's up to you and the players to decide where you want to go next!

FRIENDSHIP
is MAGIC

And magic makes it all complete!



Chapter 7

Links



Brony power

First a word of warning

External links are selected and reviewed when the page is published. However, we are not responsible for the content of external websites. This is because:

- I do not produce them or maintain/update them
- I cannot change them
- they can be changed without the my knowledge or agreement.

Some of our external links may be to websites which also offer commercial services, such as online purchases, others link to sites with questionable material.

Be safe, the internet is scary and if you aren't sure you can always hit home or visit <http://bit.ly/ineedkittens>

Shadarak's My Little Pony: Friendship is Magic cookiecutter ponysona generator, a flash generator for all your pony avatars.

<http://www.furaffinity.net/view/5752737>

Friendship is magic wikia, a wiki about my little pony friendship is magic full of great information.

http://mlp.wikia.com/wiki/My_Little_Pony_Friendship_Is_Magic_Wiki

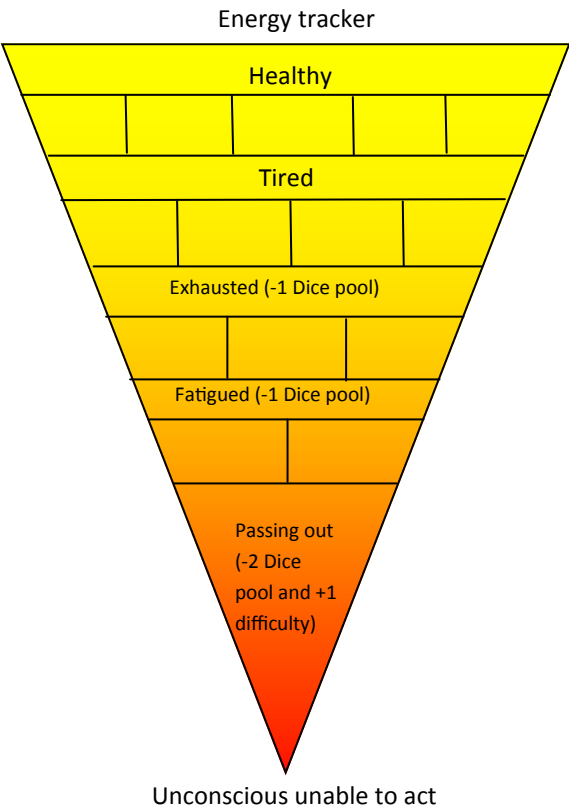
Equestria Daily, A large site full of stories, arts and news, WARNING contains material that may offend.

<http://www.equestriadaily.com/>

Memebase—Bronies, a collection of various internet memes for Bronies WARNING contains material that may offend.

<http://bronies.memebase.com/>

Name: _____
Player: _____
Pony Type: Earth Pegasus Unicorn Other_____



Loyalty (Speed)

Honesty (Strength)

Generosity (Spirit)

Laughter (Wisdom)

Kindness (Empathy)

Magic (Intelligence)

Perk:

Trait:

Problem:

Problem:

Harmony:

Sugar Lumps:





Did you all know you are my very best friends!