

Ponies & Parasprites



Part 1: The Setting

Once upon a time, in the magical land of Equestria, there were two regal sisters who ruled together, and created harmony for all the land. To do this, the eldest used her unicorn powers to raise the sun at dawn; the younger brought out the moon to begin the night. Thus, the two sisters maintained balance for their kingdom and their subjects, all the different types of ponies. But as time went on, the younger sister became resentful. The ponies relished and played in the day her elder sister brought forth, but shunned and slept through her beautiful night. One fateful day, the younger unicorn refused to lower the moon to make way for the dawn. The elder sister tried to reason with her, but the bitterness in the young one's heart had transformed her into a wicked mare of darkness: Nightmare Moon. She vowed that she would shroud the land in eternal night. Reluctantly, the elder sister harnessed the most powerful magic known to ponydom: the Elements of Harmony. Using the magic of the Elements of Harmony, she defeated her younger sister, and banished her permanently in the moon. The elder sister took on responsibility for both sun and moon, and harmony has been maintained in Equestria for generations since.

More than a thousand years have passed since the origin of Nightmare Moon. Things are different now; towns have risen, empires have appeared, new races have emerged from the untamed wilds. However, not all is well in Equestria. The powerful creatures banished so long ago are returning. Nightmare Moon, Discord, King Sombra, Chrysalis and her Changeling horde. This is a time of strife. But for every god of chaos or corrupted lunar princess, a hundred champions of Equestria stand ready to defend their homeland. This is the world of Equestria. A world of wicked monsters and powerful magicians. Of exalted champions and forsaken challengers. Of unbridled hope and unforgettable adventure.

This is a world of Ponies and Parasprites.

Ponies and Parasprites is written with the canon and lore of the first three seasons of My Little Pony: Friendship is Magic. It includes every race, location, and artifact presented in the show in some fashion. However, this does not mean that all games of Ponies and Parasprites must be confined between the escape of Nightmare Moon and the ascension of Twilight Sparkle. Equestria has a long and storied history, and there are many adventures to be had before, during, and after the events of the show using this same ruleset.

What follows is a short list of named locations in the canon of FiM, a short description of the area, and the first episode in which it was mentioned or explicitly shown.

- **Appleloosa** – A wild west style town, built on the frontier of a vast desert, located in the southwestern side of Equestria. It is a stereotypical “Spaghetti Western” town, with a saloon, sheriff's office, and dance hall. It borders a settlement of Buffalo who are native to the area. Applejack's cousin Braeburn lives here. (“Over a Barrel”)
- **Canterlot** – Bearing a strong resemblance to Minas Tirith, this castle and its outlying areas act as the political center of Equestria. It is the home of Princess Celestia, and it is from here that she watches over her realm. Twilight Sparkle and Spike hail from this majestic city, as do many other unicorn ponies. Many important events take place here, including the Grand Galloping

Gala. Celestia's School for Gifted Unicorns, one of the schools of unicorn magic, is located here. Canterlot is northeast of Ponyville. ("Friendship is Magic: Part 1")

- **Cloudsdale** – High above Ponyville is a city made of clouds which is home to many Pegasus ponies. Both Rainbow Dash and Fluttershy were born here. Cloudsdale houses both the weather-making factory and the Cloudiseum, where the Best Young Flier competition is held. This city is also where young Pegasus ponies attend flight school. ("Sonic Rainboom")
- **The Crystal Empire** – Seated in the far north of Equestria, the Crystal Empire is home to the Crystal Ponies. Until recently, the entire Empire was placed under a curse by the wicked King Sombra. As of Season 3, it has reappeared and is currently safe under the watchful eye of Princess Cadence and her husband, Shining Armor. ("The Crystal Empire: Part 1")
- **Everfree Forest** – A strange and spooky forest which grows without pony supervision (and may actually not be part of Equestria), the Everfree Forest has many important places hidden away in its groves. Zecora lives in a small cottage here, and at least two Ursas reside in a nearby cave. Froggy-Bottom Bog is also somewhere in the Forest, but you'd have to ask Fluttershy where it was. Most importantly, the Ruins of the Ancient Pony Sisters, where the Elements of Harmony are housed and where Twilight Sparkle went hoof-to-hoof with the dreaded Nightmare Moon. The Everfree Forest is west of Ponyville. ("Friendship is Magic: Part 2")
- **Fillydelphia** – Not much is known canonically about Fillydelphia. Princess Celestia was called by its citizens to assist in what was most likely a Parasprite invasion. Fillydelphia is located south of Ponyville. ("Swarm of the Century")
- **Hoofington** – Another unvisited town, Trixie mentions battling an Ursa here. However, knowing the Great and Powerful Trixie's affinity for tall tales, it is uncertain if she actually fought an Ursa in the town, or even if she had ever been there at all. ("Boast Busters")
- **Dodge Junction** – An old-west town similar to but smaller than Appleoosa. It is centered around the local train station.
- **Manhattan** – A big city populated by only the finest of socialites. Applejack's aunt and uncle, the Orange family, reside here. Manhattan is west of Ponyville (assuming Equestria's sun rises in the east), and is at least close enough to be seen on the horizon. ("The Cutie Mark Chronicles")
- **Ponyville** – The central hub of FiM, Ponyville is where most of the action of the show takes place. Each member of the mane cast lives and works either in or near the town, and the town itself has all the amenities that any pony could need. In the center of town is the Marketplace and Town Square, and radiating from that are several important buildings:
 - *Sweet Apple Acres* – Southwest of the town proper, this is the home of the Apple family (including Applejack, Big Macintosh, Apple Bloom, and Granny Smith). The area also includes the sprawling Apple Family Orchard.
 - *Sugarcube Corner* – A confectionery shop run by Mr. and Mrs. Cake and their employee Pinkie Pie (who lives in an apartment over the shop itself).

- *The Library* – Now the home of Twilight Sparkle and Spike, the library is still open to any pony who wishes to study there.
- *The Carousel Boutique* – Rarity's dress shop and home.
- *The Ponyville Post Office* – Run by the postmaster Stamp and his dedicated employee Derpy Hooves, the Ponyville Post Office guarantees package and mail delivery, rain or shine.
- *The Schoolhouse* – Cheerilee runs the school for the colts and fillies that live in Ponyville (usually Earth Ponies, but the school will accept any youngster).
- *Fluttershy's Meadow* – Settled between the orchard and the forest, Fluttershy's cottage is located here.

Part 2: Character Creation

This is where you, the player, step in. Using the rules you'll make a new and interesting pony that acts as your avatar in the land of Equestria, under the guidance of the Pony in Charge. Player ponies are made up of certain numerical factors that define what they are able to do and how well they are able to do it. This is represented mainly by “dots”: ●. Each of these dots represents the number of six-sided die that will be rolled during a challenge. Ponies are defined by the following:

- Their Race
- Their Age
- Their Attributes:
 - Body
 - Mind, and
 - Heart
- Their Cutie Mark and their Special Talent
- Their Personal Love
- Their strength and weakness
- Their Skill set
- Any Special Powers they may have
- What they look like, and
- What they own

This may seem to be overwhelming at first. But once the terms are spelled out, character creation is an easy and fun process. You'll be choosing these factors in order, but it's often best to group the factors in small chunks. Starting out, you'll want to pick a Race and Age for your pony. Race is up to you, but it's best to have an age that fits with the party. It would be odd for a grown mare to be herded about by a group of newborn fillies, for example. Keep in mind that ponies can easily Age from younger to older as the story progresses. However, it's difficult to age in reverse, or to change your race after you have been born. Also, once a player pony goes from one Age category to the next, they lose all of their special abilities from their previous Age and gain all the abilities of their new Age (barring starting dot allocation). For players wishing to jump into the game without making a character of their own, a selection of pre-made characters can be found in the P&P Expanded Content manual.

The Races

- **Earth Pony** – These ponies are as hearty as the earth itself. Statistically stronger than their brethren, the Earth Pony can choose to focus on any number of endeavors in their lives. They gain the following benefits:
 - One free dot in Body
 - 1.5 times the Skill points allotted for their age at character creation (round up fractions)
 - *Tough as Nails* – Earth Ponies are a hearty lot, able to shrug off more physical, mental, and emotional torment than the other races. This translates to the ability to ignore the first point of Exhaustion they receive per in-game day.

- **Pegasus** – Gifted with the ability to fly and dance on clouds, the Pegasus enjoys almost unlimited freedom. These ponies are born with warm hearts and huge capacity for compassion. They gain the following benefits:
 - One free dot in Heart
 - *Flight* – A Pegasus can fly for as long as they can normally move, and can move in three-dimensional space at no penalty (unless physically overloaded).
 - *Cloudwalk* – Pegasus ponies can also walk across, move, or destroy clouds as though they were solid objects. However, this means that a careless Pegasus can fall right off the edge of a cloud. Also note that while Cloudwalk is part of the very nature of the Pegasus, they must still *learn* to fly (generally).

- **Unicorn** – The only ponies with the ability to cast magic, the Unicorns are known to be strong-willed and creative. Those that choose to study the magical arts are often rewarded with the ability to do the most amazing feats, but all Unicorns have at least a little magic about them. They gain the following benefits:
 - One free dot in Mind
 - *Magic* – The magic that can be cast by any one Unicorn often falls under their Special Talent, and is somehow related to it. However, with preparation and the knowledge of how a spell is cast, a unicorn can perform magic that is not “inherent” to them. *See “Magic” in Part 3: The Rules.*
 - *Telekinesis* – All Unicorns are able to pick up and move objects with their minds. Usually a lifted object will glow the same color as the horn of the Unicorn controlling it. Unicorns can lift objects of up to (their Mind x10) pounds at a distance of (their Mind x2) yards.

The Ages

- **Colts/Fillies** – Full of potential, the youngest of the horses in the land have a long road ahead of them. Colts and Fillies are the only age given the option to start out without a Cutie Mark or a Special Talent. These youngsters are often allowed to get away with a little more mischief than their older peers, as they are still growing up. Colts and fillies begin play with the following properties:
 - *Unlimited Potential* – A Colt or Filly can focus and draw on the well of latent talent particular to their youth. Once an in-game day, your Colt or Filly can choose to either double their current Love rating (if it is positive) or treat it as though it were 1 (if it is negative) for one roll. Love in this case refers to individual Love if alone or Group Love if in a party. This must be declared before the roll is made.
 - Starting Colt/Filly Statistics: 3 dots to spend on Attributes and 5 dots for Skills
- **Ponies** – Having had a few years with their Cutie Marks, the characters are what My Little Pony is centered on. Young in world experience but willing to get out there and see everything Equestria has to offer, the Ponies have a tough task of reconciling their Special Talent with the world around them. It's all about finding your place...And leaving your hoofprint when you get there! Ponies begin play with the following properties:
 - *Hero Type* – There's something about you that sets you apart from your peers, that makes you stand out in a crowd and get noticed. Filled with barely contained enthusiasm for the world, your very nature makes you the focus of the action, whether you like it or not! Ponies and other creatures might seek you out, and you can be sure adventure will find its way to your doorstep. This translates to the ability to, once an in-game day and for one roll, treat a number of die equal to their current Love rating (Minimum 1) as though they had rolled a 6. This ability does not allow the die to be re-rolled based on Special Talent or Specialization. This power can only be enacted before the roll is made.
 - Starting Pony Statistics: 5 dots to spend on Attributes and 10 dots for Skills

- **Stallions/Mares** – Eldest of the horses, Mares and Stallions have mostly put their adventurous youth behind them. Many have settled down into jobs related to their Special Talent, have started to raise a family of their own, or both. However, this does not mean that they've entered their twilight years. With years of experience under their belt, Mares and Stallions act as strong and intelligent mentors to their younger proteges, and fierce protectors of them if need be. Stallions and mares begin play with the following properties:
 - *Been There, Done That* – Having so much experience under your belt certainly comes in handy when a similar problem arises. Drawing on your memories, you can (once an in-game day) add to one roll a number of dice equal to 1 + your current Love (min 0). Love in this case refers to individual Love if alone or Group Love if in a party. This power can only be enacted before a roll is made.
 - Starting Stallion/Mare Statistics: 7 dots to spend on Attributes and 15 dots for Skills

Once you've decided on your Race and Age, it's time for you to think about the skeleton of your pony. Not in the physiological sense, but in the mechanical sense. A pony in this RPG is described by three characteristics, or Attributes: Body, Heart, and Mind. The dots you received from your age's Attribute stat are to be allocated here. Attributes range from one dot to five, and the more dots you have in an Attributes, the more powerful that Attribute is. Keep in mind that just one dot in an Attribute (the value they start at) does not mean a defect of character: Rather, it means your pony has plenty of room to grow.

- The *Body* of a pony describes the raw stuff that horse is made of. It covers factors such as physical strength, the ability to shrug off disease and harsh weather, and how nimble a pony is. It also determines how quickly a pony can move during their turn.
- The *Mind* of a pony represents the width and breadth of their knowledge, both intrinsic and what they have learned from their studies. This Attribute factors in things like conventional wisdom, rote memorization, and the ability to think on ones hooves. Mind is an important Attribute for Unicorns, as it is how they cast magic.
- The *Heart* of a pony is how they connect with themselves and others. It's what makes their personality strong, and gives them that last little push that they need in times of desperation. It is what ultimately makes a pony uniquely themselves, and should be a interpersonal keystone when dealing with other creatures.

Let's say that Jessica wants to make a Pegasus Pony named Midnight. She uses a Pegasus Pony character sheet, which automatically has Heart filled in to two dots, like this:

Heart: ●●

without her having to spend any Attribute points at all. Jessica decides that her pony should be quick-witted, with a big soft heart, so she prioritizes Mind and Heart when she spends her 5 dots. Deciding to keep Mind and Heart even, she spends two points in Heart and three in Mind, meaning that her Attribute distribution goes from this

to this

Body: ●	Mind: ●●	Heart: ●●
Body: ●	Mind: ●●●●	Heart: ●●●●

Once you have decided on what your pony *is*, it's time to think about what your pony *does*. On your character sheet, write down what your Special Talent is, and what your corresponding Cutie Mark looks like (unless you don't have one yet. If that's the case, ignore this section). A Special Talent can be anything a pony can do. This is where your creativity can really shine, and it's part of what makes a pony unique and special. Don't be afraid to get a little daring with both concepts; as long as the Cutie Mark fits on your pony's flank, it can be anything. Remember that the Pony in Charge must approve your Special Talent before you can begin play. Work with them to make a Talent that you both can agree on and have fun with.

Jessica spends a few minutes thinking about the Special Talent Midnight might have and finally decides that since the Pegasus is so smart and has such a big heart, her Special Talent must be "A Shoulder to Lean On". This means that whenever Midnight consoles or supports somepony, she gains the Special Talent mechanical bonus for doing so. Running on the notion of being a bit of a 'guardian

angel' for other ponies, her Cutie Mark is described as a pair of dove's wings.

Love is an important factor in this game. It bolsters the self-confidence of a pony and can push them to do phenomenal feats of bravery. The Love value on the character sheet starts out at 1 when the pony is made. Going out into Equestria, the Love a pony feels can go up (when surrounded by friends) or down (when alone or afraid). Once a group of ponies band together, they share a single Love number when they are together (going back to individual Love numbers when they are apart). The total Love when a group of ponies band together for a single task is equal to the sum total Love each pony in the group has when the group is formed (therefore, a group of three ponies starting with 1 Love apiece would have a Love of 3). It is up to the Pony in Charge to determine when a situation is frightening, depressing, uplifting, or amazing enough to have the Love of a group (or individual) raise or lower. Keep track of the current Love number, because whenever a player rolls dice for their pony, they add the Love number to their roll (even if it's negative). If a pony leaves the group, then the Love is divided. If the group's Love is lowered below the number of participants in the group, and/or Love cannot be divided evenly (i.e., a group of 2 with 4 Love losing 3 points), then points of Love are subtracted from the group's pool until Love *can* be divided evenly, even if this would bring the Love total to 0.

Midnight starts the game with a Love rating of 1. She befriends two other ponies, Loom and Shutterbug, each of whom has a Love rating of 1 as well. Thus, the group Love rating is 3, and Jessica would add +3 to the final tally of any rolls that she makes while part of the group. During the course of the adventure, Loom sneaks away, lowering the group's Love to 2 and Loom's personal Love to 1. Loom sees something amazing in his time away, bringing his Love to 2. Returning to Shutterbug and Midnight, he bumps the group's rating up to 4.

Your pony's character sheet has two lines on it that are very important. One is the “Focused Skill:” line, and the other is the “Shortcoming:” line. These aspects of your pony's personality give them depth, allowing them to shine in one way and be hindered in another. These can be related to your pony's Special Talent, or not at all. It's entirely up to you. However, it is recommended that the nature of your “I am good/bad” at statements be neither too broad (“Focused Skill: running”) nor too narrow (“Shortcoming: picking orange lilies in the rain on Tuesdays”).

Midnight's “I am good/bad” at section looks like this:

Focused Skill: Understanding what others really mean.

Shortcoming: Letting suffering go unaided.

Each pony has a set of Skills that define what they can do. There are ten broad Skills that cover pretty much anything a pony is capable of doing. When a pony needs to do something that requires a die roll, the player will add the number of dots from the relevant Attribute to the relevant Skill (even if that Skill has no dots) and roll that many six sided die, hoping to get a number higher than the difficulty number of the challenge which is set by the Pony in Charge. If the player manages to get a higher number, the pony succeeds at the challenge set before them. The greater the difference between the challenge number and the number rolled, then more finesse and expertise is allotted to the execution. If the number rolled is less than the difficulty number, then the challenge is failed. If the total number rolled is less than half of the difficulty number, the player has critically failed, and some disaster occurs to their pony as a result of their severe gaff.

All Skills (except Linguistics) can have a Specialization. This means that the pony is simply

better at that facet of the Skill. Each character gets two specializations: One that is directly in relation to their Special Talent, and one that is a personal interest. If a character does not have a Special Talent, they instead have two personal interest specializations. A Skill must have at least one dot in it to get a specialization at character creation.

The ten Skills are:

Academics – Certain ponies spend all their time with their noses in books. This Skill reflects a pony's vast knowledge of various topics, and the ability to recall information about a given scenario, object, creature, etc. on the fly. Academics can also be used to learn something your pony does not know: A successful Academics roll could represent your pony studying something new, or finding the location of specific knowledge.

Suggested Specializations: Magical Theory, Local History, Mathematics

Acrobatics – Some ponies are nimble. Some ponies are quick. Ponies that put dots in Acrobatics can be both, and more! This Skill represents the overall dexterity of a pony, and allows them to tumble, twist, and torque their bodies in just the right way to avoid various hazards. Acrobatics can also be used by Pegasus ponies to perform mid-air tricks.

Suggested Specializations: Fancy Flying, Tumbling, Parkour

Animal ken – Other animals occupy the land of Equestria, and not all of them sentient or able to communicate with the average pony. Dots in this Skill represents the ability to use non-verbal communication, bodily posture, and a certain *je ne sais pas* when Animal interaction. It also represents real-world knowledge about other animals, like avian migratory patterns or rabbit hibernation schedules. Since creatures such as Hydras, Parasprites, and Manticore are also considered “Animals” for the purpose of this Skill, it can certainly be a handy knowledge to have. (Note that player races and monstrous races that can speak a language are NOT counted under the effects of this Skill. That is a Diplomacy check)

Suggested Specializations: Monster Lore, Local Animals, Migratory Animals

Athletics – Distance running, heavy lifting, swimming, and other feats of sustained horsepower are covered by this Skill. Important for workhorses (but useful for everypony), Athletics is used when a pony has to exert themselves for a long period of time.

Suggested Specializations: Specific Sports, Climbing, Swimming

Awareness – Notice the world around you? Without dots in this Skill, you'll have a hard time doing so. Awareness denotes how sharp all five of a pony's senses are, and can be used to do things like search a darkened room or listen to a distant conversation.

Suggested Specializations: Eagle Eyes, Scent, Refined Taste

Crafting – The ability to make something, anything at all is covered by this Skill. From woodworking to baking to writing, ponies with the Crafting Skill have gotten their hooves dirty pouring time and energy into their creations. When putting points in this Skill, the character must choose some specialty to focus in, such as Confectionery, Metalcrafting, or Poetry. Thus, a pony with multiple disciplines could have Crafting: Gemcutting ●● and Crafting: Dressmaking ●●●, though each individual Crafting specialty must be increased in power separately.

Diplomacy – Whether speaking with royalty or chatting with the local mayor, this Skill denotes your pony's etiquette, poise, and social tact. It also covers their ability to act as arbiter in disputes. Often a high diplomacy character will come off as the Only Sane Pony, being called upon to put out the chaos around them.

Suggested Specializations: High Society, Other Cultures, Detect Lies

Medicine – Treating illnesses, mending broken bones, or healing muscle damage are covered by Medical knowledge. Nurses and Doctors have many points in this Skill, but at least one dot in this Skill denotes some first aid experience.

Suggested Specializations: Physical Therapy, First Response, General Practitioner

Performance – Any dynamic form of expression is covered by this Skill. Dancing, singing, and speaking are facets of Performance. Musicians, royalty, and dancers all have points in this Skill.

Suggested Specializations: Specific Musical Instrument, Oration, Ballet

Sneaking – Sometimes you just don't want to be seen or heard. Using the Sneaking Skill, your pony can do just that, blending in with shadows and muffling hoof-falls. For mechanical purposes, dots in the Sneaking Skill denote the pony's ability to hide regardless of their coloration: A neon orange pony has just the same ability to hide as a dark blue pony if they both have equivalent Sneaking scores. Sneaking also encompasses your pony's ability to slip around the truth in conversation, using white lies and distraction.

Suggested Specializations: Hiding, Moving Silently, Bluff

Linguistics – Not a “Skill” per se, but still an ability some ponies can choose to spend Skill points on. Besides the common tongue (which all player races can speak by default), a player can choose to spend two Skill points (four after character creation) to learn one new language from the list below. Only one dot is needed to be fluent in a language, though each language requires its own dot.

- *Anding* – The language of the Breezies. Insects, animals and spirits domesticated to the Breezies will also understand this language.
- *Cry* – This language is spoken by Griffons.
- *Draconic* – The language of Dragons (those of whom that will actually speak to ponies). Certain ancient tomes are also written in Draconic.
- *Nuuban* – The language of Zebras, and also a bit of a 'traveler's tongue'. If a creature does not speak the common tongue, they will likely speak Nuuban.
- *The Voice of Thunder* – The language of the Buffalo (and some rumor that of the spirits they may speak to).
- *Marabic* – The language of the Saddle Arabians. Marabic is also spoken by many seafaring ponies that travel the ocean to the east.

Each Skill starts at 0, and the Age of your pony determines how many points can be allotted across the board. Focus on Skills you think your pony would have, and if you don't have everything you want, that just means there's room for improvement.

After character creation, a pony may gain a Specialization in a Skill they have not Specialized into yet. To do so, they must satisfy the following criteria:

1. The Skill in question must be up to 3 dots or higher.
2. The pony must declare their proposed Specialization and have it approved by the Pony in Charge.
3. The pony must spend 5 experience points.
4. A Skill cannot have more than one Specialization.

Jessica gets 10 Skill points to spend. She decides that Midnight is very good at interpersonal Skills, and that the Pegasus has had prior experiences with Griffons. Midnight's Special Talent specialization is Diplomacy (Consolation), and her personal interest specialization is Performance (Singing Lullabies). Her Skill list, when she is finished, looks like this:

Academics	
Acrobatics	
Animal ken	••
Athletics	
Awareness	
Crafting	
Diplomacy	•••• (Consolation)
Medicine	
Performance	•• (Singing Lullabies)
Sneaking	

Linguistics: Cry

There is a spot on the character sheet to denote any special powers your pony might have. For Pegasus ponies, this is automatically filled in with Flight and Cloudwalking. Unicorn ponies have this section filled in Magic and Telekinesis. However, your pony has the possibility of gaining and losing special powers over the course of play (things like water-breathing, nightvision, the ability to speak a new language for a short time, etc.), and it would behoove you to keep track of these (you might brush this off now, but just wait until your Earth Pony needs to remember if they have Cloudwalking or not). On the same line, under the “Focused Skill:/bad at” section, write in your Age's abilities.

Almost done. Now it's time for you to fill in what your pony looks like: Their mane color, eye color, etc. Don't be afraid to be creative here either: Colors in Equestria run the gamut. There is no such thing as a pony that can be called “too colorful” or worse, “not colorful enough”.

The last thing you'll want to write on your character sheet is the equipment that your pony has chosen to bring with them. It can be anything, but be sure to check with the Pony in Charge to make sure everything you're planning on packing is okay. All characters can choose to have Saddlebags for free at character creation, as well as one item with a mechanical bonus (the rest are cosmetic).

Jessica has finished filling in Midnight's final touches, and her sheet looks like this:

My Little Pegasus Pony's Character Sheet

Player's Name: Jessica
Pony's Name: Midnight

Love: 1

Age: Pony
Eyes: Blue
Mane: Blue
Coat: Gray
Wings: Gray with black highlights
Cutie Mark: Dove's wings
Speed: 3

Body: ●
Mind: ●●●●
Heart: ●●●●

Special Talent: A Shoulder to Lean On
Focused Skill: Understanding what others really mean.
Shortcoming: Unable to let suffering go unchecked.

Special Powers:
Flight
Cloudwalking
Hero Type

Skills:

Academics	
Acrobatics	
Animal ken	●●
Athletics	
Awareness	
Crafting	
Diplomacy	●●●● (Consolation)
Medicine	
Performance	●● (Singing Lullabies)
Sneaking	

Linguistics: Cry

Equipment

Saddlebags
Flight Goggles
Diary

Exhaustion

Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

Part 3: The Rules

Rolling Dice: Dice in this game are used to randomly determine the outcome of “challenges”, situations in which roleplaying will not be sufficient for a fair outcome. Challenges (whether static or opposed) can be requested by the players at any time. A player can always choose to voluntarily fail any challenge set forth by the Pony in Charge.

- **Static Challenge:** When dice are needed to solve a problem, the Pony in Charge asks the player to roll a combination of one Attribute and one Skill (or sometimes two Attributes). The player's object is to get higher than the difficulty number of the challenge, set by the Pony in Charge. See “Difficulty Numbers” in the PM's guide
- **Opposed challenge:** When a static difficulty number just won't cut it, two players (or a player and an NPC) will use a pair of Attributes+Skills against each other (set by the Pony in Charge). Whoever garners the highest number wins the challenge. Ties are re-thrown using the same die and modifiers. Some example opposed Skills are:

Skill...	Resisted with...	In a situation like...
Academics	Mind+Academics	<i>A Debate</i>
Acrobatics	Body+Athletics	<i>Catching Another Creature</i>
Animal ken	Heart+Awareness	<i>Sweet-talking An Animal</i>
Athletics	Body+Acrobatics	<i>Evading Capture</i>
Awareness	Body+Sneaking	<i>Tracking Someone</i>
Crafting	Mind+Awareness	<i>Understanding A Device</i>
Diplomacy	Heart+Mind	<i>Intense Negotiation</i>
Medicine	Heart+Medicine	<i>Noticing An Incorrect Diagnosis</i>
Performance	Heart+Performance	<i>Upstaging Another Pony</i>
Sneaking	Mind+Awareness	<i>Hiding From Another Pony</i>

Magic: There are two types of magic in this game. Magic that a unicorn casts that is related to their Special Talent (“Spells”), and magic that they have learned from books and other unicorns (“Rituals”). Both come from study of magical theory; The difference is that Spells are theory in dynamic application, and Rituals are theory in static application. A Unicorn can only have as many Spells or Rituals running at one time as they have dots in Mind. If they try to maintain any more than that, they must choose an older magical effect to dispel. Spells are also canceled if the unicorn casting it falls unconscious or is otherwise unable to focus on the spell. Thematically speaking, spell and ritual effects generally have some resonance that aligns with the unicorn's Special Talent or physical coloration. For example, if a unicorn has a purple horn, their spell effects would have a purple tinge to them. Likewise, if their talent is for example, Pyrotechnics, then their spell effects would usually involve loud bursts of sound and light. Ultimately, it's up to the player to determine what their magic “looks like”. Other rules for both are similar, but slightly different:

- *Spells* – Spells start by the player telling the Pony in Charge what effect they want the spell to have, and how it ties in to the pony's Special Talent. The Pony in Charge then sets a difficulty number for the spell effect, and the player rolls Mind+Heart (which adds emotional heft and resonance to the spell), adding in any modifiers. If the pony succeeds, the effect works. If the roll fails, the spell backfires and nets the Unicorn a point of Emotional Exhaustion. If the spell critically fails, the spell backfires in a dangerous and spectacular fashion and the Unicorn accrues two points of Emotional Exhaustion. A spell can do literally anything, as long as it fits two qualifiers: First, it has to be related to the Unicorn's Special Talent. Second, the player must roll high enough to beat the Difficulty Number. Other than that, the only limit is your imagination.
- *Rituals* – Rituals can do almost anything, from creating lights to making illusions to turning one thing into something else. A unicorn starts play knowing:
 - Half their Mind value (rounded up) number rituals if they are a colt or filly (*Common only*)
 - Their total Mind value number rituals if they are a pony (*Uncommon or lower*)
 - Half and again their Mind (rounded up) value number rituals if they are a mare or stallion (*Protected or lower*)

Rituals can be learned during play. A unicorn simply has to go to a library or another unicorn that has the ritual and be allowed to study it. Studying takes time and effort, though, and the amount of both that is needed to learn a ritual is directly proportionate to its power (Defined as its *Obscurity* value). “Needle's Floating Lanterns” takes much less time to memorize than “Fullmoon's Mass Teleportation”. It is ultimately up to the Pony in Charge to determine how powerful a ritual is and how long it takes to learn (or if it is even available to the unicorn). Finally, the Unicorn must pay half the Ritual's Difficulty Number in Experience Points. Once a ritual has been learned, though, a player merely has to say which ritual they would like to use and roll Mind+Body (as the unicorn goes through the motions of the ritual), adding in any modifiers. The difficulty number of a ritual is usually written down next to the ritual's name on the character sheet. If the ritual succeeds, it works fine. If it fails, nothing happens. If it critically fails, then the ritual backfires (but not dangerously). Rituals can never be critically succeeded, nor can they gain the benefits of aiding unless that aid comes from another creature that can cast the same Ritual. All rituals garner Emotional Exhaustion when used, as designated on the following table. See Appendix A for sample rituals

Obscurity	Exhaustion per success or failure	Exhaustion per critical failure
Common	0	1
Uncommon	0	2
Protected	1	3
Arcane	2	4
Lost	3	5

Initiative: If a form of turn-based challenges are needed, the player's simply need to roll Body + Mind. Player with the highest number goes first, and so on down the line. Ties for initiative go to the

highest Body+Mind. If this stat is equal, a die is rolled to break the tie, winner goes first. Ties for initiative can always be relented.

Combat & Exhaustion: Because combat is not the focus of this game, there are no “hit points”. However, the physical, mental, and emotional strain on a pony are denoted as Exhaustion. Exhaustion comes in three flavors:

- *Physical Exhaustion* – Such as overtaxing the body or sleep deprivation.
- *Mental Exhaustion* – Such as distraction or fatigue.
- *Emotional Exhaustion* – Such as heartbreak or depression.

When a pony has accrued a point of Exhaustion, a point of the appropriate Exhaustion type is added to the Exhaustion Tracker on the lower half of the character sheet. It is also directly subtracted from the pony's corresponding Attribute when calculating die pools. Exhaustion lingers until a pony can rest (usually between scenes). Resting removes one point of Exhaustion per hour (player's choice as to which type is recuperated). Exhaustion can bring a pony's Attribute down to or below 0; However, at that point, they're essentially unconscious (or catatonic). See Expanded Combat rules in the Bestiary for more information.

Nurse Moonbeam has a rough day ahead of her. Just before she was to leave her night shift and go home for the day, she is called on to help with a sudden outbreak of food poisoning. Assume Moonbeam's Attributes look like this:

Body: ●●●

Mind: ●●●●●

Heart: ●●●

Having been awake since yesterday morning, she has already accrued a point of Mental Exhaustion, meaning her Mind would be treated as though it had four dots for any rolls she attempted using that Attribute. Having to gallop from one end of Ponyville to the other takes its toll on the already worn mare, gaining her a point of Physical Exhaustion. Making it to Ponyville Urgent Care, she attempts to help the poisoned ponies, but her player critically fails her Heart+Medicine roll. Devastated at her inability to assist her patients, she gains a point of Emotional Exhaustion. Bad news for Moonbeam, since her day (and this scene) are just getting started.

Certain abilities or spells allow a character to gain temporary, “buffer” Exhaustion. When a character would take points of Exhaustion while they have Buffer Exhaustion, the Buffer Exhaustion is removed first without affecting the victim's dice pools. For example, consider the situation of Nurse Moonbeam above. Assume another character had performed a Medicine roll and given her one point of temporary Physical Exhaustion. In the example above, after galloping across Ponyville, Moonbeam would have still taken the point of Physical Exhaustion but her Body dice pool would still be 3, at least until she took another point of Physical Exhaustion. Buffer Exhaustion does not affect anything other than calculating damage taken; A character with Mind ●●● with two points of temporary Mental Exhaustion would still only roll three die for Mind based actions. Buffer Exhaustion lasts until the Exhaustion is used up, the supernatural or spell ability ends, or the character rests.

Die roll modifiers: These die roll modifiers can stack. Discounting the Love addition, which is always in effect, the other modifiers are ultimately left to the Pony in Charge's choice as to apply them or not.

- Whenever you roll dice for any reason, always add your current Love score to the total, even if it is negative.
- When rolling a challenge that is related, or “aligned” in some way to your Special Talent (or Drive, see Bestiary), any die that land on a 6 are tallied, then rolled again, tallying the newly rolled number as well. If the number is a 6, the process starts again, until no more 6's are rolled.
- Any roll that is aligned with your “Focused Skill:” statement gets a bonus die.
- Any roll that is aligned with your “Shortcoming:” statement loses a die before it is rolled.
- When rolling a Skill check that is aligned with that character's Skill specialization, they may add an additional die to the check.
- Aid from any number of other characters adds +1 per character to the final tally of the roll.
- The Pony in Charge can *always* choose to add or subtract static, circumstantial bonuses to the die roll.

Aid: On their initiative, the player can declare that they are helping another pony in their action. If they do so, the aided pony gets +1 per character assisting to the tally of their result the next time they roll a die pool. Only ponies that are conscious can aid. Aiding can be done out of combat with the same rules. This is limited by the aided character's Love. They cannot gain a static bonus to their final tally greater than their current Love score, minimum 1.

Experience Points: Experience points are awarded when the characters learn something about themselves, their friends, or the world around them. Experience can (and should) also be awarded for things like roleplaying a character very well, unifying the team in some way, completing a story arc, etc. Characters always earn 1 Experience Point per game session for attendance. Experience can be traded in at the following conversion:

- 2-to-1 point buy for Skills (up to five dots)
- 4-to-1 point buy for Linguistics
- 5-to-1 point buy for Attributes (up to five dots)
- 5-to-1 point buy for new Specializations
- Half the Difficulty Number of a Ritual to learn it

It costs no experience to go up an age category, but it must be done with the consent of the Pony in Charge. Growing up is a big deal: Don't be too eager to throw your childhood away.

Advancing in power: While not an option at character creation, the ability to bring an Attribute or Skill above five dots is available during gameplay. Experience costs for bringing Attributes and Skills above five is listed on the table below.

Level being bought up to...	Cost for Attributes	Cost for Skills
6	7	6
7	9	7
8	11	8

9	13	9
10	15	10

Critical Success and Failure: If a pony rolls more than double the difficulty number of a non-opposed challenge, or more than double their opponent's result in an opposed challenge, they are considered to have “Critically Succeeded”. Critical success means that the challenge has been resolved so completely that the player has the opportunity to add narrative flourish to their action above and beyond what that had stated before they rolled. Furthermore, the player can choose for the character to *either* gain two points of Love or remove one point of Exhaustion (type chosen by the player). Conversely, if the result is less than half of the difficulty number, the player has “Critically Failed”, meaning that some dread happenstance has befallen them *in addition to* failing at whatever challenge they were making (usually by picking up points of Exhaustion). This usually means that in opposed rolls, when one party critically succeeds, the other party critically fails.

Turns: Each character has two actions they can take during their turn in initiative: a movement, and a standard. Movement is described below. A standard action is, generally, some thing that a character does that requires one die roll. Thematically speaking, it is any one action the pony could undertake that would require less than five seconds worth of time.

Movement: The movement speed of a Pony is based on their Body score. A pony has a maximum speed of (their Body times 3) feet per round, see table below. The character can always choose to sacrifice their standard action to move twice (called 'dashing').

Dots in Body	Feet per Round	Feet per Dash
1	3	6
2	6	12
3	9	18
4	12	24
5	15	30
6	18	36
7	21	42
8	24	48
9	27	54
10	30	60

Combat - Direct combat should be rare. There is *always* another means to outwit or outrun the enemy, and it most certainly is neither the main focus of the show or of this game. There are times, conversely, where physical, mental, or emotional violence is needed; it's an unfortunate fact of life.

- First and foremost, ALL player character combat participants garner one point of Exhaustion

(type determined by the Pony in Charge based on role-play) when combat ends. If this would bring a pony below 0 in any Attribute, they collapse as soon as the danger is past, and can usually be healed by rest or a successful Medicine roll.

- A successful Medicine roll of 15 or higher will get the injured character back on their hooves but removes no points of Exhaustion. If a character attempts to re-enter combat in this state, they collapse again.
- A successful Medicine roll of 20 or higher will remove one point of Exhaustion (healer's choice), and get the character back up. Every 5 points above 20 removes another point of Exhaustion (healer's choice). A pony can only be healed in this manner once per healer per hour.
- If a pony garners one type of Exhaustion that would bring them down to their negative corresponding Attribute value, the pony collapses right then and there, removing them from combat.
- Ponies and monsters **DO NOT DIE**. This isn't that kind of game. This game is about *compromise, self-improvement, and introspection*. As stated above, if a monster's Malice is lowered to 0, they flee or surrender. If an entire group of ponies is knocked out at the same time as a result of combat, they **ARE NOT KILLED**. They are either ejected from the monster's domain, captured, or left alone while the monster wanders away (The author would like to note here that this is a perfect excuse for a B-Team of player ponies to come save the player characters). This cannot be emphasized enough: **DON'T KILL THE PONIES!!!**
- **Attacking** – To attack a creature, a pony engages it in a resisted roll on their initiative. This roll could be any combination of Attributes and Skills, as long as it makes sense in the context of the role-play. For example, stomping on a Changeling with two hooves is a simple Body+Athletics resisted by Body+Acrobatics. On the other hand, looking a fully-grown dragon in the eye and engaging him in a staredown is a Heart+Performance resisted by Mind+Awareness. Ponies always add their Love to the end tally of their offensive or defensive rolls, and creatures with Malice always add Malice to their final tallies for both offense and defense. If a pony defends successfully against a creature with Malice, the attacking creature does not lose Malice (save for cases where the pony crits, and the PiC determines it to be appropriate for the attacker to lose Malice).
 - If the PONY successfully attacks the MONSTER: The difference between the two rolls is divided by 2 (minimum 1, round up) and subtracted from the monster's current Malice. Critically succeeding does not require division.
 - If the MONSTER successfully attacks the PONY: The difference between the two rolls is tallied, and the party's current Love is subtracted from it. The resulting number (if above 0) is how much Exhaustion the pony garners (type determined by the Pony in Charge). Love is negated on a critical success.
- **Player vs. Player** – Sometimes, tensions get too high and tempers flare. It should be exceedingly rare, but it is an inescapable fact of life that sometimes, ponies fight ponies. If two characters with Love clash, normal combat rules are followed save for the calculation of Exhaustion. If the aggressor rolls higher than the defender, the difference between the two rolls is divided in half, and the defender's Love is subtracted, down to a minimum of 1. Keep in mind that, upon the aggressor declaring combat on their victim, if the two characters are part of a group and share a Group Love pool, that pool is immediately broken as per normal Love distribution rules. The PiC is the final arbiter when determining what type of Exhaustion the victim gains.

My Little Earth Pony's Character Sheet

Player's Name:

Pony's Name:

Love:

Age:

Eyes:

Mane:

Coat:

Cutie Mark:

Speed:

Body: ●●

Mind: ●

Heart: ●

Special Talent:

Focused Skill:

Shortcoming:

Special Powers:

Tough as Nails

Skills:

Academics

Acrobatics

Animal ken

Athletics

Awareness

Crafting

Diplomacy

Medicine

Performance

Sneaking

Linguistics

Equipment

Exhaustion

Physical □□□□□□□□

Mental □□□□□□□□

Emotional □□□□□□□□

My Little Pegasus Pony's Character Sheet

Player's Name:

Love:

Pony's Name:

Age:

Body: ●

Eyes:

Mind: ●

Mane:

Heart: ●●

Coat:

Wings:

Cutie Mark:

Speed:

Special Powers:

Special Talent:

Flight

Focused Skill:

Cloudwalking

Shortcoming:

Skills:

Academics

Acrobatics

Animal ken

Athletics

Awareness

Crafting

Diplomacy

Medicine

Performance

Sneaking

Linguistics

Equipment

Exhaustion

Physical □□□□□□□□□□

Mental □□□□□□□□□□

Emotional □□□□□□□□□□

My Little Unicorn Pony's Character Sheet

Player's Name:
Pony's Name:

Love:

Age:
Eyes:
Mane:
Coat:
Horn:
Cutie Mark:
Speed:

Body: ●
Mind: ●●
Heart: ●

Special Powers:
Magic
Telekinesis

Special Talent:
Focused Skill:
Shortcoming:

- Skills:
- Academics
 - Acrobatics
 - Animal ken
 - Athletics
 - Awareness
 - Crafting
 - Diplomacy
 - Medicine
 - Performance
 - Sneaking
- Linguistics

Equipment

Rituals

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

Appendix A: Sample Rituals

Name of Ritual	Effect	Obscurity	Difficulty Number
<i>Needle's Floating Lanterns</i>	<i>Creates Mind+Body number floating orbs of light under the control of the Unicorn</i>	<i>Common</i>	4
<i>Cat's Eyes</i>	<i>Grants target the ability to see in pitch blackness for Mind number hours</i>	<i>Common</i>	6
<i>SpellShield</i>	<i>Create a hemispherical shield that protects against attacks and the elements. The shield is up to (the caster's Mind) feet in diameter. It requires (Mind + Academics) or (Body + Athletics) at difficulty (the caster's Mind) to break through.</i>	<i>Common</i>	8
<i>Mule's Back</i>	<i>Creates floating disk, 3 ft. in diameter, that can carry (one hundred times caster's Mind+Heart) pounds until dispelled.</i>	<i>Common</i>	10
<i>Teleportation</i>	<i>Transports the Unicorn to a nearby spot that they can see</i>	<i>Uncommon</i>	12
<i>Metamorphosis</i>	<i>Transforms one object into another similarly sized object for Heart number hours</i>	<i>Uncommon</i>	14
<i>Glib Tongue</i>	<i>Allows target to speak, read, and understand a foreign language, chosen by the caster, for target's Mind hours</i>	<i>Uncommon</i>	16
<i>Arcane Bolt</i>	<i>Fire a searing beam of energy at a target within (Mind x5) yards. The caster rolls (Mind + Academics) as an attack.</i>	<i>Uncommon</i>	17
<i>Winged Hooves</i>	<i>Grants one non-Pegasus pony Cloudwalking for Mind+Body number hours</i>	<i>Protected</i>	18
<i>Fullmoon's Mass Teleportation</i>	<i>Transports Mind+Heart number of creatures to a location familiar to the Unicorn</i>	<i>Protected</i>	20
<i>Create Element</i>	<i>Summon a burst of one of the five elements (Earth, Air, Water, Wood, or Fire). This Ritual spontaneously creates a sphere of the element that is up to (the Caster's Mind) feet in diameter at a target location within (the Caster's Mind</i>	<i>Protected</i>	21

	<i>x3 Yards). The Caster can shape this amount of the element into whatever configuration they please (a cone, ring, etc) as long as the element is distributed equally amount the shape. This lasts for an instant, but the consequences of the spell can last for quite some time. A burst of flame may catch nearby material on fire, a sudden summoning of plants could create a tangle, a pile of dirt and rocks might fall into a lifeless mound. The exact nature of these consequences are left up to the Pony in Charge.</i>		
<i>Scrying</i>	<i>Discern the location of one object or creature.</i>	<i>Protected</i>	<i>22</i>
<i>Lighthoof's Healing Aura</i>	<i>Adds Heart+Mind number die to target's Medicine Skill (even above 5) for one roll</i>	<i>Arcane</i>	<i>24</i>
<i>Gift of the Pegasus</i>	<i>Creates a pair of delicate, gossamer butterfly wings on the back of one wingless creature until dispelled or destroyed</i>	<i>Arcane</i>	<i>26</i>
<i>Arcane Phalanx</i>	<i>Create a hemispherical shield that protects against attacks and the elements. The shield is up to (the caster's Mind x3) yards in diameter. It requires (Mind + Academics) or (Body + Athletics) at difficulty (the caster's Mindx5) to break through.</i>	<i>Arcane</i>	<i>27</i>
<i>Saloma's Cloak</i>	<i>Caster or target becomes completely invisible for caster's Mind minutes. Noises are muffled but detectable. Invisible creatures are still tangible, and might be detected by brushing past a creature or object. This ritual cannot be cast on more than one target at the same time by the same unicorn.</i>	<i>Arcane</i>	<i>28</i>
<i>Starswirl's Backstep</i>	<i>Allows the caster to go back up to (the caster's Mind) days into the past. However, this lasts only for (the caster's Mind) minutes, and can only be used once per every thirty days.</i>	<i>Arcane</i>	<i>29</i>
<i>Boon of the Thunderclap</i>	<i>Brings into creation a massive rainstorm. Covering several square acres, this storm</i>	<i>Lost</i>	<i>30</i>

	<i>produces little lightning and no damaging wind, but is perfect for combating drought (Pegasus ponies do NOT like seeing this spell cast)</i>		
<i>Shapeshifting</i>	<i>Turns a creature into a different, similarly sized living creature for target's Body(x2) hours. An Earth Pony could become a Zebra, for example. This is a perfect transformation and, as such, the target gets two bonus die when pretending to be the race they are transformed into.</i>	<i>Lost</i>	33
<i>Disabling Spell</i>	<i>Creates a semi-permanent arcane wall that disables the magical ability of those who pass through it. The wall is visible as a sheet of blue-white light and the creature that walks through it knows that their magical ability has been interrupted. The Disabling Spell removes any arcane abilities from the target; this includes all Unicorn Spells & Rituals, any Ritual from the Librum Arcana, and the active effects of any artifacts or magical enchantments. Manifestations, Elements, and any items granted by a Celestial Template are immune to this Ritual. The wall and the effect last for 1 hour per dot of Mind the Caster has, but either can be dispelled at any time. If the original Caster stops the spell it ends instantly, whereas any character that also knows this Ritual can disable either the wall or the effect with a (Body+Mind) roll against the Caster's Mind score.</i>	<i>Lost</i>	34
<i>Safe Haven</i>	<i>Creates a small home made of the local landscape (trees, rocks, etc.) which lasts from either sunup to sundown or sundown to sunup. Perfectly camouflaged, one can only enter if led in by another creature that has been inside the Haven before (or the caster). The Haven has ten beds, a fireplace, and enough food to feed ten creatures two large meals.</i>	<i>Lost</i>	35

<i>City In A Bottle</i>	<i>Create a hemispherical shield that protects against attacks and the elements. The shield is up to (the caster's Mind x5) miles in diameter. It requires (Mind + Academics) or (Body + Athletics) at difficulty (the caster's Mindx10) to break through.</i>	<i>Lost</i>	37
<i>Eyes of Tempora</i>	<i>Allows the pony to see up to Mind+Heart number days either backwards or forwards in time in the immediate area they are standing in. This ritual can be combined with Scrying (only if the Unicorn knows both Rituals).</i>	<i>Lost</i>	40
<i>Starswirl's True Backstep</i>	<i>Allows the caster to go back up to (the caster's Mindx2) weeks into the past. This lasts for (the caster's Mindx10) minutes, and cannot be used again until a full year has passed.</i>	<i>Lost</i>	50

To make custom rituals for your ponies to learn, simply come up with a Name, Effect, and Obscurity. The difficulty number of the ritual uses the chart below as a quick reference. If a player wishes to make a ritual, they must first get the ritual specifics approved by the Pony in charge, then pay double the ritual's Difficulty Number in Experience Points. After that, any other unicorn can learn the ritual as per normal.

Obscurity ratings (Average Difficulty Number)

Common (6) → Uncommon (12) → Protected (18) → Arcane (24) → Lost (30+)

Appendix B: Sample Session

This session is designed to bring the above rules together in an example session of Ponies & Parasprites. Chris, Blair, Kristen, and Laura have sat down to the first gameplay session. Chris is playing Cypress, a younger Earth Pony who aspires to be an explorer of places like the Everfree Forest. Blair has chosen to make the Pegasus Pony Starbuck, an amateur astronomer (and eldest of the group). Kristen will be acting as the Unicorn Pony Winterbloom, an herbalist who wishes to study under Zecora. Lastly, Laura will act as Pony in Charge. The players decided while making their characters that the three have been friends for as long as they can remember, and the group is almost inseparable. Once all the characters have been approved, the players each get 1 experience point for participation and the game is ready to start. Laura begins with an opening narration to frame the story.

The full moon hangs crisp over the clear fall night. The stars glisten and twinkle above Equestria, and it is for them that the three ponies have come out tonight. Haven stolen from their homes earlier, the three of them meet atop a small hill just outside Sweet Apple Acres.

Laura pauses here to let Chris, Blair, and Kristen get into character, 'introducing' themselves to each other with descriptions of their ponies and whatever history the players want to share with the group. Laura also reminds the players that since they're part of a group now that they use the Group Love value (3), instead of their Individual Love values (1 apiece). After this, Blair gets the ball rolling in character.

"Thanks for coming out, guys. I know it's really late, so thank you for the company." Starbuck says, giving the other two ponies her most winning smile. Cypress blinks blearily a few times, and seeing Starbuck's odd expression in reaction to this Winterbloom says, "You can thank me for getting him up. Cypress had dozed off with his nose in a book," The unicorn gives Cypress a playful nudge, "Again." The Earth Pony rolls his eyes a little, "I don't understand why we couldn't have just done the stargazing from the Library. There's already a telescope in the loft and everything..." Starbuck cuts him off with a stamp of her hoof, "Because Twilight Sparkle and Spike live there now, Cypress! And besides," She gestures with her wing at a nearby hill, "That's the best place to set up the telescope."

Laura asks if Chris and Kristen would like to make a Mind+Awareness roll. Chris declines, on the grounds that Cypress is still too drowsy to be hard-hitting with the Mind rolls just yet. Kristen rolls Winterbloom's Mind (3 dots) plus her Awareness (0 dots), netting a 1 and two 3's. Nothing stellar, but the addition of the group's Love rating of 3 gives her just enough to meet the Difficulty Number of 10. Laura informs Kristen that the hill Starbuck is pointing to lies well within the Apple Family's property line.

Using Telekinesis to push her mane out of her eyes, Winterbloom casually states, "You're right, it would be. If it weren't on Apple Family land. That's trespassing, Starbuck." Cypress looks shocked, and Starbuck tries that smile of hers again. "It's only trespassing if you get caught." She begins...

Chris, Blair, and Kristen argue for a few minutes in character. Laura listens to the conversation and decides that no opposed rolls are needed...Yet. After a bit of deliberation, an agreement is reached between the three characters: Starbuck will be accompanied by the other two ponies but as soon as it seems like an Apple Family member is onto them, Winterbloom and Cypress will leave. Laura rules that the bickering between the party members puts some strain on them, and lowers the Group Love

value by 1.

The group makes its way over the fence surrounding Sweet Apple Acres and climbs onto the hill Starbuck pointed out earlier. After a few minutes of setting up the telescope, the girls break out the star chart and begin naming constellations while Cypress uses the light of the full moon to keep a lookout.

Blair calls for a roll to help her fill out the star chart, and Kristen states that she is aiding the Pegasus. Laura decides that filling the chart will take both intuition and a keen eye, so she calls for a Mind+Awareness roll. Blair states that the roll falls under her specialization (Celestial Bodies), and Laura agrees. Blair uses Starbuck's Mind (3) and her Awareness (5), plus the extra one point Kristen gives her by aiding, and the extra die from her specialization, and rolls (hoping for the best, as she's sure this is not an easy feat). Netting two 1's, one 4, two 5's, and four 6's (plus the Group's Love of 2 and the aid bonus of plus one) equals an impressive 43. Blair has more than double the Difficulty Number of 20, which is a critical success! Choosing to gain the additional plus two Love for the crit, she states that not only do the girls name all the constellations in half the time they expected, their laughter and good cheer brings a smile to Cypress' face. Chris agrees to this, and Laura brings their Group Love rating to 4.

After a few more minutes of role play from the players, Laura rolls a die to determine which of the three ponies notices the shadow moving through the orchard. Choosing Cypress, she hands him a note which reads, "You notice a dark figure making its way through the apple trees".

Cypress suddenly stops his conversation to point down the hill. "What is that?" He asks, causing the girls to stop talking. "What is what?" Winterbloom leans down the hill and squints her eyes. Thinking quickly, Starbuck grabs the telescope and balances it on Cypress's head, peering through the lens. She sees a hulking shadow move into the barn. "What should we do?" Cypress asks, clearly rattled.

Laura awards Blair an extra experience point for her creative use of the telescope.

The three ponies stand paralyzed for a moment, watching the barn. With the sound of glass shattering, the figure leaps from the barn and begins to scamper its way across the orchard. "He took something!" Starbuck yells, telescope still to her eye. She stomps her hoof down, "We should go after him and get it back!" Cypress blanches at the thought, "What? Why?!" The Pegasus gives him an odd grin, "Because we should," She points with her hoof to the big house near the barn, where the lights are beginning to come on, "And if we get caught out here, they'll think it was us that broke into the barn." Cypress utters a low, frightened moan.

The three players deliberate for a few minutes between themselves. They decide to follow the path that the shadow took and once off Apple Family land, have Winterbloom light the way while Cypress and Starbuck track the thief. Laura asks how Winterbloom plans to do that, to which Kristen replies that she will cast *Needle's Floating Lanterns*. Laura calls for a Mind+Body roll once the characters have crossed the fence at the other end of the orchard. Kristen states that she does not have to roll: *Needle's* difficulty number is only a 4, and the Group's current Love means that it's impossible for her to fail. Laura lets her cast the spell without fail.

Winterbloom does some mumbling and a little hoof-shuffle while Starbuck helps Cypress over

the fence. Six dimly glowing pink orbs spring into existence in the air around Winterbloom, and the Unicorn guides four of them to hover over the other ponies, two apiece. "Good work." Starbuck says softly, taking to the air and looking into the thick woods before her. The three are easily able to spot the tracks in the dirt near the fence. "Any idea of what made these?" Asks Cypress, putting one hoof in the middle of one of the prints and shuddering.

Thinking this is a good question, Laura calls for the group to make a Mind+Animal ken roll. The players now notice that they're in a bit of a pickle: None of them have any dots in Animal ken. Kristen says she'll give it a try anyway, and rolls her Mind (3). She nets a 1 and two 4's, plus the Group Love of 4 for a total of 13. This falls short of the 15 difficulty number, but just barely, so Laura has a little pity on the poor Unicorn. She passes Kristen a note which reads, "You see what look like drag marks near the tracks."

"I don't know," Says Winterbloom, guiding one of her Lanterns down closer to the ground, "But whatever it was, it was dragging something with it." Starbuck huffs, "That slime-ball! Stealing from the Apple Family like that. It's downright unethical, I tell you!" The group begins to walk their way through the dark woods.

Since the creature the group is tracking isn't trying to be stealthy, Laura doesn't call for a roll to follow its trail. Once the group breaks the treeline into the flat, rocky land beyond town, she calls for a second Mind+Animal ken roll. Kristen, growing nervous at the idea of what they might be tracking, declares that she'll use her Hero Type ability. She treats her roll as though her Mind (3) + Animal ken (0) roll had all come up as 6's, netting her a result of 18 (plus 4 from Love). The 22 is more than enough to beat Laura's Difficulty Number of 15, and tells Kristen exactly what she feared: The group is trailing a Diamond Dog.

Winterbloom freezes at the edge of the dirt field with a gasp. Pointing at a few circular holes in the ground, she says, "This is Diamond Dog territory! I've heard about them: They're big, ugly creatures that covet gemstones." Starbuck flies past and lands at the edge of the hole the tracks lead to, peering down into it, "So what was a Diamond Dog doing on Apple Family land?" Cypress moves up next to her, mumbling, "Nothing good. How are we supposed to get down there?"

Laura asks the same question to the players. Blair's answer is easy: She'll simply fly down. Chris and Kristen put their heads together for a moment and come up with a plan. Winterbloom will cast her other two Rituals (*Mule's Back* and *Teleportation*). Casting *Mule's Back* first, Kristen rolls Mind (3) and Body (3), for a total of 24 (after adding in Group Love), allowing Cypress to step on the pink disk and float down the tunnel. Once he has made it most of the way down, she rolls Mind (3) and Body (3) again against *Teleportation's* difficulty of 12. She nets an 18 total.

In a flash of pink light, Winterbloom appears before the other two ponies. Cypress hops off the pink disk he was standing on, and it fades away. "You done showing off?" Starbuck asks the Unicorn, who just gives a self-assured grin. The three look around to see a web of dark tunnels spreading out around them, illuminated faintly by the Lanterns still floating around them. The three freeze when they hear gravelly voices coming down from one of the tunnels. After a moment of silence, Cypress steps forward and says in a trembling voice, "I'll check it out. You s-stay back here in case we need a quick escape."

Laura gives Chris an experience point both for his character showing courage and for his roleplaying. She then asks him to roll Body+Sneaking, but before he's able to Kristin announces that the lanterns hovering around him fade away. Quick thinking on her part: The glowing lights would have meant a severe penalty to the stealth attempt. Now free of the spotlights around his character, Chris rolls Body (4) and Sneaking (2), plus his **personal** Love of 1 (since the group split up, the Group Love is subtracted from until it reaches an evenly divisible number and is then distributed among the group). He nets a total of 21, which is the difficulty number others would have to roll against to notice him.

Now alone, Cypress begins to sneak from shadow to shadow down the long tunnel, getting closer to the growling voices. Rounding a corner, he sees an open chamber with a group of six Diamond Dogs in it. Quickly he ducks behind a nearby stalagmite, hoping he hasn't been seen.

The Diamond Dog pack now gets an Awareness roll to see if any of them notice the Earth Pony. Laura notes that on the Bestiary entry for Diamond Dogs, Awareness is not a Skill they usually have. She decides to have a little fun, and makes the alpha of this Diamond Dog pack a little more brainy than average (Mind (2) and Awareness (2)). Laura rolls secretly for the alpha to notice Cypress, netting a 17. Close, but the Earth Pony remains unnoticed.

From his hiding place, Cypress is able to spy on the pack of Diamond Dogs. "Why you have me bring pony harness? We can't use this!" One of the smaller Dogs says. The largest Dog casually punches the one that just spoke, and lifts something up from the ground, saying, "Because big red pony loves this." Cypress gets a clear view of the thing the biggest Dog is holding: Big Macintosh's prized harness! "And when big red pony follows tracks you leave, he comes to us," the Dog continues, "When he does, we use him to haul our carts!"

Chris says that Cypress will rejoin the party, and Laura gives them back their Group Love of 3.

"So what did you see?" Starbuck asks as soon as Cypress gets back. He quickly relays what he learned, and tells them of the Dogs intended trap. Winterbloom gasps, "That's horrible! We have to get that harness back, and fast! Big Macintosh and Applejack might already be following the tracks here!" Starbuck lands with a heavy thud to get the others' attention, saying, "So that's what we'll do." Cypress gives Starbuck a terrified look, asking, "How? There were six Dogs, and they're all bigger than us!" Winterbloom clears her throat. "Starbuck and I could distract them," She begins, making her Lanterns glow brighter, "While you sneak in and grab the harness." The three agree to meet back at the entrance as soon as they can, and split up.

The plan seems solid enough, but Laura doesn't want it to go off without a hitch. She calls for a Heart+Awareness roll from Blair and Kristen for the two to make their way around the tunnels by gut instinct instead of a map, setting the Difficulty Number at a hefty 22. Starbuck throws Heart (5) and Awareness (5) plus her Love of 1 for an impressive 35. Winterbloom rolls her Heart (3) and Awareness

(0) plus Love of 1 for a total of 9. Having rolled less than half of the Difficulty Number of the challenge, Winterbloom has critically failed, and becomes lost in the maze of tunnels. Laura calls on Kristen to choose which type of Exhaustion she will garner. After a moment's thought, Kristen decides that Winterbloom begins to panic, and she accrues a point of Emotional Exhaustion. Since Cypress already knows where he's going, he doesn't have to roll to find his way back. However, Laura does give him the option of re-rolling his Sneaking check, which he accepts. Using his Hero Type ability, he maximizes his Body (4) and Sneaking (2) plus his personal Love of 1 for a total of 35, much better than his previous roll. Now that the ponies have split up, the narrative goes around the table to allow each pony to make an action.

Cypress slinks down the tunnel again and presses against the stalagmite he had hidden behind earlier. Peering around it, he sees that not much has changed: All six Dogs are still in the cavern, and it appears that a brawl has broken out between them. He hunkers down, locks eyes on the harness just a few yards away, and waits for the girls.

Starbuck races down the tunnel, jumping off walls at right angles, whirling her way through the tunnels to the opposite side of the cavern where Cypress is waiting. When she hears the grunting and scuffling of a fight around a corner, she lands and quietly peers out around it. Just like Cypress said, there were six Dogs and one harness. Now it was a waiting game until Winterbloom arrived.

Winterbloom began to race down the tunnels, starting to panic. Should she have turned already? Did she turn too soon? Hadn't she already come down this hallway? The Unicorn lets out a loud cry of frustration!

Cypress stands up, sharp ears picking up the sound of Winterbloom's voice echoing through the rock. The Dogs stopped their brawl when they heard the noise, the biggest one growling, "You two! Go check it out!"

Starbuck watches as two of the smaller dogs race down one of the passages. Clearly this is Winterbloom's signal to start the distraction! She jumps out from the darkness of her tunnel and yells, "Hey mutts!" The four remaining Dogs turn to face her, and two begin to give chase as she turns and dashes away from them.

Winterbloom hears the scuffle of claws on rock down one of the closer tunnels. Panicking, she dispels the Lanterns around her, plunging her into near-darkness. She plants her hooves and angles her horn at the tunnel the noise is coming from, preparing to defend herself.

Cypress leaps from his cover and charges towards the harness, hoping the Dogs keep their backs turned to him long enough for him to grab it. He skids to a halt and in one smooth movement anchors the harness to his back, knees almost buckling from the weight.

When Cypress grabs the harness, Laura informs Chris that he gets a point of Physical Exhaustion from the massive weight of the item. Chris counters with Cypress's Tough as Nails ability, ignoring the first point of Exhaustion he gains. Blair says that she wants to outrun the Dogs in the tunnels, and Laura calls for a Mind+Sneaking versus the Dogs' Body+Awareness, since the Dogs have to keep up with the lightning fast Pegasus as she ducks and weaves through the tunnels. Blair rolls Starbuck's Mind (3) and Sneaking (0) while the Dogs throw Body(3) and Awareness (0). Starbuck nets

a 9 total, and the Dogs get the same. Since it is a tie, the two parties throw again, but since Blair intends to win this, she activates *Hero Type*. Treating her Mind and Sneaking as though she had rolled nothing but 6's and adding in her Love of 1, she nets a 19. The dogs only get an 8, a critical failure, and with a few quick switchbacks and clever feints, the Pegasus leaves the Dogs behind, picking up the additional two Love from the crit. Blair declares that Starbuck is heading towards Winterbloom's voice.

Winterbloom knows she needs to think fast. She starts to kick up dust around her, obscuring her form in a cloud. As soon as she sees the two Diamond Dogs round the corner, she focuses on the spot behind them and uses Teleportation.

Kristen rolls her Mind (3) and Body (3) plus her Love of 1 and gets an 18, more than enough to cast *Teleportation*. Laura rolls the Dogs' Mind (1) and Awareness (0) to notice the flash of pink light in the dust cloud. They critically fail with a 4, and stand stupefied as Winterbloom appears behind them and promptly flees. Kristen is rewarded with an extra experience point for her clever idea, as well as removing Winterbloom's single point of Emotional Exhaustion due to the crit.

Cypress knows he's in trouble; As soon as he got the harness onto his back, the biggest Diamond Dog turned around and saw him. The Dog glares and hisses, "Pony..." raising up its ugly paw menacingly.

Initiative is rolled for Cypress and the two Diamond Dogs (Laura chooses to roll them as one unit). Chris rolls Body (4) and Mind (2) plus Love (1) for a total of 17. The two Dogs roll Body (3) plus the alpha's Mind (2) for a total of 14. On Cypress's turn, he'll have a chance to act, and then the Dogs can respond. Chris declares that he wants to try and scare the dogs off, and the Dogs respond by stating that they will try to attack him. Laura declares this to be a Heart+Animal ken for Cypress and Body+Athletics for the Dogs. Chris would normally roll Heart (2) and Animal ken (0) plus Love (1), but since this falls under his "Shortcoming:" statement (Animal interaction), he loses one die. Remembering the fine line between bravado and stupidity, Chris rolls his single dice plus Love for a total of 6. The Dogs roll Body (3) and Athletics (3) netting a total of 13. The Dogs have critically succeeded their attack, thereby ignoring Cypress's Love rating when dealing out Exhaustion. Laura subtracts the Cypress's roll from the Dogs' and deals out 7 points of Exhaustion to the Earth Pony. 3 points of the Exhaustion are Physical, 3 are Emotional, and 1 is Mental. Cypress is in a real bind: His Body and Mind are down to just one dot, and his Heart is in the red (but luckily does not equal his negative Heart Value). On the Dogs turn in initiative, they declare that they are going to tie the pony up and use **him** to haul their carts. Chris doesn't like this idea, and wants to roll out of their grasp. This is declared as a Body (3) and Athletics (3) roll from the Dogs plus Malice (2) and a Body (1) and Acrobatics (2) plus Love (1) from Cypress. The Dogs total a 15, but Chris barely beats them out with a 16.

The Earth Pony is faster on his hooves than the Dogs. Thinking back to what Winterbloom said, he thinks he can use the Dogs' dull minds against them. Puffing himself up as large as he can, he yells, "I'm not afraid of you, mutts! Clear out before I really tear into you!" The Dogs glance at each other for a moment, before the larger one swats Cypress with his big paw, knocking the pony clear across the room. Dazed, bruised, and with his morale shaken, all Cypress can do is stumble onto his feet and away from the two Dogs and their newly acquired rope.

Starbuck rounds a corner and collides with the fleeing Winterbloom. The girls shake off the

momentary daze but their reunion is interrupted by a pained yell from down one of the tunnels. "That's Cypress!" Winterbloom cries, and starts tear down the hallway towards the sound of his voice, Starbuck hot on her hooves. The two burst into the chamber just as Cypress struggles to his feet.

Kristen and Blair roll their respective Body+Mind, entering themselves into initiative. When they declare they are going to do so, Laura gives them back their Group Love rating of 4. Starbuck's initiative is a 19, and Winterbloom's is a 26. Initiative is restarted, and Kristen is allowed to go first. She declares that she is going to perform *Mule's Back* under Cypress, to lift him away from the Dogs. Rolling Body+Mind plus Love of 4 and netting an 18 against difficulty 10, she easily creates the platform under the Earth Pony. Blair declares that Starbuck will try and fly around the Dogs to distract them while Cypress is being rescued. Laura calls for a Body+Acrobatics from Starbuck and a Mind+Awareness from the alpha. Starbuck nets a 17 total and the Dogs net a 14. The difference between the two rolls is 3, divided in half and rounded up means the Dogs lose 2 Malice. Since this drops their Malice to 0, Laura states that the smaller Dog flees while the alpha stops his attack to back away, effectively ending combat. Each of the ponies nets a point of Physical Exhaustion from the strain of the fight. Since Cypress now has at least one Attribute below 0 at the end of combat, he collapses.

As the Dog stumbles away from the sudden flurry of black and blue wings, Winterbloom guides the platform down the tunnel towards the exit. When Starbuck sees her friends vanish down the hallway, she turns and flies away as well to dash after them. "Hurry," She says upon catching up to the other two, "He's probably going to get re-enforcements!" Winterbloom picks up her pacing, saying, "Then push the platform. Help me!" Together, the two of them get the collapsed Earth Pony up the entrance tunnel and out into the cool night air. Winterbloom uses her Teleportation ritual again and appears beside the two, "Starbuck, you need to go up the trail the Dogs left and make sure no one else is coming this way." The Pegasus nods, beginning to take wing, before asking, "What about Cypress?" Winterbloom was already guiding the platform towards the treeline, "Leave him to me. I can get him back onto his hooves."

Laura says to get Cypress back up again is going to take a lot more than the standard Medicine roll. Kristen counters by asking for an Awareness roll to search for healing herbs or flowers in the treeline. Liking this idea, Laura asks Kristen to make a Heart+Awareness roll. Kristen gets one extra dice for this, since it falls under her "Focused Skill:" statement (identifying plants). She'll need it too. Since Starbuck is gone and Cypress is unconscious, she only has her individual Love rating. Rolling Heart (2), Awareness (0), plus one extra die and a Love of 1, Kristen nets 16 which just barely passes the target Difficulty Number of 15. Laura declares that Winterbloom is able to find a bit of healing moss and a few flowers. Now Kristen asks for the Medicine roll, and since Natural Healing is her Medicine specialization **and** Herbal Remedies are her Special Talent, she gets the "6 again" rule plus an additional die. Impressed, Laura calls for a Heart+Medicine roll (and gives Kristen an extra experience point). Winterbloom administers her potions and remedies with a 31 success. Cypress is back on his feet (losing two points of Exhaustion for getting 5+5 above 20 on the Medicine roll, both Mental), a little wobbly but no worse for wear. Rolling with her success, Kristen says that Winterbloom is going to try and use a spell to alleviate some more of Cypress's Exhaustion with some magically infused herbs. Laura calls for her to roll Mind+Heart plus the Group Love of 2 with a difficulty of 18. Kristen rolls and nets a 23, succeeding and removing enough Exhaustion to bring Cypress's Attributes all up to 1.

"Cypress!" Starbuck yells when she returns, tackling the Earth Pony in a hug. "Did you find

anypony?" Asks Winterbloom, helping the two back to their hooves. "No, they're still looking around the farm. On my way back, I cleared up the trail. They won't be headed towards the Dogs' territory anytime soon." Starbuck seems proud of herself, "In fact, I think we can go around the edge of the farm and drop off the harness near the entrance, and no one will be the wiser." Cypress looks aghast, "There's no way that you're still thinking about getting out of sneaking onto the Apple Family land. We have to come clean!" Winterbloom nods, "Absolutely correct. We must tell the Apple family what happened, especially Big Macintosh." Starbuck heaves a big sigh and grumbles, "Fine. But when we get in trouble I'll say that I told you so..."

Later the group sits in the kitchen of the big farmhouse, watching the sun slowly rise in the distance. Across from them are Big Macintosh, Applejack, and Granny Smith. "Ah sure am glad y'all came to us," Applejack says after hearing their story, "Knowin' there's Diamond Dogs nearby...And what they were plannin' for poor Big Macintosh here...Breaks mah heart." The big red horse gives a slow nod and an, "Eeyup." Applejack continues, "We'll be talkin' to the Mayor about this here Dog problem later today. Y'all are free to go though." Every pony stands up, and the three are about to walk out of the farmhouse, when Applejack calls after them, "Oh, and next time y'all want to come into the Orchard, just ask us, okay?"

With that, the game is finished. Each player gets another experience point for completing a story, and Laura gives them the option to advance in power. Chris and Kristen decline, but Blair says she wants to trade in two of her experience points for one dot in Animal ken. Laura allows this, and the group disbands for the night.

My Little Earth Pony's Character Sheet

Player's Name: Cypress
Pony's Name: Chris

Love: 1

Age: Pony
Eyes: Brown
Mane: Blonde
Coat: Brown
Cutie Mark:
Speed: 12

Body: ●●●●
Mind: ●●
Heart: ●●

Special Talent: Exploration
Focused Skill: Other cultures
Shortcoming: Animal interaction

Special Powers:
Tough as Nails
Hero Type

Skills:

Academics	
Acrobatics	
Animal ken	
Athletics	(Climbing) ●●●
Awareness	
Crafting	(Sketching) ●●●●
Diplomacy	●●
Medicine	
Performance	
Sneaking	●●

Linguistics Cry, Draconic

Equipment
Saddlebags
Compass

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

My Little Pegasus Pony's Character Sheet

Player's Name: Starbuck
Pony's Name: Blair

Love: 1

Age: Pony
Eyes: Dark blue
Mane: Black
Coat: Midnight blue
Wings: Blue fading to black
Cutie Mark: The Ursa Major constellation
Speed: 3

Body: ●
Mind: ●●●
Heart: ●●●●●

Special Powers:
Flight
Cloudwalking
Hero Type

Special Talent: Astronomy
Focused Skill: Dancing
Shortcoming: Warped Morals

Skills:

Academics		●
Acrobatics	(Fancy Flying)	●●
Animal ken		
Athletics		●
Awareness	(Celestial Bodies)	●●●●●
Crafting		
Diplomacy		
Medicine		
Performance		●
Sneaking		

Linguistics

Equipment
Saddlebags
Telescope

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

My Little Unicorn Pony's Character Sheet

Player's Name: Winterbloom
Pony's Name: Kristen

Love: 1

Age: Pony
Eyes: Red
Mane: White
Coat: Pale pink
Horn: Pink
Cutie Mark: Two leaves of Witch Hazel
Speed: 9

Body: ●●●
Mind: ●●●
Heart: ●●

Special Powers:
Magic
Telekinesis
Hero Type

Special Talent: Herbal Remedies
Focused Skill: Identifying plants
Shortcoming: Insatiably curious

Skills:

Academics		●
Acrobatics		
Animal ken		
Athletics		
Awareness	(Fine Details)	●●
Crafting		
Diplomacy		●
Medicine	(Natural Healing)	●●●●
Performance		●
Sneaking		

Linguistics

Equipment
Saddlebags
Mortar and pestle

Rituals
Needle's Floating Lanterns
Mule's Back
Teleportation

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

Ponies & Parasprites

PiC's Guide

Part 1: An Introduction

If you've opened this book, then you're probably considering the idea of running your own Ponies & Parasprites tabletop game. This handbook is designed to give you the tools you need to give your characters new and interesting challenges, with a pre-made adventure and other options to add variety to your game.

Part 2: On Game Mastering

Realistically, running an ongoing (or even one-shot) tabletop game is not easy. You have to create the world, populate it with interesting characters, make sure your players are cooperating with you and each other, all while acting as every creature, character, and sentient object that isn't your player characters. This might seem like a daunting task, because it is. However, the reward greatly outweighs the frustration: You get to create a new world, one wholly unique to you and your group of players. It is a wholly unique experience, something like writing your own book, directing your own movie, and producing your own theatrical play, all at the same time.

Generally speaking, most situations can be resolved with roleplay, and the statistics on the character sheet act only as a skeleton for the character. The following table is a quick reference guide to difficulty numbers for various challenges.

Difficulty of task	Example	Suggested Difficulty Number
Automatic	<i>Tossing an apple</i>	5
Simplistic	<i>Finding a certain book</i>	8
Easy	<i>Baking muffins</i>	12
Moderate	<i>Jumping a chasm</i>	17
Difficult	<i>Learning a ritual</i>	23
Hard	<i>Performing rope tricks</i>	30
Tough	<i>Distracting a royal guard</i>	40
Improbable	<i>Staring down a cockatrice</i>	50
Unlikely	<i>Whining Diamond Dogs into submission</i>	70
Impossible	<i>Sonic Rainboom</i>	90 or higher

Part 3: Items and Their Bonuses

While most gear offers no mechanical bonuses, certain items do logically offer some benefits with their use. Obviously these items can only be given out with PM approval. Making an item of your own is both simple and greatly encouraged: Simply assign some in-game benefit to the item in question and leave it somewhere in the world for the characters to procure. Some items instead have some manner of magical or supernatural enchantment that they provide upon use.

- **Med Kit** – A small satchel of bandages, sterilizer, and other quick-fix instruments, this item gives an additional die to any Medicine check made in the field.
- **Doctor's Bag** – A bag with many small pockets. Usually has many items used in long term medical care, such as antibiotics. Most bags have a small slot to keep an anatomy book or a current book of health. This gives a character an additional die for any Medicine check made for long term care.
- **Telescope** – A visual magnification device, often built as a collapsible tube. Adds one die to Awareness checks made to see something far away.
- **Feed Sack** – A rough canvas bag. The inside has been subdivided into many small pouches, each containing a nut, berry, or other foodstuff commonly eaten by local fauna. Grants an additional die to Animal Ken rolls when interacting with untamed wildlife.
- **Reference Guides** – Small tomes, perfect for tucking into a saddlebag. “Reference Guides” vary wildly in subject matter, from Astronomy to Zoology, but always focus on one subject. As such, they are usually titled “*{name of subject}*, a Reference Guide” or “The Reference Guide to *{name of subject}*”. If the character has a Reference Guide that is aligned with the subject of their current Academics check, they are granted a one die bonus to said check.
- **Workhorse's Bracer** – A heavy-duty harness designed to evenly distribute the weight of a load being carried on a pony's back. This item gives a one die bonus to Athletics checks that involve feats of sustained strength.
- **Masterwork Tools** – Delicate and intricate instruments designed for a specific task, such as “Masterwork Quill” or “Masterwork Hammer”. These items make the task at hoof easier: As long as the Tool is aligned with the intended result of a Crafting check (a beautifully illustrated painting using a Masterwork Brush, for example), that check gets a bonus die.
- **Leader's Badge** – Confidence is everything when dealing with others. Any item that bolsters a character's self-esteem when talking to another (or a group), is technically considered a “Leader's Badge”. Regardless of what it is, it always gives an extra die when rolling Diplomacy checks.
- **Fancy Accessories** – Be it a well-made costume or just the right metronome, there's always something that can help a pony express themselves more dramatically. A “Fancy Accessory” can be any object that helps a pony perform, and gives a one die bonus to that Performance check.
- **Cat's Paws** – Soft and padded horseshoes designed to mute hoof-falls. Sneaking checks are given an additional die while these are worn.
- **Gripper Soles** – Made of a special material that provides a better grip with the ground, these special horseshoes make agile twists of the body easier. While these are worn, any Acrobatics checks made on the ground are given an extra die.
- **Ice Archer's Trappings** – These come as a set of three items: the Ice Bow, Icicle Arrows, and

Frost Quiver. The Ice Bow will not draw if loaded with anything other than an Icicle Arrow. Icicle Arrows can only be created from a Frost Quiver, which itself only produces Icicle Arrows. Firing the bow is a (Body/Mind + Athletics) roll. Regardless of the skill of the archer, Ice bows can only fire one Icicle Arrow at a time. When an Icicle Arrow strikes a target, it freezes into a sheet of ice that requires a (Body + Athletics) roll of 15 to shatter. However, the consequences of a target being frozen can be legion; it is up to the Pony in Charge to determine what happens because the target is frozen.

- There are four other types of [Element] Archer's Trappings, one per element. Each operates exactly the same as the Ice Archer's Trappings, save they create bursts of their own element. Obviously, the arrows of one element cannot be fired from the bow of another. The other Archer's Trappings are: Flare Archer (fire), Gust Archer (air), Tomb Archer (earth), and Overgrowth Archer (Wood).
- It is important to note that all of the [Element] Archer's Trappings are *highly* regulated due to their dangerous nature. Equestrian law demands that an archer must be regularly tested and have a license from the Royal Archery Association. Equestria, for the most part, recognizes the Archer licenses from other nations. It is good practice to present one's Archery License in conjunction with one's passport if asked.

Part 4: The Elements of Harmony

Because at some point in the future your players may wish to use the Elements of Harmony, this section provides suggested abilities and powers for these items. The bonuses and powers the Elements provide last only until these powers are no longer needed. Elements are magical items that respond to the mental influence of the user. However, if the user is affected by a spell or ability that removes their ability to think for themselves, the Elements will still operate under any orders the user gives them (for example, a pony under the control of Chrysalis' *She is Called Gloriana* power could be forced to activate their Element's power against their will). Bonuses granted by the Elements can allow the character to go over the 10 dot hard limit for Skills or Attributes. Any Specializations granted by the Elements would allow the character to have two Specializations in the same Skill. If you would like to use a different set of Elements, see the *P&P Expanded Content* for a selection of non-canon Elements. Once a character has been assigned an Element, it cannot be changed, nor can a character manifest more than one Element at the same time. Having an Element assigned to a player character gives them the following general benefits, plus whatever benefits are specific to the Element listed below:

- Complete removal of all Exhaustion. This can only be enacted once per day, and doesn't prevent the character from gaining new Exhaustion later. The player can choose to enact this power at any time after being assigned the Element, even if it is not their turn, and if they use this power on their turn they may still act as normal.
- +1 to Group Love. This is cumulative with all other characters in the group that are receiving a +1 to Love from their own Element.
- Buy a critical success. This can only be enacted once a day. It allows the character to treat any one roll they are about to make as though it were a critical success. This ability must be enacted before the dice are rolled but after the Attribute+Ability is declared.

Magic

- Any Unicorn that uses the Element of Magic doubles their die pool and Love modifier for all Spells and Rituals they cast.
- The wielder gains +4 to Academics, an extra Specialization in Academics (Spellcraft), and +2 to Mind.

Honesty

- The wielder of this Element doubles the die pool for any rolls made to detect lies. Also, the Element of Honesty confers an immunity to mind-affecting supernatural and magical influences, including illusions and hypnotic suggestions.
- In addition to gaining +3 to Awareness and Diplomacy, the user of this Element also gains +1 to Mind and Body.

Kindness

- This Element makes the character a better healer with two powers:
 - Once per day, if an ally has been knocked unconscious by having more points of Exhaustion than the corresponding Attribute, the user of the Element of Kindness can rejuvenate them. The wielder of the Element cannot make any aggressive actions until they have rested for at least a half a day. The rejuvenated ally is instantly back on their hooves, with twice the number of Buffer Exhaustion as their total number of Attribute points (Body+Mind+Heart values added together and doubled).

- Once per turn, the wielder can choose to make a Medicine roll to remove Exhaustion (see P&P Main Handbook) on one ally or themselves without having to sacrifice their movement and regular action for that turn. This means that the user could, for example, heal an ally, move, and start forcing a stone door open. A character can use both this free action and their regular action to perform Medicine rolls, but they still only get the free action once a round on their turn.
- The wearer of this Element Gains +1 to their Animal ken, Diplomacy, and Medicine Skills. Also, the Wearer gains +2 to Heart.

Laughter

- Three times a day but only once per round, the wearer of this Element may declare the outcome of any die roll regardless of the stated outcome's relevance to the roll itself or adherence to the laws of physics, but only if it is funny. These outcomes can't be critically succeeded or failed because the use of this power replaces the action of rolling the die.
- The user of this element gains the Special Powers *Offscreen Teleportation* and *Tongues*. When the user of the Element of Laughter is NOT part of a scene being described by the PiC but they would like to be, they may use *Offscreen Teleportation* to choose to suddenly appear in the scene even if there is no logical way for them to arrive there. For example, they may casually appear from inside a nearby suitcase or walk out from behind a tumbleweed. They may not bring anyone else with them. *Tongues* grants the ability to speak and read all languages. Also they gain +2 to Performance, an extra Specialization in Performance (Comedy), and +1 to Heart and Body

Generosity

- Once per day, the user of this Element can choose one ally and remove all Exhaustion from that character. The target of this spell cannot be the wielder of the Element. Also, when this ability is used, all allies that can see and hear the wielder (but not including the wielder themselves) gain a buffer of three Exhaustion that must be removed before the beneficiary of the effect takes any penalties to their Attributes.
- Whenever the user of the Element of Generosity aids another, they give the beneficiary a multiplier of two to their total aid tally. For example, if three ponies assist a fourth, and one of the three has the Element of Generosity, the total aid bonus to the end tally would be six instead of three.
- +2 to Mind and Heart.

Loyalty

- At any time, the wielder of Element can declare one ally to be their Ward. If the Ward would at any point be subjected to any harmful effect or take points of Exhaustion, the holder of the Element of Loyalty may instead inflict those harmful effects on themselves and spare the Ward. The Ward can be changed once per turn on the wielder's initiative and can only affect one creature at any time.
- The user of the Element is immune to supernatural abilities and magic that dominate, control, or otherwise force the wielder to take any actions they do not want to.
- +2 to Body.

Part 5: Hazards and Pitfalls

Not everywhere in Equestria is safe. There are some spots in the world where the very ground itself can turn on a pony. What follows is a short catalog of traps and hindrances your ponies might encounter on their journeys. Feel free to make hazards of your own: All that is needed is a Difficulty Number for your players to surpass and some narrative flourish. Keep in mind these can be cumulative (Such as a Heavy Wind that is also Cold).

- **Falling** – Any distance that exceeds a pony's height at the shoulder times two is subject to falling damage. A pony takes the number of feet fallen divided by five in Physical Exhaustion upon landing. If the pony rolls a Body+Acrobatics check higher than half the number of feet fallen, they can roll with it and only take one point of Physical Exhaustion. Alternatively, the pony can roll Body+Athletics, and if the number rolled meets or exceeds the number of feet fallen, the total Exhaustion taken is reduced by half to a minimum of one. Critically succeeding either roll negates damage totally, while critically failing doubles the Exhaustion taken.
- **Drowning** – No pony can die in this game, but they can be incapacitated and swept away by rushing currents. If a pony cannot maintain a Body+Athletics of 10 for calm waters (double that for rushing waters), they begin to sink. Failing a Swimming check nets one Physical Exhaustion, while Critically Failing nets two. If reduced to 0 dots in Body from the exertion, the pony slips under the surface. They reappear on the shoreline as soon as it is thematically convenient.
- **Extreme Temperature** – Heat or cold both take the same toll on ponies: Physical or Mental Exhaustion that represents the body being slowly overwhelmed. For each ten minutes spent in in sustained heat or cold, Ponies accrue one point of Physical Exhaustion. Once the Pony's Body score is reduced to 0, each ten minutes in the hostile environment accrues one point of Mental Exhaustion. One Mind is reduced to 0 from the environment, the Pony collapses, to re-awaken when thematically appropriate.
- **Hindering Terrain** – Tangling vines, mud, or swampy conditions are often a hindrance. If a Pony is forced to go through these rough conditions, their movement is thematically hindered, represented by the Pony slowing down. Mechanically, the Ponies lose one die for whatever Body rolls they make while entrapped, down to 0.
- **Heavy Wind** – Rough for Pegasus ponies especially but hard for everypony, heavy winds generally blow across open plains or along the sides of mountains. Any creature on the ground without shelter loses one die of Mind or Body (down to 0) as they attempt to keep their footing. Flying creatures without some means of protection or stabilization treat their Body score as 0, and lose two dice from their Mind pool. Furthermore, critically failed Body checks in high winds grant any pony an additional point of Physical Exhaustion and knocks them off their hooves.

Part 6: Everlasting Night

This section contains a ready-made adventure for your players to jump right in to. It is based on the first two episodes of the first season. It is recommended that you know what interaction your group will have with the established characters on the show, or if they plan on replacing them outright. As has been stated before, these are just guidelines for you and your players to follow. If you like the idea of going off the rails, then by all means do so.

Before the Celebration

Each character should have a reason to be in Ponyville, based on their backgrounds and stories. However, if the characters need purpose to be in Ponyville during the beginning of the story arc, here is a short list of story hooks for them to get involved:

- A family member has asked the character to come into town to take over the responsibilities of a relative that has fallen ill just before the preparations were to start. Who are you replacing, and in what capacity?
- The old gray Mayor has personally requested the character oversee some aspect of the preparations. What are you overseeing, and why did she ask you?
- A younger character could tag along with a mentor character or related NPC. Who are you following, and why?
- Outsiders could have heard of the Celebration being held in Ponyville and would have arrived to see the Celebration. Where are you coming from, and what do you hope to see?
- A bazaar of foreign goods has sprung up near Ponyville. Are you a merchant, or a customer?

Once your characters have gathered in Ponyville, it should be about a day or two before the day of the Celebration. You should allow them to explore Ponyville, interact with each other and the characters of the show, and generally make themselves ready for the Celebration.

The Morning of the Celebration

When the characters gather together on the morning of the Celebration, read the following:
“Ponies filter into the City Hall under the purple pre-dawn sky. The moon hangs bright and full, illuminating the grounds outside the building. The inside of the building is packed with excited equines. Their voices merge into a din of whispers. From near the center of the crowd, you hear somepony exclaim, “Isn't this exciting?!” before launching into a flurry of chatter. When the voice dies down, the avian choir, under Fluttershy's direction, begins to sing. A spotlight is put on Mayor Mare, who is standing on a slightly elevated stage. She says, “Fillies and gentlecolts, as mayor of Ponyville, it is my great pleasure to announce the beginning of the Summer Sun Celebration!” The assembled ponies raise a hearty cheer, and it is only after they've quieted down does the Mayor continue, “In just a few moments, our town will witness the magic of the sunrise, and celebrate this, the longest day of the year! And now, it is my great honor to introduce to you the ruler of our land, the very pony who gives us the sun and the moon each and every day, the good, the wise, the bringer of harmony to all of Equestria...” (PiC's note: During this part of the Mayor's speech, if any of the characters look up at the moon, they will see the Mare in the Moon vanish) “Princess Celestia!” The avian choir starts up again, and the spotlight moves to a balcony above the Mayor's stage. Rarity tugs on a rope to pull back

the curtains hiding the stage, to reveal...Nothing. The crowd begins to chatter at once, the Mayor desperately trying to calm her citizenry down. Rarity looks backstage and announces, "She's gone!". A gasp rolls through the crowd. A moment later, a scream echoes through the chamber! Up on the stage, a purple and blue mist begins to form, twinkling with far off starlight. It coalesces together before splitting apart, revealing the form of Nightmare Moon. She looks down distastefully at the gathered crowd, and begins to speak. "Oh, my beloved subjects. It's been so long since I've seen your precious, little sun-loving faces." From the back of the crowd, somepony yells, "What did you do with our Princess?!" Nightmare Moon laughs, and continues, "Why, am I not royal enough for you? Don't you know who I am? Does my crown no longer count now that I have been imprisoned for a thousand years? Did you not recall the legend? Did you not see the signs?" (PiC's note: If one of the players wants to respond to Nightmare Moon's questions, then allow them to; Only supply NPC answers after the players have had a chance to speak. Also, if their questions require you to go off-script, then do so, just remember to state Nightmare Moon's goal of everlasting night before the end of the scene.) "I am the Mare in the Moon; Nightmare Moon! Remember this day, little ponies, for it was your last. From this moment forth, the night will last forever!" She laughs manically as lightning strikes around her and her mane turns into a swirling vortex, which obscures her body from view. Suddenly, it dissipates, leaving nothing on the stage save for a very stunned Rarity.

Panic should reign over the City Hall after Nightmare Moon vanishes. If any of the characters go outside, they will see that the mare has made good on her promise; It is still nighttime outside, with no hint of any sunlight on the horizon. At this point your group's decision about what to do next is going to have to be tempered by whether or not they are replacing the Mane Six in this story. If they are, then their next stop is the Library, where they will find the clues to lead them to the Everfree Forest. If they are not replacing the Mane Six, then Twilight and her gang have gone to the Library. The group can either meet them there, or at the edge of the Forest. Regardless, the next step is to track down Nightmare Moon to the Forest.

The Hunt for Nightmare Moon

If the group gets stuck in their investigation of Nightmare Moon's location, they can use the following clues to track her down.

- A flying character with a Mind+Awareness roll of 30 will notice glints of light coming from within the Forest.
- A Unicorn using *Scrying*, *Starswirl's Backstep*, *Eyes of Tempora*, or any other divination power will see the starry mist of Nightmare Moon's form vanish into the Forest.
- A character who rolls above 35 on a Body+Awareness roll can track the glitter of Nightmare Moon's stardust to the edge of the Forest.
- Netting 40 or higher on a Heart+Animal ken roll tells the character that the large animals that have started leaving the Forest in the past few hours are indicating that something big is hiding there.

Of course, the easiest clue to use is the copy of *The Elements of Harmony, A Reference Guide* in Twilight's Library. Finding it is another matter altogether. The characters can locate it easily by looking under E, or they can use a Mind+Academics roll of 20 to find the book. The Guide will point the characters to the location of the ancient castle of the royal pony sisters in the Everfree Forest.

The Everfree Forest

The Forest holds five trials for the characters to face. These can be used in any order:

- **Rock Slide** – While walking across a cliff, the ground suddenly gives way! The characters must make Body+Athletics or Body+Acrobatics rolls at 25 to catch themselves before being subjected to fall damage. Pegasus ponies, Griffons, and any other flying creature is immune to this trap and can choose to catch one falling character. Characters being assisted by flying creatures do not need to roll to avoid damage. Failing the roll subjects the victim to Falling damage as though from a height of 30 feet (see Part 5), with a second save allowed to reduce the falling damage.
- **The Beast** – A Manticore blocks the path to the castle. This creature is the same as the one found in the Bestiary, with the following stats and rules:
 - Body:** ●●●●●● **Mind:** ●
 - Malice:** 10
 - Athletics ●●●
 - Awareness ●

The Manticore will attempt to use its *Poisonous Tail* ability as soon as it is able on the most agile characters attacking it. After using its tail, it will attempt to attack whichever creature is closest to it. A Heart+Animal ken roll of 15 or a Mind+Awareness roll of 20 will notice the thorn in the creature's paw. Once removed, the Manticore's Malice is immediately reduced to 0 and it leaves without any further confrontation.
- **Scary Trees** – A chill wind blows through the branches, and suddenly the moonlight fades away. The characters are left in pitch blackness for a moment, before they start to feel jagged talons grasping at their hides. Several thick tree trunks light up with a red glow, showing their bark has been twisted into hideous faces. Branches tangle into manes and the twisted roots jutting from the ground make it hard to walk (Hindering Terrain, see Part 5). The characters are gripped with a mind numbing fear! They can choose to flee, muscle their way past the trees, or use laughter and smiles to break the spell.
 - Fleeing sets the characters back to the location of the previous challenge (or out of the Forest entirely if this was the first trial). Also, fleeing characters gain two points of Emotional Exhaustion and one point of Physical Exhaustion from their terrified flight.
 - Muscling past requires one of three rolls, each at difficulty 30. Doing so nets the character one point of Exhaustion corresponding to the Attribute they used to break through.
 - Body+Body to charge past the branches and trunks in a mad dash forward!
 - Mind+Mind to logically reason the terror away, such as a chant of “Trees are harmless and immobile”.
 - Heart+Heart to shut out the fear entirely and walk past the scratching branches.
 - As the magic of this enchantment is fueled by fear, the simplest way to break the spell is to laugh in the face of danger. Characters can choose to laugh, tell jokes, sing a song, etc. in an attempt to break the enchantment. The difficulty of this challenge is Heart+Performance starting at 40. The difficulty should be reduced based on the player's performance at the PiC's discretion, down to 0. Once the roll is successful, the spell is broken and the trees return to normal. The Hindering Terrain effect ends and the heroes can move on to the next trial.

- The Tempest – A wide stream stands between the heroes and their path. The water has churned into an impassible maelstrom, and a distressed purple and orange Sea Serpent is to blame. The players have three options:
 - Moving upstream, the characters can attempt to swim across. This gets them two points of Physical Exhaustion from having to hike up the bank, and once there they must make Body+Athletics checks at difficulty 15 to make it across the water.
 - If the characters try to attack the Sea Serpent, he uses the average stats for Sea Serpents in the Bestiary. He will fight until his Malice is reduced to 5 before sinking under the waves. The water will calm down, and stay that way until the first character attempts to cross. Once they do, the Sea Serpent will use *Touch of the Hurricane* to create a whirlpool. The new difficulty for the Body+Athletics check to cross the water becomes the *Touch of the Hurricane* result, and any characters rendered unconscious by this power are swept downstream to the edge of the Everfree Forest.
 - Using Diplomacy or Animal ken to talk to the Serpent reveals that he is upset that his mustache has been ruined. Any character with a tail can offer it up as a replacement, but this is only one solution to the problem. Once his facial hair has been repaired, the Serpent uses *Touch of the Hurricane* to remove the need to roll a swimming check when crossing the river.
- Shades and Shadows – Just as the characters reach one end of a broken bridge, a thick mist rolls in, reducing visibility down to a few feet. If one or two characters are separated from the group, they are approached in the mist by a group of three dark ponies (actually illusions created by Nightmare Moon), offering the lone character something they want very badly, but only if they leave the rest of the group with them. If attacked, these illusions vanish into the mist from whence they came, leaving the area covered in fog. If the character leaves with them, they are removed from play until the rest of the party reaches the throne room of the ancient castle. The wayward character will be locked in a cage there. Furthermore, a character leaving the group with the illusions causes the group to permanently have 2 Love subtracted from their score until they are reunited. Rejecting the Shades causes them to vanish, along with the fog.

The Hall of the Castle

When all five trials have been passed, the group stands before the ancient castle. Read the following:

You stand before a crumbling stone ruin, that was once a tall castle. Vines have crept into the masonry and parts of the walls and roof have collapsed. Passing through a rotting wooden door, you enter into a stone hall. Tall windows look out into the forest, and columns lining the walls hold up nothing more than the night sky. In the middle of the hall is a strange stone statue. It has five arms, each with a stone sphere set on it. Each stone has a different marking etched on it.

These are the physical representations of the Elements of Harmony, and closer inspection reveals that the heavy orbs can be removed from the statue. After a few minutes of examination, Nightmare Moon appears in a whirl of stardust to steal the Elements away. Any character within ten feet of any element orb is also stolen, and taken to the Throne Room. If no characters are near enough to the Orbs when they are stolen, the lights from the Throne Room will be easy enough to spot through the windows of the Hall.

The Throne Room

Once at least one character enters the Throne Room and Nightmare Moon is there, read the following:

The once proud Throne Room of the Celestial Sisters has fallen into disrepair. The long stone room is lined with columns and windows like the Hall below, vines and ivy clinging to the stone. One end of the Room has a high archway that leads to a set of stairs outside. The other end has a slightly raised platform with a tall throne. Standing on the platform, surrounded by the orbs, is Nightmare Moon, who chuckles darkly. Stamping her hoof down, the Orbs shatter into glimmering shards. The Elements of Harmony have been destroyed, and all hope seems lost.

If one of the characters left with the illusions during the Shades and Shadows trial, also read:

Your friend who vanished into the mist is held locked in an iron cage, behind and to the left of the throne.

The cage can be opened by releasing the lock, which takes one full turn.

Nightmare Moon is meant to be defeated at the end of this battle. It is suggested that Nightmare Moon monologue or talk to the characters in the Throne Room with her until the rest of the party can reassemble. Listed below are suggested stats for Nightmare Moon:

Body: ●●●●●●●●

Mind: ●●●●●●●●

Malice: 15

Academics	●●●●●●●●
Acrobatics	●●●
Animal ken	●
Athletics	●●●●●
Awareness	●●●●●●●●
Diplomacy	●●●●
Sneaking (Shadows)	●●●●●

Alicorn – Alicorns have the following abilities by their nature, as if they were members of races that get the ability normally: Magic, Telekinesis, Flight, Cloudwalking, and Darkvision out to 120 feet, as well as the intuitive ability to understand any language. Alicorns also ignore any critical failures for any of their Special Abilities, instead treating them as regular failures.

Stardust – By wreathing herself in a cloak of stars and moonlight, Nightmare Moon can become intangible. She cannot touch others or be touched herself, and can move past opponents as though they did not exist until the end of her turn. If Nightmare Moon chooses to use this power on her turn, she may also take other actions, but she may not use Stardust twice in the same round.

Black Flame – Nightmare Moon fires a burst of dark energy from her horn, scattering all those before her. She may use a Mind+Mind roll to make this attack against any creatures within twenty feet of her. Succeeding on this attack causes the victim to take one point of Exhaustion (player's choice) and pushes them back five feet. Critically succeeding doubles the Exhaustion and distance pushed.

Thunderbolt – Lightning strikes and thunder rumbles. Nightmare Moon can target up to four opponents with this ability, which is a (Mind) roll resisted by either Body+Acrobatics or Mind+Awareness. Targets struck by Thunderbolt are knocked to the ground and rendered unable to act for one turn, as well as taking a point of Physical Exhaustion. Nightmare Moon is able to use this power three times a day, though only once every fourth turn, and sacrifices one point of Malice each time she uses it.

Nightmare Moon will not stop fighting until she is defeated. She will only use her *Stardust* power or Flight ability to get into a better position, and she will use *Thunderbolt* against as many targets as she can hit as early and as often as possible. The Elements can be utilized by the players, but only if their characters have demonstrated the Element in their role play. See section 4a above for more information on the Elements.

If all of the characters in the group are assigned an Element successfully, then the battle is immediately ended and the “Nightmare Moon is defeated with at least one of the Elements” ending begins.

There is no way of knowing how your players will choose to stand against her, but listed below are three possible outcomes of this battle. Note that these endings all assume the players have replaced the Mane Six in this scenario:

- Nightmare Moon is defeated with at least one of the Elements – Read the following: *The blinding flash of light from the Elements has dazzled you. As your vision begins to clear, you see Celestia standing in the center of the Throne Room, surrounded by warm sunlight. She is smiling serenely and when she sees all of you have come to your senses, begins to speak, “My faithful and loyal subjects. You have saved Equestria from Nightmare Moon, and released me from her capture, and for that you have my eternal thanks.” Celestia turns and walks towards Nightmare Moon, who lies amid her shattered armor. “Princess Luna. It has been a thousand years since I have seen you like this. Time to put our differences behind us. We were meant to rule together, little sister.” Luna slowly rises to her hooves, tears starting to flow from her eyes, “I’m so sorry! I missed you so much, big sister!” The two embrace, and with a smile Celestia turns to face the group, a few tears of her own on her cheeks. “Everypony...I think it’s time to go home.” Award your players 15 experience points.*
- Nightmare Moon is defeated without the Elements – Read the following: *The battle is done. Nightmare Moon kneels on the raised platform, gasping for breath. Sunlight begins to filter in through the windows. Just as Nightmare Moon begins to rise to her hooves, a commanding voice booms out from the other end of the room, “That is quite enough!” Celestia walks into the throne room, her face a dark scowl. Nightmare Moon falls to her knees again as brilliant radiance blooms from Celestia’s horn, bright as the*

sun itself. *“Princess Luna, it is time to end this farce!” Celestia continues. Nightmare Moon's eyes open, and it seems like she might speak, but she is enveloped in blinding light before she can. When it dissipates, Celestia stands alone in the chamber (PiC's note: Nightmare Moon has been transported to the royal palace). She turns to face your group and says, “While your methods were unorthodox, you have weakened Nightmare Moon enough for me to escape her prison. I can only hope her defeat will show her the error of her ways and that I can someday get my little sister back.” Her hoof nudges one of the shards of the Elemental Orbs, and she looks down at it. “I just wish there had been another way...” Award your players 10 experience points.*

- Nightmare Moon defeats the Group – This ending is very unlikely, as Nightmare Moon is designed to be defeated by any means necessary. However, bad luck and the will of the dice can cause such an occurrence to happen, and if it does, read the following: *As the last of you falls, Nightmare Moon stands a bit taller. She starts to catch her breath, a smile creeping across her features, when suddenly a brilliant bright light illuminates the room. Nightmare Moon shields her eyes with her wing, her tall shadow cast on the wall behind her. When the radiance clears, you can see Celestia and two dozen royal Guards standing in the hall. “Nightmare Moon,” Says the sun goddess, stalking forward dangerously, “It is time for us to end this.” Her horn glows and lets loose a thundering blast that shakes the ruins around you. Nightmare Moon is slammed back into the throne, destroying it. Before she can stand up, Celestia lets loose with another blast, crushing the dark mare against the wall of the chamber. “For your crimes against our subjects,” She begins, walking forward and slamming Nightmare Moon with more magic, “For attempting to usurp the throne,” Now Celestia stands over Nightmare Moon, hooves pinning her to the ground, “And for finally showing me that you are truly beyond redemption, Luna, I hereby banish you. Not to the moon, as was your previous punishment, but to the edge of space and time. There you will be trapped for all eternity, unable to even see our planet, alone in your torment.” Celestia glances over her shoulder at the captain of the guard, “Shining Armor, you are now in charge of Equestria until I come back. Take them,” She indicates your group, “And get them out of here safely. I'm afraid the night will last until I return.” White wings spread wide, Celestia looks up at the sky. A brilliant shaft of sunlight pierces the heavens, and the two goddesses vanish. As the ruins begin to crumble around you, Shining Armor and the royal guards lead you outside. “You're lucky we rescued the Princess when we did. It looked like you guys wouldn't have lasted much longer.” He points through the forest towards Ponyville. “Come on, you came from this way, right?” Award your players 5 experience points.*

Ponies & Parasprites
Bestiary
An Expanded Handbook of
Races & Monsters

Part 1: An Introduction

This supplemental handbook to the Ponies & Parasprites RPG is designed to do three things: Firstly it offers eight new playable races (Baby Dragons, Buffalo, Donkeys, Griffons, Mules, Saddle Arabians, and Zebras) that, while not ponies, are still creatures in the world of FiM that deserve the chance to be PCs. Secondly, it offers a selection of several monstrous races to harry your heroes. Thirdly, it gives stats to a few species of prominent wildlife, allowing the PCs to have access to animal friends and companions. Needless to say, this handbook delves into the mechanical workings of the enemies the ponies may face, and as such the section with monstrous stats should be read only by the Pony in Charge.

Part 2: Extra Player Races

Ponies are not the only creatures that exist in Equestria. However, very few races have both the sentience and the communication Skills to interact with ponies on the same threshold. Eight races, the Baby Dragons, Buffalo, Crystal Ponies, Donkeys, Griffons, Mules, Saddle Arabians, and Zebras qualify for this distinction (more races may appear in later seasons, though). Please keep in mind that these races have an equivalent pony age restriction. Race specific character sheets appear at the end of this chapter.

- **Baby Dragon** – Dragons age and mature much more slowly than other races. Dragons can easily live for several centuries, and their power grows in proportion with their age. Wisdom comes from their longevity, and as such hatchlings have much to learn (even more so than colts and fillies).
 - One free dot in Heart
 - *Fire Breath* - It is common knowledge that dragons breathe fire (usually the same color as their spines). Most fire that a baby dragon can expel is harmless and mostly for show (or to get the hatchling in trouble). However a baby dragon can focus their fire breath to be mildly threatening or dangerous. The dragon takes one point of Physical Exhaustion and rolls Body+Heart (the higher the result, the larger and hotter the flame, ranging in size from “matchstick” to “campfire”).
 - *Excavation* – Dragons are also able to use their hard spines and sharp claws to easily dig through earth. A dragon can roll Body+Athletics and excavate (the number rolled) cubic feet of dirt (or sand, gravel, anything other than stone) in (cubic feet/2) minutes.
 - *Fire Resistance* – A Baby dragon's thick scales and natural physiology means that they can often shrug off high levels of heat. If a Baby Dragon is ever harmed by fire, the Dragon can ignore one point of Exhaustion from the attack (down to 0 Exhaustion but not lower).
 - Dragons are limited to the “Colt/Filly” age group.
 - Dragons speak both Draconic (their native language) and the common tongue.
- **Buffalo** – Strong, proud, tied to the land they live on as well as the traditions of the past, the Buffalo are a race to be reckoned with. Stereotypically, Buffalo are reluctant to leave their home, but some youngsters have been known to set hoof in other lands. They are always to return to their native grounds, though, upon reaching adulthood. They are graced with no supernatural abilities but make up for it with outstanding toughness.
 - Two free dots in Body
 - Buffalo are limited to the “Colt/Filly” and “Pony” age groups.
 - Buffalo speak both The Voice of Thunder (their native language) and the common tongue.
- **Crystal Pony** – The citizens of the Crystal Empire appear at first glance to be nothing more than Earth Ponies, Pegasus Ponies, and Unicorns made out of jewels. Looking more closely, it is evident that their supernatural and physiological makeup is very different from their flesh-and-blood cousins to the south. The whole of the Crystal Pony race was, until very recently, spirited away from Equestria by King Sombra's Shadow Magic. Their thousand year servitude to the King of Shadows has left them emotionally weary, but under the new rule of Princess Cadence and Shining Armor, every day in the Crystal Empire is brighter and filled with more hope than the day before. 'Crystal Pony' is a template added to a Unicorn, Pegasus Pony, or

Earth Pony. They gain their normal supernatural abilities as well as the ones listed below. However, their Experience point costs to raise Attributes or Abilities is increased by 10%.

- One free dot in Heart instead of the normal racial bonus
 - *Shine* – After being rescued from a thousand years of servitude to a dark king, the Crystal Ponies know that even the bleakest situations can be salvaged, and that it is always darkest before the dawn. This indomitable hope, a confidence that things **will** get better if one continues to stand up no matter how many times they are knocked down, manifests as Shine. Physically, it is the internal glow or shimmer of the Crystal Pony's body. When they are happy, their bodies glow more and become translucent. When they are sad, they become duller and opaque. Mechanically, a Crystal Pony can choose to, once a day, gain a temporary buffer of Love by drawing on their Shine. For (their Body) number of minutes, a Crystal Pony gains an amount of Love equal to twice (their Heart value). This applies to Individual Love if alone or Group Love if applicable.
 - *Crystal Change* – Everypony has potential for hope. Everypony has potential for growth, change, and (if needed) redemption. Crystal Ponies can bring this potential to the forefront in others. Once a day, a Crystal Pony can invoke the Crystal Condition in all non-Crystal Pony allies within (the Crystal Pony's Mind value) yards of them, turning them into Crystal versions of their original selves. This change lasts for ten minutes per dot of Heart the instigating Crystal Pony has, and a creature under the Crystal Condition can only be affected by one Crystal Change at a time (though a new Crystal Change can be enacted again by a different Crystal Pony as soon as the first Change ends). While under the effects of the Crystal Change, a character's Love is increased, though the nature of the change is dependent on whether the character is alone or part of a group.
 - **Initially**, if the character is **alone**, then the Crystal Change grants them extra Love equal to the original Crystal Pony's Heart value.
 - **Initially**, if the Crystal Change is **cast on a group**, the Condition adds double the original Crystal Pony's Heart value in Love to the Group Love pool.
 - **Subsequently**, if the character is **alone**, their Love value cannot be lowered below a value equal to the original Crystal Pony's Heart Value until the Condition ends.
 - **Subsequently**, if the Crystal Change is **cast on a group**, the Group's Love total can never be reduced below twice the original Crystal Pony's Heart value, until the Condition ends. If even one character leaves the group, though, this ability ends prematurely.
 - Crystal Ponies are not limited to any age group.
 - Crystal Ponies speak the common tongue.
- **Donkey** – Stalwart and driven, Donkeys are known for their powerful wills and strong hearts. A race defined by their determination, Donkeys are prolific and known throughout all of Equestria.
 - *Drive* – A donkey has the ability to declare one goal as their Drive (for example: “Find Matilda”, “Read every book by Starswirl the Bearded”, or “Win the National Dessert Contest”). A Drive works similarly to a Pony or Zebra's Cutie Mark: When making a roll that is somehow related to their Drive, a Donkey's player may tally any die that land on a 6, then roll only those die again, tallying the newly rolled number as well. If the number is a 6, the process starts again, until no more 6's are rolled. A Drive is different from a Special Talent in that it can change on rare occasions. A Drive can be completed, but it can only be

considered completed if both the Donkey's player and the Pony in Charge agree that the goal is achieved. At any point when a Donkey doesn't have a currently assigned Drive, that Donkey can choose another goal for their Drive, subject to the approval of the Pony in Charge. A Donkey can only have one goal assigned to their Drive at a time. While Drive functions like a Cutie Mark, and a Donkey can have a goal assigned at character creation, Drive **does not** give the Donkey a Specialization associated with it. Like other non-Cutie Mark player races, a Donkey gets two personal interest Specializations.

- *Unending Determination* – Owing to their devotion to a single cause regardless of outside influence, a Donkey has the ability to stave off the effects of Exhaustion. Once a day, for the Donkey's Mind number of hours, the Donkey can gain Heart number of “buffer” Physical Exhaustion points. For example, consider a Donkey with Body ●●●●, Mind ●●, and Heart ●●●. This character would be able to treat their Body as ●●●●●●●● (Body ●●●● + Heart ●●●) for two hours, but *only* for the purpose of calculating Physical Exhaustion. Once the buffer is used up, or the time limit of the ability runs out, the Donkey cannot use this ability again until the next in-game day.
- Donkeys are not limited to any age group.
- Donkeys speak the common tongue.
- **Griffon** – Majestic, powerful creatures with the characteristics of both lions and eagles. Griffons are one of the few sentient, non-Pegasus races with the ability to fly. The hatchlings are jealously protected treasures.
 - *Cloudwalking and Flight (as Pegasus)*
 - *Tough as Nails (as Earth Pony)*
 - *Darkvision* – Owing to some odd function of their predatory and supernatural nature, all Griffons have the ability to see in pitch blackness out to 60 ft. They incur no penalty from switching from light to dark or vice versa, though their eyes still need a turn's worth of time to adjust from one to the other.
 - Griffons are limited to the “Pony” and “Stallion/Mare” age group.
 - Griffons speak both Cry (their native language) and the common tongue.
- **Mule** – Hearty animals, the result of a pairing of a horse and a donkey. Mules are often perceived as slow-witted, salt-of-the-earth creatures, ugly by nature. Since Mules can strive to be whatever they like, just like any other player race, this is often not really the case.
 - 1.5 times the Skill points allotted for their age at character creation (round up fractions)
 - *Tough as Nails (as Earth Pony)*
 - *Drive (as Donkey, but can only reroll 6's once)*
 - *Unending Determination (as Donkey)*
 - Mules are not limited to any age group.
 - Mules speak the common tongue.
- **Saddle Arabian** – Tall and lithe, the Saddle Arabians come from the deserts across the ocean. They evolved and adapted separately from their Earth Pony cousins in the more temperate climates of Equestria. They have wide and bisected hooves, similar to a Camel or Buffalo's. Their slender, tall bodies help them regulate their temperature in their blisteringly hot homeland.

- +1 to Body
 - *Wide Hooves* – When the Equestrian ponies first made contact with the Saddle Arabians, they mistook them for a type of Pegusai. Saddle Arabians practically fly across almost any type of terrain with ease. *Wide Hooves* gives Saddle Arabians +3 to their speed, and allows them to ignore Hinderling Terrain.
 - *Heat Resistance* – Saddle Arabians are unphased by heat and are completely immune to natural extreme heat of any kind. Supernatural heat affects Saddle Arabians as per normal.
 - Saddle Arabians are limited to the “Pony” and “Stallion/Mare” age groups.
 - Saddle Arabians speak both Marabian (their native language) and the common tongue.
- **Zebra** – Hailing from a distant and mysterious homeland, Zebras are a rare and curious sight for the average pony. Steeped in rumor and gossip, it can often be difficult for a zebra to integrate into a group of ponies due to their almost frightening nature. Youngsters are forbidden from traveling, but most zebras walk at least a little foreign soil before long. It is important to note that zebras are the **only** non-pony race to receive a Cutie Mark and Special Talent (and the mechanical bonuses they provide). Zebras do not have to speak in rhyme.
 - One free dot in Mind
 - *Love of My Homeland* - It is never an easy journey to get from there to here, but no Zebra ever forgets the land they hail from. As long as a Zebra has an artifact from their native land that they can touch or see, they are considered to have one extra point of Love.
 - *Lore of The Traveler* – Zebra are also able to utilize the tales and experiences they garner from the result of their wanderlust. They are able to roll Mind+Heart to recall knowledge that they have learned in their travels (difficulty based on obscurity).
 - Zebra are limited to the “Pony” and “Stallion/Mare” age groups.
 - Zebra speak both Nuuban (their native language) and the common tongue.

My Baby Dragon's Character Sheet

Player's Name:
Dragon's Name:

Love:

Age: Hatchling
Eyes:
Scales:
Spines:
Ears:
Speed:

Body: ●
Mind: ●
Heart: ●●

Special Powers:
Fire Breath
Fire Resistance
Excavation
Unlimited Potential

Focused Skill:
Shortcoming:

Skills:

Academics
Acrobatics
Animal ken
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Linguistics (Draconic)

Equipment

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

My Little Crystal Pony's Character Sheet

Player's Name:

Love:

Pony's Name:

Age:

Body: ●

Eyes:

Mind: ●

Mane:

Heart: ●●

Coat:

Cutie Mark:

Special Talent:

Speed:

Focused Skill:

Shortcoming:

Special Powers:

Shine

Crystal Change

Skills:

Academics

Acrobatics

Animal ken

Athletics

Awareness

Crafting

Diplomacy

Medicine

Performance

Sneaking

Linguistics

Equipment

Exhaustion

Physical □□□□□□□□

Mental □□□□□□□□

Emotional □□□□□□□□

My Little Buffalo's Character Sheet

Player's Name:
Buffalo's Name:

Love:

Age:
Eyes:
Coat:
Speed:

Body: ●●●
Mind: ●
Heart: ●

Special Powers:

Focused Skill:
Shortcoming:

Skills:

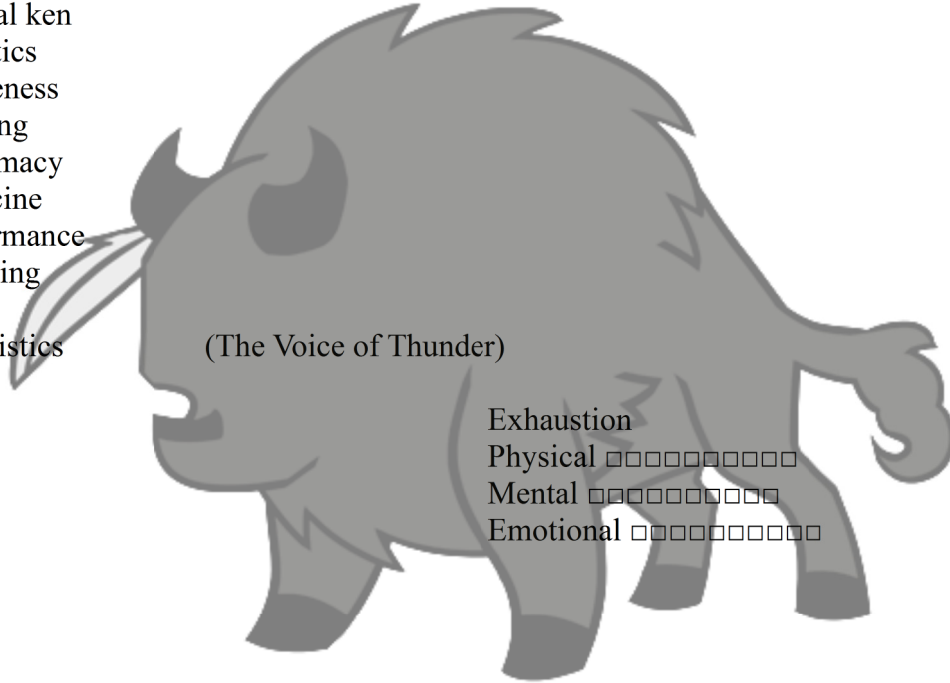
Academics
Acrobatics
Animal ken
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Linguistics

(The Voice of Thunder)

Equipment

Exhaustion
Physical ☐☐☐☐☐☐☐☐
Mental ☐☐☐☐☐☐☐☐
Emotional ☐☐☐☐☐☐☐☐



My Little Donkey's Character Sheet

Player's Name:
Donkey's Name:

Love:

Age:
Eyes:
Mane:
Coat:
Speed:

Body: ●
Mind: ●
Heart: ●

Special Powers:
Drive
Unending Determination

Drive:
Focused Skill:
Shortcoming:

Skills:

Academics
Acrobatics
Animal ken
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Linguistics

Equipment

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

My Little Griffon's Character Sheet

Player's Name:
Griffon's Name:

Love:

Age: Pony
Eyes:
Mane:
Coat:
Feathers:
Speed:

Body: ●
Mind: ●
Heart: ●

Special Powers:
Cloudwalking
Flight
Tough as Nails
Darkvision
Hero Type

Focused Skill:
Shortcoming:

Skills:

Academics
Acrobatics
Animal ken
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Linguistics (Cry)

Equipment

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

My Little Mule's Character Sheet

Player's Name:

Love:

Mule's Name:

Age:

Body: ●●

Eyes:

Mind: ●

Mane:

Heart: ●

Coat:

Drive:

Speed:

Special Powers:

Focused Skill:

Tough as Nails

Shortcoming:

Drive

Unending Determination

Skills:

Academics

Acrobatics

Animal ken

Athletics

Awareness

Crafting

Diplomacy

Medicine

Performance

Sneaking

Linguistics

Equipment

Exhaustion

Physical □□□□□□□□

Mental □□□□□□□□

Emotional □□□□□□□□

My Little Saddle Arabian's Character Sheet

Player's Name:

Love:

Pony's Name:

Age:

Body: ●●

Eyes:

Mind: ●

Mane:

Heart: ●

Coat:

Cutie Mark:

Special Talent:

Speed:

Focused Skill:

Shortcoming:

Special Powers:

Wide Hooves

Heat Resistance

Skills:

Academics

Acrobatics

Animal ken

Athletics

Awareness

Crafting

Diplomacy

Medicine

Performance

Sneaking

Linguistics

Marabic

Equipment

Exhaustion

Physical □□□□□□□□

Mental □□□□□□□□

Emotional □□□□□□□□

My Little Zebra's Character Sheet

Player's Name:

Zebra's Name:

Age:

Eyes:

Mane:

Coat:

Cutie Mark:

Speed:

Special Powers:

Love of My Homeland

Lore of The Traveler

Skills:

Academics

Acrobatics

Animal ken

Athletics

Awareness

Crafting

Diplomacy

Medicine

Performance

Sneaking

Linguistics

Equipment

Love:

Body: ●

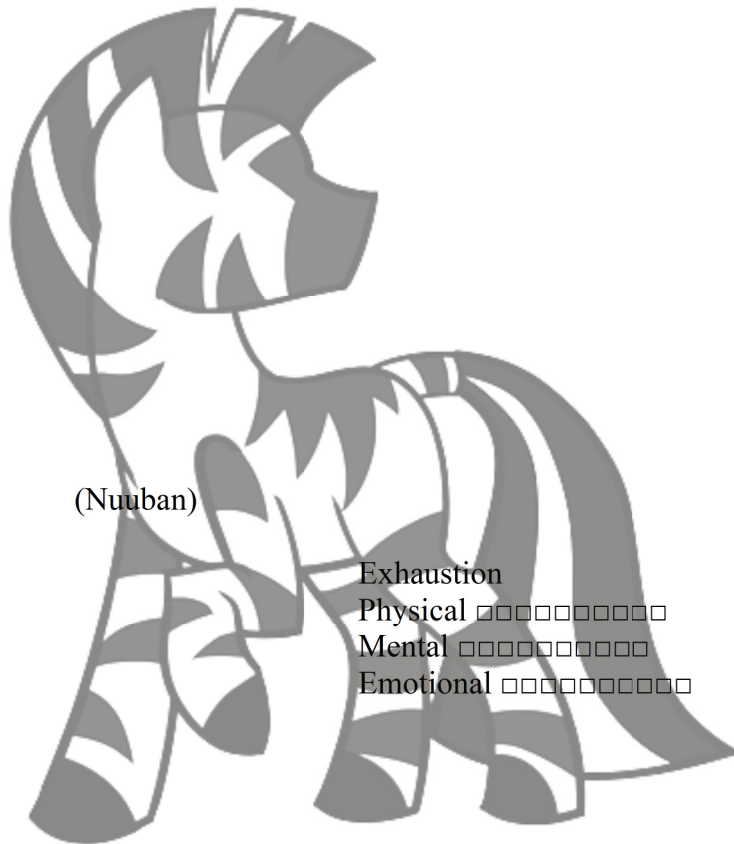
Mind: ●●

Heart: ●

Special Talent:

Focused Skill:

Shortcoming:



(Nuuban)

Exhaustion

Physical ☐☐☐☐☐☐☐☐☐☐

Mental ☐☐☐☐☐☐☐☐☐☐

Emotional ☐☐☐☐☐☐☐☐☐☐

Part 3: Monstrous Races

All monsters have Body and Mind Attributes but no Heart or Love. Instead, they operate off of the combined statistic of Malice, and it is through this Malice that their difficulty to defeat and power lie. Malice can be used as a linked Attribute, but it must be done so carefully as Malice can be above 5.

- **Malice** – The monster's Malice rating determines how actively antagonistic they are. Thus (as shown canonically), the Diamond Dogs have a higher Malice rating than the Hydra, which has a higher Malice rating than the Cockatrice. As a rule of thumb: The sliding scale of High Malice to Low Malice is in direct correlation to the sliding scale of Antagonism to Self-Defense. The goal of combat is for the pony characters to lower the opponent's Malice down to zero before their Exhaustion causes them to collapse. Once a monster's Malice hits zero, they flee, give into the pony's demands, or offer some form of surrender. When a Monster has a special ability that allows them to use Malice as part of their die pool, they may use UP TO their Malice rating.
- **Special Abilities** – All monsters have special powers, be they natural, supernatural, or spell-like in nature. A monster can only use one ability per round, and only on their turn. They can never use a special ability as a defensive action, unless otherwise noted in the power's description. For example, a Cockatrice cannot use its Petrification ability in response to being attacked by another creature, but it can use the Petrification ability on its turn as an offensive action.

PC Race Antagonists – Making an antagonist from a PC race is relatively simple. Simply build the character as though they were a player-made, customizing their stats to fit their personality. Then sum up the characters Heart and Love values, then replace those with Malice. This number is the “average” Malice for that character, but this can go up or down based on how antagonistic the character is.

With a little creativity, you can make your own beasts using these same statistics. In fact, this is greatly encouraged. Each monster statistic block is read the same way, as follows:

Name

Description

Habitat

Lore

Average Body:

Average Mind:

Malice Range:

Average Malice:

Trained Skills¹

Special Abilities

Ahuizotl

Description: Ahuizotl (“Ahwi-zotel”) is a unique creature. He has the body of an ape with the head and

¹ This is the average for the race. All Skills not listed are considered zero. Feel free to add or remove Skills for special beasts.

rear legs of a dog. His eyes perch at the tip of his muzzle. His long, flexible tail has a third hand at the end of it.

Habitat: Southern Equestria, usually in ancient temples.

Lore: A beast hailing from an ancient civilization, Ahuizotl was until recently thought to be nothing but a figment of the imagination of A.K. Yearling. He stalks the wild forests of Equestria, hunting for artifacts that will grant him power. According to the *Daring Do* series, Ahuizotl's schemes have been stopped by the titular adventuress at least twice. He has a knack for creating fiendish death traps, and is often surrounded by his feline entourage. While he is intelligent, Ahuizotl thinks himself smarter than he actually is, and his greatest flaw is the ease of which he flies into a frustrated rage.

Body: ●●●●●●● **Mind:** ●●●●●●●●●●

Malice: 20+

Academics	(Ancient Lore)	●●●
Animal ken	(Felines)	●●●●●●
Athletics		●●
Awareness		●●
Crafting	(Traps)	●●●●●

Linguistics (Nuuban, Draconic, Marabian)

Third Arm – Ahuizotl's tail hand affords him an interesting means of physical manipulation. Every round, he may make a secondary action as long as it involves using his tail.

Backup – Never without his clawed companions, Ahuizotl has the ability to summon a tiger, a cheetah, a panther, a lynx, and an irritable house cat. When summoned, the cats enter initiative as one unit, though they take actions individually. The group as a whole has a Malice of 20, like their master. For each 4 Malice lost, one cat at random flees the battle. While they are sentient and in control of their own actions, they obey Ahuizotl without question. Their stats are listed below:

“Tigre” the Tiger

Body: ●●●●● Mind: ●●●

Acrobatics	●●●●
Athletics	●●●
Awareness	●●
Sneaking	●

“Cazador” the Cheetah

Body: ●●●●●● Mind: ●

Acrobatics	●●●●
Athletics	●●●●

Awareness ●●

“Pantera” the Panther

Body: ●●● Mind: ●●●

Acrobatics ●●●
Athletics ●●●
Awareness ●●●●
Sneaking ●●●●

“Lince” the Lynx

Body: ●● Mind: ●●●●

Acrobatics ●●
Athletics ●●
Awareness ●●●●
Sneaking ●●

“Capitán Primero Velloso-Khan del Segundo” the Kitty Cat

Body: ● Mind: ●

Acrobatics ●●
Athletics ●
Awareness ●●
Medicine ●●●●●
Performance (Being adorable) ●●●●●●
Sneaking ●●

Breezies

Description: Miniscule creatures that resemble ponies, with a few additions. They have gossamer wings that are more than three times the size of their bodies, and antennae that are twice as long as the are from nose to tail. They tend to style their manes in long, flowing patterns. Being so small, they are very delicate and often need assistance from larger creatures to survive in Equestria.

Habitat: Temperate Landscapes

Lore: Breezies live in secret places throughout Equestria. Some of these places are merely hard to find; others are totally inaccessible, hidden away by magic. Their habitats are not self-sustaining, though, and often they must venture into the larger world to collect things like pollen. They have passive magics powered by the wind. Due to their contact with the outside world, Breezies easily understand the common tongue, and some even speak it. All Breezies speak Anding, their native language.

Average Body: ● **Average Mind:** ●●●●
Malice Range: 0 **Average Malice:** 0

Academics	(Agriculture)	●●●●
Acrobatics	(Windriding)	●●
Awareness	(Wind Currents)	●●
Diplomacy	(With larger creatures)	●

Fairy Lights – A Breezie can illuminate its antennae, which glows the same color as their hide. These lights can illuminate up to one foot around the Breezie. *Fairy Lights* requires no resource to cast, and lasts as long as the Breezie maintains it.

Changelings

Description: Insect-like creatures resembling small alicorns. Often have tattered, translucent wings and spindly limbs.

Habitat: Anywhere and everywhere

Lore: A paranoid pony's nightmare, Changelings have the ability to perfectly mimic equines and other four-legged creatures. When they change, their physical form is an exact duplicate, and they gain weaker versions of whatever supernatural powers their victim has. However, a Changeling does not gain the memories of the creature they copy; They must learn such things on their own. Changelings feed off of love and other positive emotions. Their *modus operandi* is to replace a creature in secret and live off the Love that creature garners, while at the same time assisting other Changelings in infiltrating a community. They are lead by their Queen, Chrysalis, from whom they gain greater power by proximity.

Average Body: ●●* **Average Mind:** ●
Malice Range: 1-3 **Average Malice:** 2

Academics	●●
Acrobatics	●●●*
Animal ken	● (Insects)
Athletics	●●●*
Awareness	●●
Diplomacy	●●●● (Manipulation)
Performance	●●●●●● (Imitation)
Sneaking	●●●* (Shadows)

Mirror Image – With a flash of green flame, the Changeling instantly mimics any playable race, or any other race of the same general shape and mass. The Changeling must have seen their victim

previously (which means that they are able to mimic creatures in pictures or from a description, though they take a penalty of ●●● when attempting to imitate that creature). This mimicry actually changes their physique, meaning that any stat with an * accompanying it is subject to following rule: When imitating a creature has a corresponding stat that is different from the Changeling's own, then that Changeling replaces that stat with their victim's (*For example: A Changeling mimics a character with Body ●●●●●●. For as long as the Changeling is mimicking that specific character, the Changeling's Body Attribute is treated as ●●●●●●. By the same rule, if a Changeling mimics a character with Acrobatics ●, then the Changeling must use the lower score*). This stat replacement lasts as long as the Changeling is mimicking the creature in question. This power stops working when the Changeling's Malice is reduced to 0.

Stolen Power – Changelings can fly in their insect form, but any other non-Changeling supernatural power must be stolen by using Mirror Image. When copying a race with the following Supernatural powers, the Changeling is considered to have that power as well as long as they are mimicking the creature.

- Cloudwalk
- Magic (Though they cannot cast Rituals. As Changelings do not have Special Talents, they may cast any spell they please, but they always subtract ●●)
- Telekinesis
- Fire Breath
- Darkvision

Drain – While mimicking a creature, if that creature would garner any amount of Love from any source, that Love total is instead treated as a bonus to Malice. Thus, if a Changeling's Malice is 10 and they gain a bonus of 2 Love, then their Malice is considered 12. Being essentially drones, and therefore incapable of feeling depression or remorse, the Changeling cannot lose Malice in this fashion.

Tongues – Any Changeling can speak and read every language perfectly, but only while in disguise. Otherwise, they are reduced to an insect-like buzzing (though they can still read and write).

In the Court of the Queen – When Queen Chrysalis is physically present, all Changelings that can see and hear her gain an intrinsic ● bonus to all rolls. This stacks with any other bonuses the Changeling may have.

Queen Chrysalis

Description: Standing tall as Princess Celestia, Chrysalis is to Changelings what the Princesses are to Ponies. She is physically taller, with more pronounced wings, mane, and horn, as well as a visible set of fangs.

Habitat: Anywhere, though not without a swarm of Changelings

Lore: Queen of the Changelings, Chrysalis is a dedicated monarch to her subjects and her cause. She desires nothing less than the total domination of the world. Chrysalis wants Equestria specifically for the sake of harvesting the Love of the creatures living there.

Suggested Body: ●●●●●*

Suggested Mind: ●●●●●●●

Malice Range: 10+

Academics ●●●● (Ancient Lore)

Acrobatics	●●●*
Animal ken	● (Insects)
Athletics	●●●●●*
Awareness	●●●
Diplomacy	●●●●●● (Manipulation)
Performance	●●●●●●●● (Imitation)
Sneaking	●●*

Her Majesty – Chrysalis has all the powers of a regular Changeling, excluding 'In the Court of the Queen', with the additional powers 'She is Called Victoria' and 'She is Called Gloriana'.

She is Called Victoria – The most powerful of the Changelings, Chrysalis is able to cast magic as an Alicorn in her true form. This means that she knows, can cast, and teach Rituals of Arcane Obscurity or lower, as well as *Boon of the Thunderclap*, *Safe Haven*, and *Eyes of Tempora*. She can create Rituals as well, but they are twice as hard and take twice as long to make than would be for an equivalent Ritual for a Unicorn.

She is Called Gloriana – Chrysalis can make a (Mind) attack against any other sentient creature, which can resist with a Heart+Mind roll. On a success the creature falls under Chrysalis' control, and will follow any suggestions she makes. If Chrysalis orders the subject to hurt themselves or act in a manner completely opposite of their character, the subject can make another Heart+Mind roll against Chrysalis' original score to break free of the spell. On a critical success, Chrysalis gains total control over the subject, who can only be freed by countermagic (Mind+Mind usually, or Mind+Skill as thematically appropriate), or a successful Mind+Medicine roll of Chrysalis' original score or higher. On a failure, the subject is not hypnotized, but takes one point of either Mental or Emotional exhaustion, of whichever type is the lower of the victim's Mind or Heart scores. Chrysalis ignores critical failures when using *She is Called Victoria*, instead treating them as standard failures.

Chimera

Description: This monster is a mishmash of creatures: Its right head, shoulder, and front paws are that of a tiger. Its rear legs and left head resemble a goat, and its tail is a serpent.

Habitat: Flame Geyser Swamp

Lore: Chimera are voracious predators that stalk the most inhospitable places in Equestria. Sentient and often malicious, a Chimera will always hunt any creatures that enter their territory. However, they suffer the same weaknesses as other multi-headed beasts: Arguments. Each head is effectively its own creature, and any differences of opinion can potentially immobilize the Chimera. Chimera speak the common tongue, though some also speak Nuuban.

Average Body: ●●●●●
Malice Range: 10-16

Average Mind: ●●●●●
Average Malice: 13

Athletics ●●●●●●●
Awareness ●●●●●

Sneaking

●●●●

Three-Headed – Chimera have three independent consciousnesses: The tiger, the snake, and the goat. Each head acts as a separate creature for the purposes of initiative and actions in conflict. At the start of combat, the Chimera rolls three initiative checks. Each head has a bonus ability that only it can use, and only on its round.

- The Tiger gains +1 to Sneaking, can move the body, and doubles the height and distance of any jumps the body makes.
- The Goat gains +1 to Athletics, can move the body, and doubles the distance the Chimera moves if it charges (that is to say, moves in a straight line at full speed).
- The Snake gains +1 Awareness, *Darkvision (as a Griffon)*, a *Hypnotic Gaze*, and can NOT move the body.

Hypnotic Gaze – On the Snake's initiative, it may target one creature in line of sight that it can make eye contact with. The Snake rolls Mind+Awareness versus the target's Mind(or Heart)+Awareness. Succeeding the roll stuns the target for (6-(the target's Mind)) Turns, minimum 1. Critically succeeding stuns the target until the target is able to succeed a Mind(or Heart)+Awareness against the original difficulty. The target makes this roll every turn, and every failed roll lowers the difficulty by 1.

Cockatrice

Description: A creature with the head of a chicken and the body of a snake. Often has red eyes, green scales, and white feathers.

Habitat: Temperate Forests

Lore: This creature is known to have the ability to turn others to stone with its gaze. It can turn them back to flesh with another look, but it must be convinced to do so (rumors state that certain herbs and potions can turn a victim back, even hundred of years later). Certain Cockatrice seem to turn others to stone for fun.

Average Body: ●●

Malice Range: 1-8

Average Mind: ●

Average Malice: 4

Acrobatics ●●

Awareness ●●

Sneaking ●●●

Petrification – The Cockatrice can spend its entire turn attempting to turn an opponent to stone. If it chooses to do so, it rolls Malice+Mind vs. the target's Heart+Body. If it succeeds by at least 5, half of the target's body turns to stone (rendering them immobile), unless already halfway petrified. In that

case, they are turned completely to stone. If the Cockatrice rolls more than 10 above its opponent (or critically succeeds), the target is turned to stone immediately.

Cragadile

Description: Appearing to be an oversized crocodile covered in a hide of stone. Green with brown highlights, and slitted yellow eyes, Cragadiles are usually three times as large as a Clydesdale when both are measured snout to tail.

Habitat: The swamps of the Everfree Forest

Lore: The Deep Everfree Equestrian Rockadile, known more commonly as the Cragadile, is a magically-induced evolutionary offshoot of the more common Southern Wetlands Dire Crocodile. During Luna's absence, a unicorn wizard by the name of Bastion the First gathered a clutch of Dire Crocodile eggs from the Everfree Rainforest and enchanted them with their distinctive stone scales. He used these to protect his tower in the Everfree during his arcane studies. The tower is gone now, and the Cragadiles he created eventually migrated to their swampy home.

These creatures have no enhanced intelligence from their flesh-and-blood evolutionary ancestors. Female Cragadiles will, in the winter months, lay clutches of approximately two dozen eggs in the soft earth near the roots of trees. They will protect their nest for the four months it takes for their young to hatch. Once hatched, the young and the nest are abandoned.

Ambush predators, Cragadiles of both genders will settle under the surface of the swamp, appearing to be nothing more than rocky islands. Once a potential aggressor or target has been identified, the Cragadile will wait for them to get close enough to burst from the water and attack.

Average Body: ●●●●●● **Average Mind:** ●
Malice Range: 4-10 **Average Malice:** 5

Athletics	(Burst of Speed)	●●
Awareness	(While underwater)	●●●●
Sneaking		●●●●

Matron of the Clutch – A single Cragadile will usually pursue its target until it is defeated, at which point it will most likely slip back into the water. These Cragadiles will have a Malice of about 5. However, if a female Cragadile is protecting her nest, her Malice will be 10. She will attack until the aggressor is about fifty feet away from her nest, at which point she will immediately disengage. She will only reengage if the aggressors begin to approach her eggs again.

Ambush Predator – Cragadiles gain ●●● to Sneaking checks while underwater.

Diamond Dogs

Description: Ugly subterranean beasts, Diamond Dogs look like large canines but walk upright (with

their forearms for support) and speak in a rough, broken tongue.

Habitat: Underground Caves

Lore: Brutish underground creatures, the Diamond Dogs crave gemstones as a species-wide infatuation. Often of simplistic intelligence and singular drive, they have been known to kidnap members of other species to hunt gemstones for them. However, they are not too great a threat, as most are too cowardly to stand up unless in a pack.

Average Body: ●●●

Average Mind: ●

Malice Range: Varies

Average Malice: Varies

Athletics ●●●

Crafting (Gemcraft or Metallurgy) ●●

Pack Tactics – The individual Diamond Dog's Malice is equal to the number of other Diamond Dogs in his pack, at a one-to-one ratio (thus a pack of five has a malice of five). As Malice is lowered, individuals flee from the fight. The last Dog standing is always the pack Alpha, who orders about his subordinates.

Discord

Description: Tall and serpentine, Discord is a mishmash of different animals. With mismatched horns and wings, a lion's paw, an eagle's talon, and the legs of a goat and a reptile, the Draconequus is a disturbing sight.

Habitat: Discord goes where he pleases.

Lore: Long ago, Discord held Equestria in his iron grip of chaos. Celestia and Luna rose up against him and trapped him in stone. He is empowered by chaos and disharmony.

God of Chaos – Much like an Alicorn, Discord is an immortal and extremely powerful creature. As such, he has the ability to speak and read all languages, knows all Rituals of all levels, and cannot ever truly be slain.

Madness Embodied – Discord is not just the lord of chaos, he is the physical manifestation of insanity and fluctuation. As such, he has no Attributes or Skills. His Malice is wholly determinate on how far his madness has spread. When Discord is released (or summoned) into Equestria, he spawns with 20 Malice and his *Aberrant Corruption* aura covers 10 miles. Each day that he is allowed to remain in the material realm, his Malice increases by ten and his aura diameter increases by five miles. His Attributes and Skills are deterministic. As the ability of the Element of Laughter, Discord may declare the outcome of any action as long as it is 'funny'. This comes with two caveats; firstly, Discord may use *Madness Embodied* to predetermine actions. Secondly, the only creature Discord answers to is Discord; he is the only one who needs to find the outcome of his actions to be 'funny' for this power to work. Lastly, Discord is bound by the thematic of his domain. If Discord must roll for some action that he does not declare the outcome of, he rolls 20 die, if and only if the action in some way falls under his

prevues of Madness, Chaos, Inspiration, and Narcissism. Otherwise, he rolls 0 dice.

Aberrant Corruption – Discord is antithetical to the order and reason of the material world. He revels in his alien nature. *Aberrant Corruption* is an aura of pandemonium centered around Discord. As stated before, when he is first released into Equestria, the diameter of this aura is 10 miles, and grows by five miles every day. If Discord leaves the area his *Aberrant Corruption* is influencing, that area remains corrupted but the diameter of the aura does not grow (unless Discord were to return to it). After leaving a corrupted area and settling somewhere new for a full day, a new aura of corruption begins to grow, starting at 10 miles in diameter and growing as per normal. If one corrupted area begins to encroach on another, the second area is not changed in any way; it does not grow in size, nor does it become 'doubly as chaotic'. If an area is both affected by *Aberrant Corruption* and is occupied by Discord, then Discord has complete control over the fabric of reality in that area. He may create, rewrite, or destroy any aspect of the world as he sees fit. It stays this way permanently until one of three conditions are met:

- Discord chooses to revert the changes,
- The Elements of Harmony are used to reverse the corruption. For each hour that a Bearer of an Element of Harmony spends channeling harmonious magic through the artifact and into the blighted land (at the exclusion of all other tasks), the diameter of the aura shrinks by a mile. If more than one Bearer joins in the channeling, one extra mile is removed per additional Bearer per hour of focus.
- Any creature with the *Alicorn* Special Ability (Celestia, Luna, Mi Amore Cadenza, Twilight Sparkle, and Nightmare Moon) automatically knows and may cast a difficulty 60 Ritual known as the *Celestial Imposition of Law*. It is rumored that a more powerful version of this Ritual was used to craft the very earth of Equestria in the beginning of time. This Ritual can be taught to Unicorns like any other, though it is a closely guarded royal secret. Upon being cast, the universe hears and understands the resonating words of the arcane mandate, and rights itself, destroying ten miles of corruption per casting.

Adult Dragon

Description: Large reptiles, with scales that are often primary or secondary colors. Most noted for their claws, razor sharp teeth, and near-impenetrable hide.

Habitat: Caves & Mountains

Lore: Dragons are centuries old creatures. They are wise and strong, but sometimes uncaring of living things smaller than they are. They hoard treasure and eat gemstones (some say to power the fire they breathe). A dragon can choose to breathe either smoke or fire. All dragons speak both Draconic and the common tongue, however not all dragons are *willing* to speak to other races.

Average Body: ●●●●●●	Average Mind: ●●●●
Malice Range: 0 – 30	Average Malice: 15
Academics (Lore)	●●●●●●
Acrobatics (Flight)	●●●●
Animal ken	●●●

Athletics	●●●●●
Awareness	●●●
Diplomacy	●●●●

Fire Breath – The dragon subtracts one point of Body and rolls New Body+ Malice (difficulty based on side of flame). A dragon can breathe fire in this manner until they are down to one dot of Body, however most will only 'breathe' down to three or four dots. Large blasts of flame are taxing on the dragon's body, and this is usually saved as a last resort.

Fire Immunity – No type of flame, either mundane or magical, can ever harm a Dragon.

Excavation – Dragons are also able to use their hard spines and sharp claws to easily dig through earth. A dragon can roll Body+Athletics and excavate the rolled number cubic feet of dirt (or sand, gravel, anything other than stone) in (cubic feet/10) minutes.

Ghosts

Description: Wispy, mist-shrouded glowing apparitions. Often partially transparent. Ghosts can assume almost any form they please, but usually chose to retain their appearance from when they were alive.

Habitat: Spooky old manors, libraries, etc.

Lore: Sometimes, a spirit refuses to move on and inhabits some building or location. If a spirit is not a Wraith then it is a Ghost. Ghosts are not malicious entities, but they do require some form of assistance to be put to rest. Ghosts retain most of the knowledge they had in life, though the shroud of the afterlife often causes the Ghost to become forgetful and difficult to understand.

Average Body: 0	Average Mind: ●●●
Malice Rage: 0	Average Malice: 0
Academics	●●
Awareness	●●●●
Diplomacy	●
Performance (Wails & Moans)	●●

Linguistics *The Voice of Thunder*

Touch of Frost – The ectoplasmic nature of the apparition causes notable physical changes in our dimension: Specifically, temperatures around said apparitions have been known to plummet in relation to the psychokenetic presence of the spirit. In layman's terms, the stronger the apparition, the colder the area. The most powerful Ghosts can actually have the Extreme Temperature (Cold) effect ^{see PM's Guide} on the local area. In short, when confronting the most powerful of PK-apparitions, one must ask oneself a very simple question: "Who you gonna call?"

Hydra

Description: Giant reptile with multiple heads. Lacking arms and wings, it uses its long necks to balance itself while moving.

Habitat: Marsh and Swamplands

Lore: As tenacious as they are strong, the Hydra is one of the few monsters that prefers its prey to be around pony-sized. Luckily, very few exist and those that are known of live in boggy areas that ponies don't frequent anyway. Another weakness is that its multiple heads tend to have different personalities, and if all of its brains do not work in tandem it can be clumsy and foolish. Some Hydra are rumored to have heads that speak the common tongue or Draconic. A Hydra can have anywhere between two and six heads.

Average Body: ●●●●●●●● **Average Mind:** ●● (half ● per head)
Malice Range: 10-30 **Average Malice:** 20 (~5 Malice per head)
Athletics ●●●●●
Awareness (● per head)

Swampwalk – Hydras can move through marshland, swamps, and water with no movement penalty.

Manticore

Description: Large beasts with the bodies of lions and the tails of scorpions, often colored yellow and red.

Habitat: Woodlands & Foothills

Lore: Ferocious monsters known to leave no trace of their victims, the Manticore is truly a beast to fear. Using its fangs, claws, and poisons stinger, it will viciously defend its territory. It is not known to pursue intruders once they leave the Manticore's domain.

Average Body: ●●●●●●● **Average Mind:** ●
Malice Range: 0 – 15 **Average Malice:** 7
Athletics ●●●
Awareness ●

Poisonous Tail – Instead of attacking with its claws or teeth, a Manticore can choose to roll Body+Athletics vs. the target's Body+Acrobatics. Succeeding by at least 10 means the tail has struck the target, dealing two points of Physical Exhaustion. Succeeding by at least 15 (or critically succeeding) requires a difficulty 18 Body+Heart roll by the target. Failing the roll, the target is poisoned, and instantly drops unconscious. The poison can be treated with either one day's rest OR a difficulty 16+ Medicine roll. The Manticore can only strike with its tail again after three rounds of rest, and it only has enough poison for two doses.

Minotaur

Description: Tall and powerful creatures with the head and hooves of a bull, but the body and torso of a different, strange creature. They often have dark, short fur, and tufts of hair between the horns on their head.

Habitat: Migratory – Civilized places, mountainous regions, or underground.

Lore: Minotaurs come from a small island. They migrated to the mainland many years ago, after which they spread out across Equestria. They migrate from place to place, though their reasons for traveling are unique to each Minotaur.

Average Body: ●●●●●●●●

Average Mind: ●●●

Malice Range: 0 – 10

Average Malice: 5

Athletics

●●●●

Awareness

●●●●

Crafting (Labyrinths)

●●

Overwhelming – When a Minotaur causes a character to take Physical or Emotional exhaustion, they add on an additional point of the same type of Exhaustion.

Nightmare Force

Description: The Nightmare Force has two distinct looks. The first is a collection of wispy, dark animal shapes with discreet primary- and secondary-colored eyes. The second is actually the appearance of their corrupted victim, which varies from creature to creature.

Habitat: The Moon, or the body of the creature they are controlling.

Lore: No pony knows from whence the Nightmare Force came, or even if it was 'created' at all. It may have always existed. What is known is that the Nightmare Force is an ancient, malevolent consciousness that desires only one thing: a body.

In mist form, the Nightmare Force has the following stats:

Body: *None*

Mind: ●●●●●●●●●●

Malice: 50

Academics (Things Ponies Were Not Meant To Know) ●●●●●●●●●●

Awareness (While in Darkness) ●●●●●●●●●●

Crafting (Shadows) ●●●●●

Diplomacy (Manipulation) ●●●●●●●●●●

Performance ●●●●●●●●

Sneaking (While in Darkness) ●●●●●●●●●●

While inhabiting a body, the Nightmare Force has access to all of its host's stats, as well as its own.

Additionally, it provides its host with +3 Body. When making checks with Mind, the Nightmare Force always uses its own die pool.

The Shadow out of Space – Unfathomably ancient, the entity of the Nightmare Force either never had a physical form, or shed it long ago. It exists as a ghost, a whisper, a fear just at the corner of your vision. The Nightmare Force knows all Rituals (including those that have been lost to time, or have not been invented yet). It speaks all languages, even those from cultures extra-terrestrial to Equestria. When not inhabiting a form, it is intangible and therefore immune to non-supernatural physical assaults. It can move in three dimensions at a speed of 100, through any physical obstructions.

Inhabitation – When the Nightmare Force invades a body, its ancient essence causes a series of mutations to its host. The aforementioned +3 to Body is due to the host growing to a size slightly larger than an Alicorn. Its coat will darken, and if it has a Cutie Mark, this will change as well to represent its new nature (stars and darkness are often incorporated). The Nightmare Force is able to use any memories, Skills, and Abilities that its host has. Additionally, it may abandon the body at any time and may use the body as a shield. This is to say, any offensive actions that harm the body do not harm the Nightmare Force. If the Body should collapse, the Force is unharmed. The only way to expunge the force is to either exorcise it, or reduce it to 0 Malice.

There is one caveat to its 'Inhabitation' ability; possibly a geas of some manner or just a fortunate aspect of the rules that the Force plays by. While it can cajole, threaten, bargain, or otherwise coerce a potential host, the Nightmare Force **can not** enter a body without being invited.

The most powerful ability that 'Inhabitation' gives the Nightmare Force is the power to use its host's Heart score in die pools.

Parasprite

Description: Slightly smaller than an apple, the Parasprite comes in a kaleidoscope of colors. All Parasprites have two big, bright eyes, a large mouth, and a set of delicate wings.

Habitat: Migratory – Usually woodland

Lore: These creatures exist to do two things: Eat and multiply. They need little nourishment to survive; Most of the mass of what they eat is turned into other Parasprites. These creatures will swarm and destroy cropland in a matter of hours. Rumor has it that they are attracted to the sound of music.

Average Body: ● **Average Mind:** No intelligence beyond survival, eating, and breeding.
Malice: 0 individually/10 small swarm/20 large swarm/30 swarm of the century
Acrobatics (Flight) ●

Swarm Mind – An individual Parasprite will not remove itself from the swarm for long. If it cannot return from whence it came, it will start making more Parasprites. As such, the Parasprite can be herded with a successful Animal ken roll (difficulty based on swarm size). With a successful

Performance roll (again, difficulty based on swarm size), the herding roll is cut in half (in third of the Performance roll critically succeeds).

Roc

Description: A Roc's plumage is either dark brown or golden from head to tail. These enormous birds are ferocious to behold, with giant bodies and huge wingspans. A Roc weighs more than two thousand pounds.

Habitat: Mountainous Regions, usually higher elevations

Lore: A Roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off. Generally the victim will be carried to the Roc's nest.

Average Body: ●●●●

Average Mind: ●

Malice Range: 0 - 10

Average Malice: 5 (Higher when defending its nest)

Acrobatics ●●

Athletics ●●

Awareness ●●●

Sneaking ●

But it wasn't a Roc! - A Roc's plumage allows it to blend into mountainous terrain. If a Roc is near a rock wall or other outcropping, it gains an extra ●● to its Sneaking Skill.

Sea Serpent

Description: Huge snakes, usually with facial hair-like growths on their faces. Often come in vibrant (albeit complementary) colors. Have slender arms and hands.

Habitat: Large bodies of water

Lore: Often friendly (although a bit melodramatic at times), some Sea Serpents have taken it upon themselves to be lords of their domain, often preventing travelers from crossing the bodies of water they reside in. Some will even go so far as to sink ships or steal cargo. All Sea Serpents speak the common tongue.

Average Body: ●●●●●●● **Average Mind:** ●●●●

Malice Range: 0 – 20 **Average Malice:** 10

Acrobatics (Underwater) ●●●●

Athletics (Distance Swimming) ●●●●●●

Diplomacy ●●

Sneaking ●

Touch of the Hurricane – The water a Sea Serpent resides in is totally under their control. The serpent can roll Malice+Athletics for destructive uses of water, such as tidal waves and whirlpools.

Conversely, a friendly Sea Serpent can roll Body+Athletics to calm the water of their domain, and with a high enough success can even create beneficial currents (all difficulty based on size of the body of water and the intensity of the effect).

King Sombra

Description: A dark unicorn with a red horn, visible fangs, and eyes that leak a purple miasma, King Sombra cuts an immediately recognizable and terrifying figure.

Habitat: ???

Lore: Not much is known of King Sombra. He is an immensely powerful Unicorn that committed crimes against Equestria so terrible that the Celestial Sisters turned him to shadow and banished him to the north. As he was imprisoned, Sombra placed a curse on the Crystal Empire that caused it to vanish. Recently the Empire, and King Sombra, have returned to Equestria. Sombra was killed at the end of the battle for the Crystal Empire. It is doubtful, though, that the King of Shadows will be gone forever. True evil does not die, it merely waits, and Sombra has waited a millennium at this point...

Suggested Body: ●●●●●●

Suggested Mind: ●●●●●●●●●●

Malice Range: 20+

Academics	●●●●●●● (Shadow Magic)
Acrobatics	●
Athletics	●●
Awareness	●●●●● (Shadow Sight)
Performance	●●● (Horrific Visage)
Sneaking	●●●●● (While in Shadow)

Shadow Magic – King Sombra once walked the moonless path, but he has strayed from it. He knows all Umbramancy Rituals of Arcane Obscurity and lower. He has created the Rituals *Wyrđ* and *Blackshroud/Dark Revelation*. Both of these are Difficulty 60. Sombra can teach these Rituals to his allies, though he is loathe to do so. While he was once a student of Umbramancy, he corrupted the teachings of the art, discovering three new Dark Words. The four Dark Words he has learned by straying from the moonless path are *Power*, *Greed* (which replaces *Temperance*), *Control* (which replaces *Conviction*), and *Tyranny* (which replaces *Eminence*).

Wyrđ – By speaking the words of his wicked Shadow Magic, Sombra may trap an area or object with a crippling mind effect. When placing the ward, Sombra rolls Mind+Body as per usual for a Ritual. Whatever number he gets when placing the ward is the number a character who views the ward must beat with a Mind + Awareness roll. If they succeed the roll, the magic is broken and the ward shatters, becoming useless. If they fail, they are trapped in a vision of their worst fear, and are held petrified with despair until another character can free them. The illusion is tailored to the viewer, though, so only one character can be affected by one *Wyrđ* Ritual at a time, and vice versa. This is explicitly an illusionary, mind-affecting power.

Blackshroud/Dark Revelation – Though written as two Rituals, this is actually only one Ritual

that can be inverted. *Blackshroud*, warps the light and shadow of an area or object, making it totally obfuscated to all viewers. The magic goes deeper than that, though. The area or object is actually removed from reality, and reality reacts to this by 'filling in the holes'. A painting, when shrouded, becomes an indistinguishable piece of the wall. The entrance to a stairway, when shrouded, becomes an ordinary floor. A kingdom, when shrouded, becomes nothing more than earth and snow. *Blackshroud* effects an area or object equal to or less than (the number rolled to cast *Blackshroud* divided in half) miles in diameter. A *Blackshrouded* area or object remains so unless *Dark Revelation* is cast on it, the caster willingly dispels the magic, or 1,000 years pass. *Dark Revelation*, as stated above, removes *Blackshroud*, regardless of how large the area or object is, or how long it has been *shrouded*.

Crystal Corruption – Sombra passively blackens and blights all crystals and gems he comes into contact with, making them impure. Once a day, he can regain his former glory as tyrant of the Crystal Empire and corrupt Crystal Ponies (or creatures under the effect of the *Crystal Condition*). When casting *Crystal Corruption*, any creatures who fit the criteria above that can see Sombra must roll a Mind+Heart challenge at a Difficulty equal to Sombra's Malice. Sombra may pay two Malice to double this Difficulty (now equal to twice his *current* Malice). Those who fail are reminded of the cruelty and torment they faced under Sombra's rule. Creatures that are not Crystal Ponies who are effected by this power feel the terror of what torments will come after they are beaten by Sombra. They become dull and opaque, and their Love is set to 0.

Shadow Walk - By willingly reverting to the form the Celestial Sisters cursed him with, Sombra turns into a roiling mass of black shadows. He becomes intangible, cannot touch others or be touched himself, and can move past opponents as though they did not exist until the end of his turn. If King Sombra chooses to use this power on his turn, he may also take other actions, but he may not use *Shadow Walk* twice in the same round.

Sphinx

Description: Sphinxes have great, feathery wings and leonine bodies.

Habitat: Deserts and Mountains

Lore: Wise and soft-spoken, Sphinxes are enigmatic creatures. Highly territorial, they will often test an intruder's worthiness to enter their lands with a series of increasingly difficult riddles. Sphinxes speak the common tongue, Draconic, and Cry.

Average Body: ●●●●	Average Mind: ●●●●●●
Malice Range: 0 – 15	Average Malice: 6
Academics (Riddles)	●●●●
Acrobatics (Flight)	●●
Animal ken (Big Cats)	●
Awareness (Night Vision)	●
Performance	●●
Sneaking	●●

Voice of the King – Twice per day (but only once per round), the Sphinx can let loose a powerful roar. This is an opposed challenge, with the Sphinx rolling Body+Performance, resisted with Body+Heart. If the victim rolls less than the Sphinx, they are struck terrified and cannot move or act for one round (or one minute out of combat). On a critical success for the Sphinx, the victim is stunned for two rounds (or two minutes) and garners a point of Emotional Exhaustion. This is a terror effect.

Tatzlwurm

Description: A huge sized burrowing worm. It has a purple scaled body, a red mane, and a pink head with yellow lips and black eyes. Its head splits apart into a tri-mandibular jaw, revealing a maw filled with black grabbing tentacles.

Habitat: Underground at the edge of Equestria.

Lore: Rumors about the Tatzlwurm are rare, and contradictory. Some say that there are many, some say that there is only one Tatzlwurm. Most agree that it is a horrific monster that eats whatever it finds whole.

The truth of the matter takes the fangs off the Wurm. There are at any time no more than a half a dozen Tatzlwurm; the edge of Equestria is a fairly large place after all, and it has more than enough real estate for them to live comfortably. Their birth and death rate per century are essentially equal.

Tatzlwurm are distant evolutionary cousins of dragons. They consume minerals such as gold and silver, feasting on precious metal veins much like whales feed on krill. Much like dragons, the Tatzlwurm are heinously territorial. If a Wurm catches an intruder in its land, it will bind them with its tentacles and carry them to the edge of its territory before spitting out its prey.

Average Body: ●●●●●●●●●●

Malice Range: 20 - 30

Average Mind: ●

Average Malice: 25

Athletics (Endurance) ●●●●●●●●●●

Awareness (While Underground) ●●●●●●

Tremorsense – Tatzlwurm have horrible vision. Instead of the normal five senses, the Wurm uses fine feelers in its mane and scales to sense vibrations in the earth around them. Their tremorsense extends out five miles from their body; it only works on creatures on the ground, and it only works if the Tatzlwurm is currently in contact with the earth.

Horrific Tentacles – If a Tatzlwurm is within 30 feet of a target, they make choose to grapple with their tendrils. This is a (Body + Athletics) roll to hit. If the attack hits, it does no damage. Instead, the Wurm rolls (Body + (the damage the attack would have done)) versus the target's (Body + Acrobatics). If the second attack succeeds, the target is stuffed into a pouch in the Wurm's maw. The Wurm can carry up to 4 pony-sized characters. If it is able to capture all of its targets, or if it fills up with targets, it will travel to the edge of its domain and spits out its victims.

Timber Wolves

Description: Oversized canine creatures made of dense wood. They often have glittering golden eyes and very sharp, pointy teeth. The alpha wolf of the pack is usually half and again larger than the average wolf.

Habitat: Temperate, hardwood forests

Lore: These wolves keep close to their territories, though sometimes they will travel to the edges of the woods they live in to defend their homes from outsiders. Packs usually range from 4-5 wolves, with one Alpha.

Average Body: ●●●●

Average Mind: ●

Malice Range: 12-16 (3 per Wolf)

Average Malice: 14

Acrobatics

●●

Athletics (Woodland Stride)

●●●●

Awareness (Night Vision)

●●

Sneaking (Woodlands)

●

Leader of the Pack – Pack alpha Wolves get a bonus ●● to Body and ● to Mind. They also confer a ● bonus to Body for all other Wolves in their pack.

Oak Hide – The thick wooden hide of the Wolf ignores the first point of Physical Exhaustion from any attack made against it.

Rage Across Equestria – Sometimes, a pack of Timber Wolves may lack an alpha. If they do, then they lose the *Leader of the Pack* ability and replace it with *Rage Across Equestria*. All the Wolves in the pack have one less Malice individually. When the pack is reduced to 0 Malice, it enacts *Rage Across Equestria*. The destroyed bodies of the Wolves combine into one huge wolf. This new behemoth is three times larger than the Wolves that spawned it. It has a Body score equal to the number of Wolves that were in the pack that spawned it, and Malice equal to three times its Body score. It also gains a ● bonus to Acrobatics, Athletics, and Awareness.

Ursa (Minor/Major)

Description: Giant bears made of starlight and night. Older Ursa will have protruding fangs and be of a more magenta hue.

Habitat: Caves in temperate forests

Lore: Ursa do not often seek out trouble, but if awoken during their years-long hibernation they will be ready to crush the first thing they lay eyes on. The younger the Ursa, the more likely it is to awaken from its slumber. It is common knowledge that no one can vanquish an Ursa Major.

Average Body: ●●●●●●●● **Average Mind:** ●
Malice Range: 0 – 25 **Average Malice:** 12
 Awareness ●●●
 Sneaking ●

Coat of Stars – All Ursa gain a ●●● bonus to Sneaking in darkness or night.

Vampire Fruit Bats

Description: Slightly larger than the average bat, the Vampire Fruit Bat subspecies can be recognized by its fangs, red eyes, dark coloration, distinct eyebrow and forehead fluff, and feathered ears.

Habitat: Temperate areas, specifically anywhere with abundant fruit crops.

Lore: Vampire fruit bats are morphologically distinct from their cousins in the Chiroptera Order. While Fruit Bats have bodies and coloration resembling their namesakes, Vampire Fruit Bats more closely resemble the common Leaf-Nosed Bats. Vampire Fruit Bats feed on juicy fruits such as apples, draining them to a mushy pulp and spitting back the seeds. A curious fact of their physiology means that their saliva is particularly nutrient-rich; seeds spat back in this manner grow healthier, stronger trees. While they certainly look scary, Vampire Fruit Bats are harmless to ponies. They have strong familial and communal relations. Baby Vampire Fruit Bats are raised by their parents. Swarms of Vampire Fruit Bats will mingle in autumn evenings, allowing adolescent bats to couple with their mates, with whom they will spend their lives with. Swarms are often extended families, and will only move from one roosting area if forced out.

Average Body: ●	Average Mind: ●
Malice Range: 2-4	Average Malice: 2
Acrobatics (Night Flying)	●●●
Athletics (Distant Flying)	●●
Awareness (Using Echolocation)	●●●●
Sneaking (While Hiding in Trees)	●●●

Echolocation – A member of the suborder *Microchiroptera*, Vampire Fruit Bats are capable of echolocation. This gives them effective Darkvision out to 30 feet. Unlike Darkvision, the Bat does not require a round to adjust its eyes from light to dark or vice versa. Other animals that have the ability to hear frequencies above 14,000 hertz such as other bats and Rocs (and strangely, Discord, Changeling Drones, anything with the *Alicorn* ability, as well as members of the Aegis Mercurial) can hear Vampire Bats when they are near.

Protective Swarm – Vampire Fruit Bats are highly protective of their young. If threatened, the strongest bats have the baby bats cling to their backs as they fly. The rest of the swarm will flutter around the babies in a protective shell. While moving in this synchronized pattern, the bats as a collective double their speed, and gain +3 Malice.

Windigo

Description: Powerful winter spirits made of wickedness and howling snow.

Habitat: Wherever strife among ponies is rampant.

Lore: These ancient winter spirits feed off fighting and hatred; the more hate the spirit feels, the colder things become. They bring with them unnaturally frigid snows and are very hard to banish once they have gotten a hoofhold on an area.

Average Body: Incorporeal
Malice Range: 20 (minimum)

Average Mind: ●●●●
Average Malice: 25

True Frost – Windigoes bring with them heavy snowfall and dark clouds, neither of which can be cleared by Unicorn Magic or the Pegasus *Cloudwalk* ability. The land blighted by this snow has the Extreme Temperature (Cold) effect ^{see PM's Guide}. Additionally, no food can be cultivated in this condition.

Accentuate the Negative – Characters residing in any land blighted by True Frost lose ● of Heart until they escape to a warmer climate or the Windigo are banished. Furthermore, Love is lowered by 1 for the same duration. Anytime a character critically fails a Heart-based roll, the Windigo's Malice is increased by 1.

Heart of Ice – Windigo feed on wickedness and spite among character races. If those affected by True Frost can band together and work past their petty squabbles, the Windigo begin to lose their hold. These spirits can be banished by pooling all (cooperating) character's remaining Heart dice and rolling against a difficulty equal to the Windigo's current Malice.

- Critical successes banishes the Windigo instantly and bestows 2 points of Love to each player character (or 10 points to the group pool, PM's choice).
- Successes banishes the Windigo in a number of hours equal to the difference between the player's roll and the Windigo's Malice.
- Failure means the players can re-roll after re-grouping in character (about an hour of game time) with no penalty.
- Critical failure strips the player characters of their Love rating, reducing it to 0 instantly. Players can try again, but they must role-play well enough to raise their Love to at least 1 before attempting to banish the spirits a second time.

Lastly, anytime a character critically succeeds a Heart-based roll in blighted land, the Windigo lose 1 point of Malice.

Wraith

Description: A spectral formation that looks like a nearly-transparent version of the creature it used to be, wreathed in black shrouds.

Habitat: The place it resided in life

Lore: Wraiths are the spiritual remains of a deceased, intelligent creature. Unlike ghosts, which are not malicious, wraiths will actively attempt to harm those who would intrude on their lairs. They are almost completely incorporeal, and as such will use fear more than brute force in their attacks. It is rumored that positive emotion harms them.

Average Body: Incorporeal

Average Mind: ●●●●

Malice Range: 0 – 20

Average Malice: 10 (Usually higher than average)

Awareness ●●

Academics ●

Performance ●●● (Chains and Moans)

Sneaking ●●●●

Linguistics *The Voice of Thunder*

Chilling Touch – A Wraith's successful attack always deals an extra point of Physical Exhaustion, even if the attack would otherwise do no damage.

Dark Heart – Wraiths only exist in this world because of the negative emotion they still harbor, or some task they have yet to finish. If confronted with optimism or other positive emotions, the Wraith's Malice will lower (amount determined by the Pony in Charge based on role play). A Wraith instantly loses all Malice and vanishes if whatever task that prevents it from moving on is completed.

Part 4: Prominent Wildlife

These common animals do not have the ability to directly communicate with their masters, but still show affection to them. Due to laws or rarity, some animals are not as easy to own as others. Having an animal sometimes incurs a benefit to the pony when the creature is nearby, but only if certain conditions are met. Animals, if part of a group, gain the Group Love bonus, but do not add to it (unless otherwise noted). Wildlife statistic blocks are read as follows (keep in mind these stats are wildlife specific and do not compare with player character stats):

Name

Average Body

Average Mind

Average Heart

Ownership Restrictions

Ownership Benefit (and minimum requirements to receive benefit)

Average Skills

Bat

Average Body ●

Average Mind ●●●

Average Heart ●

Ownership Restrictions: Nocturnal

Ownership Benefit (and minimum requirements): +1 to Awareness and Sneaking rolls (+2 in the dark) (Animal ken > 2)

Acrobatics ●●

Awareness ●●

Sneaking ●●

Bird

Average Body ●

Average Mind ●●

Average Heart ●

Ownership Restrictions: None

Ownership Benefit (and minimum requirements): +1 to Awareness and Performance rolls (Animal ken > 2)

Acrobatics ●●

Awareness ●●●

Sneaking ●

Cat

Average Body ●

Average Mind ●●●

Average Heart ●●

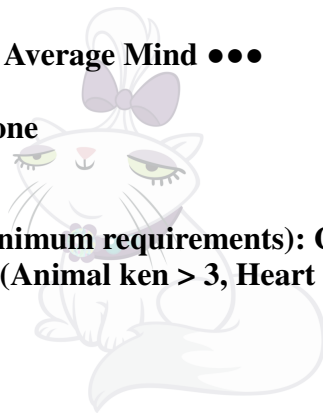
Ownership Restrictions: None

Ownership Benefit (and minimum requirements): Cures 1 point of exhaustion if petted for at least five minutes (Animal ken > 3, Heart > 1)

Acrobatics ●●●●

Awareness ●●

Sneaking ●●●



Dog

Average Body ●●

Average Mind ●

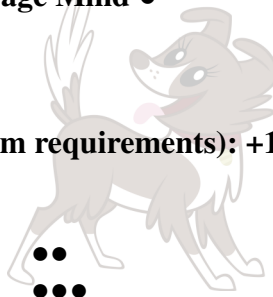
Average Heart ●●●●

Ownership Restrictions: None

Ownership Benefit (and minimum requirements): +1 Love at all times (Animal ken > 1, Heart > 2)

Animal ken (Herding/Tracking) ●●

Athletics (Running) ●●●



Orthrus

Average Body ●●●●●

Average Mind ●

Average Heart ●●●●●●●

Ownership Restrictions: Very hard to train

Ownership Benefit (and minimum requirements): +3 Awareness. (Animal ken > 4, Academics > 2)

Awareness (Two Heads) ●●●●

Owl

Average Body ●

Average Mind ●●●●

Average Heart ●

Ownership Restrictions: Nocturnal

Ownership Benefit (and minimum requirements): +2 Awareness in darkness, can alert master to danger without being noticed. (Animal ken > 1, Academics > 1)

Awareness (Darkness) ●●●●
Sneaking ●●

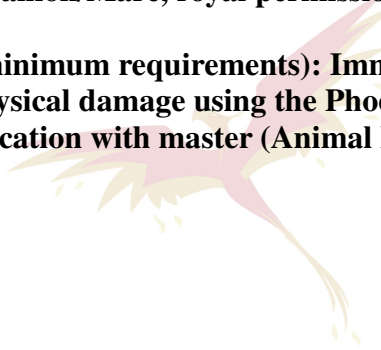
Phoenix

Average Body ●●●● **Average Mind** ●●●●● **Average Heart** ●●●

Ownership Restrictions Stallion/Mare, royal permission, “dies” once every few years.

Ownership Benefit (and minimum requirements): Immunity to fire, remove all Exhaustion and physical damage using the Phoenix's tears (once per week), empathic communication with master (Animal ken no less than 7, Academics > 4, Diplomacy > 4)

Academics ●●
Acrobatics ●●●
Awareness ●●
Performance ●



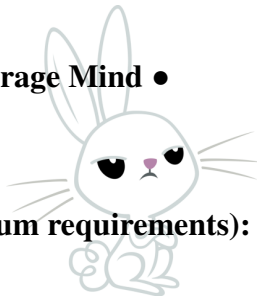
Rabbit

Average Body ●● **Average Mind** ● **Average Heart** ●

Ownership Restrictions: None

Ownership Benefit (and minimum requirements): +1 to Acrobatics and Awareness (Animal ken > 2)

Acrobatics ●●
Awareness ●●



Tortoise

Average Body ●●●● **Average Mind** ● **Average Heart** ●●

Ownership Restrictions: None

Ownership Benefit (and minimum requirements): +1 to Diplomacy and grants one buffer Physical Exhaustion at the beginning of each day (Animal ken > 1)

Ponies & Parasprites
Librum Arcana

Part 1: An Introduction

The *Librum Arcana* is a book of expanded, semi-canon magic in Equestria. From wise alchemists to cunning Shadow Mages, it has been shown repeatedly in the show that real magic is not limited just to Unicorns. That is not to say that this book seeks to invalidate the abilities of Unicorns. Indeed, the most powerful and dynamic spells come from, and most Rituals are created by, the Unicorn race.

This book also covers a selection of templates. Templates are supernatural or metaphysical qualities that further customize a character. Usually, these are earned over the course of a game and cannot be selected at character creation, though their power is usually worth striving for.

Part 2: Hedge Magic Explained

“Hedge Magic” is an artifact title from long ago, when magic was jealously guarded by the Unicorns. They viewed any spellcasting that didn't come from a horn as beneath them. This is, of course, not the general case in the modern era. There are three types of Hedge Magic:

- **Alchemy** – The art of potion-making and natural healing. Alchemists combine reagents into powerful brews that heal, protect...or poison.
- **Umbramancy** – Shadow magic, as used by King Sombra. Shadow Witches and Warlocks tend to have a social stigma about them due to association with the dark king. However, practitioners of this magic know (perhaps better than anyone else) that it is just a tool; how it is used, and by whom, is what is important.
- **Chaos Magic** – Discord is a god. As a god, he has the ability to grant to others a fraction of his unimaginable reality-warping power. Most often, the aspiring Anarchy Mage must speak to and make a deal with Discord himself to access this power.

Unlike Unicorn Magic and its inherent rituals, no character is created knowing any of the magic in this book. Rather, it must be discovered (or taught) to the aspiring sorcerer. Rituals in this book still follow the Common → Uncommon → Protected → Arcane → Lost difficulty progression, however there is a common lexicon among demiurges to describe the skill of other magicians based on the highest level of a particular magic they have mastered. These are:

- Those who have mastered at least one Common ritual of any type are known as “Initiates”.
- Those who have mastered at least one Uncommon ritual of any type are typically called “Acolytes”.
- Those who have mastered at least one Protected ritual of any type are titled “Magi”.

From here, the terminology diverges based on which type of magic the practitioner is studying.

- Alchemists who have mastered at least one Arcane brew are known as *Saramo*, the Zebra word for 'potion-maker'.
- Umbramancers who have mastered at least one Arcane discipline are called Shadow Witches or Shadow Warlocks, depending on their gender. This is also a derogatory term used by those unfamiliar with but still frightened by Umbramancy to describe all Shadow Magic practitioners.
- Chaos Mages who have mastered at least one Arcane channel are known as Breakers, due to the fact that they 'break the rules'.
- Alchemists who have mastered at least one Lost brew earn the title *Hekale* that is appended to the beginning of their name. Translated literally, it means 'Wise Old'.
- Umbramancers who have mastered at least one Lost discipline speak of themselves as Demiurges.
- Chaos Mages who have mastered at least one Lost channel are titled Fateweavers.

The foundations of these magical styles require intense study and practice. As such, once a character has started to learn one particular brand of magic from this book, they are unable to begin studying another type of magic until they have become a Magi and mastered at least one Protected ritual from their chosen field. For example, if Winterbloom spent the experience points to purchase one Common

Alchemical brew, and then in-game found a book detailing a Common Umbramancy discipline, she would be unable to learn the discipline until she had learned at least one Protected brew. Furthermore, the foundations of magic play a huge role in how powerful a magician is. To that end, an aspiring hedge mage must learn a certain number of weaker rituals before they can learn more powerful ones, see below:

		A character must know this many rituals of the same type of magic
To take the first ritual of this level of Obscurity	Common	None
	Uncommon	1 Common
	Protected	2 Common, 1 Uncommon
	Arcane	3 Common, 2 Uncommon, 1 Protected
	Lost	3 Common, 3 Uncommon, 2 Protected

Purchasing new Alchemy, Umbramancy, or Chaos Magic Rituals requires the same amount of Experience that a regular Ritual of the same Difficulty Number would cost. What is described in the next few chapters is only the tip of the iceberg. It is highly encouraged that players and PiC's work together to make new Brews, Disciplines, and Channels.

Part 2: Alchemy

Alchemy is the study and manipulation of certain supernatural and extraordinary properties of herbs, flowers, and other flora. Alchemical rituals, commonly called 'brews', have been found in almost every Equestrian society in some fashion. The Zebra and the Buffalo have the longest history with the craft.

To begin learning the craft of Alchemy, a character must first have the following minimum stats:

Mind ●●● Academics ●● Craft ●●● Linguistics: Nuuban

Alchemy brews must be taught, either by somepony who already knows the brew or from a recipe. Once a character has access to some form of reference material and the minimum stats, they may begin purchasing Common brews.

Using a Brew takes an action in initiative. A character can only use a Brew on their turn. While a character can hold an unlimited number of Brews in their inventory at any given time, they may only use one a turn. Brews are physical objects and, therefore, the character wishing to use a Brew must be holding it upon ingestion. A character can be affected by any number of Brews at one time. When reading the effect of a Brew, any mention of 'the character' explicitly means 'the character actually ingesting the Brew' unless stated otherwise in the Effect text.

Brews have a natural 'shelf life' wherein the magic of the potion remains viable. The Brew must be quaffed before the time is up, or the potion turns into a murky, useless sludge. The shelf lives are:

- Common – One month
- Uncommon – Two weeks
- Protected – Seven days
- Arcane – Three days
- Lost – One day

Common Brews

Name: *Dilösend*

Difficulty: 3

Effect: The simplest Brew for any Alchemist to learn, the *Dilösend* is a powerful solvent and binding agent. It has no effect on its own, being as harmless as water. However, when other Brews are created using the *Dilösend*, they are empowered by it. If an Alchemist creates a batch of *Dilösend*, then uses the *Dilösend* in the creation of another potion, any numeric affects of that potion are increased by 1 (+1 extra die, +1 to Love, etc), and the batch of *Dilösend* is destroyed. If a Brew has no numeric effect, the *Dilösend* is wasted. Potions that are empowered with the *Dilösend* are denoted with an asterisk (*) in the character's inventory.

Name: Quicksilver Clarity

Difficulty: 5

Effect: The essence of Mercury limbers up the joints and the Writhroot oil quickens the mind. For (the

character's Body) number of Rounds (or minutes), the character gains +3 to their Speed.

Name: Yemi's Energizing Elixir

Difficulty: 9

Effect: Removes 1 point of Exhaustion, type determined by the character.

Uncommon Brews

Name: *Veneno Amor*

Difficulty: 12

Effect: The infamous Love Poison. Each Brew creates two doses. If two sentient creatures drink the brew, and if these two creatures look into each others' eyes, they are supernaturally compelled to stay within each others' presence. This is a mind-altering effect. The characters will do literally anything to stay close to one another. This spell can only be broken by keeping the two characters apart for an hour.

Name: *Usibele*

Difficulty: 15

Effect: By rubbing this potion under the character's eyes, they are granted Darkvision out to 30 ft. for (their Mind) number of hours.

Name: *Attikaly*

Difficulty: 18

Effect: Cultivated by the Buffalo to be used during the harshest droughts, *Attikally* is a powder that is sprinkled over a patch of earth. One Brew can cover up to (the Brewer's Mind at the time the potion is created times 3) yards in whatever shape the user desires. It takes one action to put down three yards of *Attikally* dust. If the dust lands on any substance (that is not organic, nor is water), plant life begins to grow immediately. In the next round (or after a minute out of initiative) the ground affected will have the Hindering Terrain modifier as plants burst forth in full bloom. The specific plants that do grow are determined by the native flora of the area, which can lead to some interesting secondary effects (a spontaneous generation of fields of cacti or Poison Joke, for example). These are, other than their origin, ordinary plants. If used on a living creature, the dust simply falls off of them and refuses to adhere. If used on water, ice, or snow, the dust dissolves uselessly.

Protected Brews

Name: Hide of Brass

Difficulty: 21

Effect: Upon drinking this potion, the character's hide turns to heavy, thick brass for (the character's Body times two) number of rounds or minutes. While affected, the character gains the following penalties and bonuses:

- Subtract two from any incoming Physical Exhaustion.
- Lower Speed by three (to a minimum of one).
- Become immune to natural and supernatural sources of extreme temperature.
- Lose the ability to swim or fly, but
- The character does not need to breathe.

Name: Transmutation

Difficulty: 24

Effect: Grants the character one of the following supernatural abilities for (the character's Heart) number of hours. The supernatural ability is chosen when the Brew is made and cannot be changed, though multiple Brews can be made for different effects.

- *Flight*
- *Cloudwalk*
- *Fire Breath (as Baby Dragon)*
- *Excavation (as Baby Dragon)*
- *Temperature Resistance* – The character becomes immune to natural sources of Extreme Heat or Cold, but is still vulnerable to supernatural sources of the same.

Name: Yemi's Restorative Reagent

Difficulty: 27

Effect: This powerful Brew removes five Exhaustion of any type from the drinker. Furthermore, it instantly restores any physical damage (such as a chipped tooth) that the drinker has taken in the past five days. Lastly, it instantly cures all mundane (but not magical or supernatural) diseases the drinker may have.

Arcane Brews

Name: Tongues

Difficulty: 30

Effect: This Brew comes in two parts; the first a drink, the second a pair of waxy earplugs. Ten minutes after using both, the character becomes able to understand and speak all languages (even ones they have never heard before, dead languages, or extra-terrestrial languages). This lasts for a number of hours equal to twice the character's Mind value.

Name: Vינוון

Difficulty: 33

Effect: An incredibly useful brew, the Vינוון is a thick sludge. It can cover up to (the caster's Mindx5) cubic feet. If spread on non-living material in such a fashion as to cover the outside of the object completely, the object in question will dissolve, and the resulting goo flows back into the original bottle. At any time, the bottle can be broken or opened and the item inside will reform itself in a round.

Name: Skinwalker

Difficulty: 36

Effect: This potion allows the drinker to mutate their body into the form of another species chosen from the list below by the caster at the time of its creation. The drinker gains the shape, prowess, and physically based racial abilities of the race chosen. This change lasts up to (the caster's Mind x10) hours, though it can be dispelled at any time by the drinker. While the drinker could, theoretically, change into their own species, it explicitly will not give them any benefits. Likewise, the drinker can only change into, and gain the powers of, one species at a time.

- Earth Pony - + 1 to Body & *Tough as Nails*.
- Pegasus – *Flight & Cloudwalk*
- Unicorn - +1 to Mind & *Telekinesis*
- Buffalo - +2 to Body
- Crystal (Earth Pony/Pegasus/Unicorn) -*Shine & Crystal Change*
- Donkey – *Drive & Unending Determination* (If the character had a Cutie Mark before they changed, then they do not gain the benefit of *Drive* and instead gain +1 to Heart)
- Griffon -Choose two: *Cloudwalk, Flight, Tough as Nails*, or *Darkvision*
- Mule – Choose two: *Tough as Nails, Drive*, or *Unending Determination*
- Saddle Arabian – *Wide Hooves & Heat Resistance*
- Diamond Dog - +2 to Body
- Minotaur - +1 to Body & *Overwhelming* (Deal one extra Malice damage instead of Exhaustion)

Lost Brews

Name: Sabal

Difficulty: 39

Effect: This potion appears at first as a thick, purple fluid. In this form, it is inert and functionally useless. However, if activated with Alicorn or Shadow Magic, it turns into a white fluid. The bottle of Sabal holds three charges. When imbibed, each charge shows a snippet of the past to the drinker. The drinker feels as though they have been physically transported to that particular 'scene'; observers will see the drinker moving or speaking as if caught in a fretful dream. These visions last as long as thematically appropriate. Some have reported being in the dream for mere moments, others for years.

Name: Celestially-Perfected Hide of Orichalcum

Difficulty: 42

Effect: Much like the potion *Hide of Brass*, this elixir imbues the drinker with power by altering their body for (the character's Body times three) number of rounds or minutes. While affected, the character gains the following penalties and bonuses:

- Subtract five from any incoming Physical Exhaustion.
- Become immune to natural and supernatural sources of extreme temperature.
- The character does not need to breathe.

Name: Yemi's Immaculate Infusion

Difficulty: 45

Effect: Yemi's final brew is a thin, nearly perfectly clear liquid that tastes faintly of orange peel and rose petals. When consumed, it heals the body of all Exhaustion. It cures supernatural and natural diseases. It heals any catastrophic bodily damage taken within the last three months. It would be the perfect healing potion, save for the fact that a character can only gain the effects from an Immaculate Infusion once a year. If they try to drink a second before their time has been 'reset', the potion does nothing except taste good and is wasted.

Part 2: Umbramancy

Umbramancy is the magical manipulation of shadows and darkness. It is said that Luna created this art in the early days of the world, but it was King Sombra that used this dark magic to horrific effect. As such, most consider Umbramancers to be disciples of Sombra in some fashion; their abilities usually brand the Umbramancer a pariah if they are discovered. As such, most Umbramancers practice in secret.

To begin learning the art of Umbramancy, a character must first have the following minimum stats:

Body ●●● Academics ●●● Athletics ●● Linguistics: The Voice of Thunder

The training to form the signs and hoof-motions of the Five Dark Words requires intense physical discipline and coordination. Writings about Shadow Magic have been preserved into the modern day, but very few of those who research the Rituals have the wherewithal to create new ones. Lastly, Umbramancy occasionally necessitates speaking to spirits of the night or ghosts, necessitating the use of The Voice of Thunder. An aspiring Shadow Mage must learn either from a teacher or from ancient writings on the subject. Unless stated otherwise, using a Discipline takes an action in initiative. A character can only use a single Discipline on their turn.

Shadow Magic is not inherently evil. It is, like all magic, a tool. The hoof that guides the tool determines its benefit (or harm) to Equestria. Instead, it is a philosophy that its practitioners use to guide their path through life. This philosophy is described by the Five Dark Words. As a character advances in power in this art, they learn the truth behind each word, allowing them to contextualize its meaning and begin learning the next one. There is rumor among the Shadow Mages that a Sixth word exists, one that would allow the one who masters it to reach perfect understanding of the darkness. If anypony in Equestria knows the last Word, it is either Luna or Sombra, and neither are telling anytime soon.

- The First Word: Truth (Common Disciplines) – Perhaps the Initiate sought the power. Perhaps it was offered or thrust upon them. As the Initiate takes their first tentative steps onto the moonless path, they learn the Truth: the darkness can be controlled, only if fear is shed from the heart.
- The Second Word: Temperance (Uncommon Disciplines) – The Acolyte wears a cloak of shadow and trots the moonless path. They begin to understand the power of the darkness. The shadows offer great power, and it is very easy to lose oneself to petty hubris. It is now that the Acolyte must learn the meaning of Temperance. Without mastering their power, holding total dominion over it, they will surely be enveloped and stray from the path.
- The Third Word: Conviction (Protected Disciplines) – Floating quietly in the darkness, the Magi finds themselves at a middle point on the moonless path. Many never reach this point, contenting themselves with the balance of the Second Word. But some desire more, some step further down the moonless path. Something pushes them forward, something drives them to the next trial, each more difficult than the last. Realizing what this drive is, the Magi has a moment of clarity and understands the meaning of Conviction.
- The Fourth Word: Eminence (Arcane Disciplines) – Grace and regality, power and humility, the

Shadow Witch comes closer to the end of the moonless path. The dark majesty suffuses them, gives them a right to exist and to change the world. With this power comes the responsibility to lead and guide others. As the Witch comes to understand that the shadows are her kingdom, she steels herself and accepts the burden of Eminence.

- The Fifth Word: Serenity (Lost Disciplines) – The moonless path is not infinite. It has an end, but the last few steps are the hardest. Struggle as they might, the Demiurge cannot ever seem to take that final step off of the path. Finally, they realize that it does not matter. The Umbramancer sees the truth in the perfect darkness. Nothing ever ends, and nothing is permanent. The acceptance of this contradiction is the meaning of Serenity. When the Demiurge no longer desires to reach the end of the moonless path, they finally do.

Disciplines of the First Word

Name: Cast Whispers

Difficulty: 4

Effect: Shape the shadows within line of sight. These shadow puppets perform simple actions (move, jump, dance), form short words (no more than (Mind) letters), or simply twist into different shapes and designs (this might require a Craft roll if the shadows are formed into a representation of something real). The shadows must fall from a light source; at this point on the path the Acolyte cannot make darkness from nothing. If it needs to be said, these shadows are insubstantial and cannot affect anything 'real'. *Cast Whispers* is a tool for meditation and at times entertainment.

Name: Creeping Night

Difficulty: 7

Effect: The Umbramancer twists the shadows just so, lifting them from the surface they fall on. With this power, the Acolyte can douse a single source of light no brighter than a candle.

Name: Darksense

Difficulty: Special, see below

Effect: The Acolyte allows himself to listen to the shadows. In areas of darkness (how dark exactly is left up to the PiC and the threshold to activate this ability may be inconsistent), the Acolytes senses expand. This translates to a • bonus to Awareness in places of shadow (that can bring the character's Awareness above 10 dots). This is a permanent ability, but before the Acolyte is able to purchase this Discipline they must know two other First Word Disciplines.

Disciplines of the Second Word

Name: The Black Diamond Perfected

Difficulty: 10

Effect: The Black Diamond represents the body of the Acolyte. The shimmering beauty of its million facets contain the perfect darkness within the Magi's essence. The Black Diamond is in this way also a symbol of transcendence; as the trials of the moonless path chip away the diamond, it becomes more perfectly formed and more brilliant, glowing with inner darkness. Occasionally, the Black Diamond is fractured. It happens, and healing the crack that mars the surface only makes the gem stronger. With this power, the Umbramancer can remove one point of Exhaustion, type chosen by the caster, plus an additional one point for every ten points over the difficulty the roll tallies. This roll explicitly cannot be critically succeeded. The goal in this specific instance is to get as many multiples of ten as possible.

This Discipline can be cast on others with a touch.

Name: Shadow Slip

Difficulty: 13

Effect: It is as impossible to grasp a shadow. Like sand or water, tightening one's grip only causes the substance to slip away faster. Upon casting this Discipline, the Acolyte gains +3 to their Speed for (Body) rounds or minutes. Their visage darkens during this time, and their form may occasionally flicker like shadows cast from a candle.

Name: Black Iris Yawns Wide

Difficulty: Special, see below

Effect: Most do not understand that one cannot see in darkness, not because of a lack of light, but because one simply chooses not to. By making the decision to be unhindered by the limitations of their body, the Acolyte truly opens their eyes for the first time. The Acolyte permanently gains *Darkvision* out to 60 ft. as a Griffon. If for some reason the Acolyte has or gains the *Darkvision* ability twice, their vision distance is doubled. This can only be purchased after learning three First Word Disciplines and two Second Word Disciplines. Their *Creeping Night* ability can now douse flames the size of a torch.

Disciplines of the Third Word

Name: Shadow Jump

Difficulty: 19

Effect: Darkness permeates. Upon casting this spell, the Magi's next movement action may include a *Shadow Jump*. At any time during the movement, the Magi may step into a shadow that is their size or larger (though not their own). They emerge from any shadow within (Mind x3) feet of the shadow they entered from. This is an instantaneous transport and costs no additional movement.

Name: Dream Walk

Difficulty: 21

Effect: With a few whispered words and a caress over the heart, the Magi is able to enter the dreams of one sleeping subject. They exist in this dream world until the subject wakes up or (Mind) hours have passed, whichever comes first. While in the dream state, the Magi's body lays sleeping next to the subject's. Upon entering the dream world, the laws of reality are cast aside and re-written by (literal) dream logic. Dreams are not always safe to explore; whatever Exhaustion the Magi accrues in the dream world is very real. If the Magi is knocked out while in the dream, they are shunted back into their body in the real world with a blast of psychic shock. For (11-Body, minimum 1) days, the Magi has all of their Attributes lowered by one ●, down to 0.

Name: The Shadow Looks Inward

Difficulty: Special, see below

Effect: The Magi focuses on the darkness suffusing their essence. Drawing on the tranquility and perfection of the dark landscape of their mind, the Magi feels a surge of self-confidence. Once a day, the Magi can enter a trance. This trance lasts for one hour and the Magi can take no other actions without breaking the trance and wasting the power for the day. Upon completing the trance, the Magi gains a number of Love equal to half their Heart value (rounded up). If the Magi is in a group, the Group Love is instead raised by their full Heart value. This can only be purchased after learning three First and Second Word Disciplines and two Third Word Disciplines. Their *Creeping Night* ability can

now douse flames the size of a camp fire.

Disciplines of the Fourth Word

Name: Dark Harmony

Difficulty: ---

Effect: The velvet silence of the night resonates in a perfect harmony in the essence of the Shadow Warlock. While in a group (that is to say, while the character has Group Love), the character may roll (Heart + Performance) to enact this power. Whatever number is rolled on this check is divided by four (minimum 1, rounded up). The result is a temporary bonus to the Group Love that lasts for (Heart) minutes or rounds.

Name: Shadow Anchor

Difficulty: 30

Effect: Wreathing shadows into a point, the Shadow Witch forms a splinter of darkness. This splinter lasts for (Mind) minutes before dissipating into a cloud of dark motes. If the splinter is pushed into the shadow of a living creature, that creature becomes pinned in place. They are rendered immobile (but still aware of their surroundings), for (Mind) rounds or (Mind) minutes. If the pinned character's shadow is removed (either by bright light or intense darkness), the pinning ends immediately.

Name: Regalia of the Shadow Court

Difficulty: Special, see below

Effect: The concept of the Black Diamond coalesces into reality. The character gains a physical representation of their inner darkness (a black jewel of some kind, usually a diamond) set into some piece of jewelry that is thematically appropriate to the character when they purchase this Discipline. Upon donning the Black Diamond, shadows begin to wrap around the Warlock. These settle around their flanks as robes of vibrantly black silks and velvets. This regalia is always slightly cool to the touch and dark shapes appear to play across the fabric as the Warlock moves. Even if an observer is not part of the Umbral community, they recognize instantly the worth and power of the Warlock. The Regalia stays manifested for (Heart) hours, or until the Warlock voluntarily dispels it, and can be donned once a day. While wearing the Regalia, the Warlock gains one extra ● to three Skills, chosen by the Warlock when the Regalia is summoned. These can be different Skills each summon, and once chosen the bonus cannot be changed until the Regalia is dismissed and resummoned. This can only be purchased after learning three First, Second, and Third Word Disciplines, and two Fourth Word Disciplines. Their *Creeping Night* ability can now douse flames the size of a bonfire.

Disciplines of the Fifth Word

Name: Dream Dance

Difficulty: 36

Effect: As *Dream Walk*, but the duration becomes (Mind x2) hours, and the Demiurge can bring along up to (Mind) passengers. The psychic shock rule applies to each passenger individually.

Name: Shadow Jaunt

Difficulty: 39

Effect: As *Shadow Jump*, but the distance becomes (Mind x3) miles, and the Demiurge need not see the shadow from which they will exit. Alternatively, the Demiurge may pull aside the veil of a shadow and

allow others to pass through as though they had cast *Shadow Jump*. This can allow through (Mind) creatures, not counting the Demiurge, and lasts for (Mind) rounds or minutes. The portal closes after either time runs out, the maximum number of passengers has gone through, or the Demiurge passes through the shadow themselves, whichever comes first.

Name: Black Lotus Blossoms

Difficulty: 42

Effect: The third eye opens and peers inward at the infinite, black abyss within. The abyss stares back, and there is stillness and peace. Upon purchasing this power, the Demiurge is empowered by their darkness. They gain the ability to perform the following supernatural actions. These can be enacted a grand total of three times a day. That is to say, the Demiurge may cast the same power twice, then a different power once; the same power three times; or three different powers. Regardless, all take an action.

- Become incorporeal for (Body) rounds or minutes.
- Douse all lights (up to and including causing a local eclipse) in an area equal to (Mind x10) yards for (Mind x2) rounds or minutes.
- Cleanse a target of (Heart) Exhaustion (type chosen by the Demiurge).
- Manifest one item (no larger than a breadbox) made wholly of shadow. This item gives a ● bonus to one Skill (chosen by the Demiurge at casting) as though it were an item from Part 3 of the PiC's guide. A character who uses this tool can only gain the benefit from one tool per Skill. These last until either sundown or sunup, whichever comes first.

Part 4: Chaos Magic

Discord is as much master of Chaos as he is its servant. He is not malicious (though he may appear to be so), he is simply a manifestation of what he embodies. Chaos itself is antithetical to the harmonious nature inherent to civilized society. Discord wages war because war was to be waged. He is a simple enigma, an answer with no question. Some have defined Discord as a 'meta-paradox', one that becomes increasingly unanswerable the more it is studied. There are some who have embraced this madness to their own ends. Chaos Magic involves manipulation of probability, the induction or removal of entropic energy, and ultimately the ability to 'cheat' (more on that later).

To begin learning the art of Chaos Magic, a character must first have the following minimum stats:

Heart ●●● Awareness ●● Performance ●●●● Linguistics: Draconic

Bending fate requires self-discipline and self-confidence. The nature of the magic necessitates a certain force of will to charm reality into dancing to one's tune. A keen eye allows the Anarchy Mage to notice the fine threads of fate. To cast the magic of Discord, one actually channels the power of the God of Chaos, which can involve anything from singing to dancing to impromptu poetry slams. Once the minimum qualifications for this art are met, the potential Mage must seek out Discord and ask to be granted the power.

Discord's native tongue is Draconic (most of the time), and it is easier for Anarchy Mages to connect to the Pandemonium Spark by speaking in the language of the Dragons. Unless stated otherwise, using a Channel takes an action in initiative. A character can only use a single Channel on their turn.

There are two types of Chaos Mages. The first, more common type are controlled by the Pandemonium Spark. They sway like a leaf in the wind, tugged and flicked about by the madness inherent to Discord's condition. These are the weaker, albeit more noticeable and prolific avatars. The second type is, for the most part, in control of their powers. They are more subtle in their actions, though the outcomes are significantly more influential. Discord's powers are separated into five tiers. A Chaos Mage advances up these tiers by internalizing the nature of the Pandemonium Spark. Unlike other forms of Hedge Magic, the control of the Spark is more dynamic.

Channels of the First Disorder

Name: Spin

Effect: "Spin" is the first Disorder that all Anarchy Magi must internalize. It is the power of probability given form. Spin is used in two ways. Firstly, it powers every other Channel. To use a Channel, a Chaos Mage must spend a number of Spin equal to the level of the Disorder. Secondly, it empowers the Mage by allowing them to strum the weave of Fate; they can directly manipulate die pools. At this level of Disorder, a Chaos Mage can:

- Store a maximum number of Spin equal to their Heart value.
- Gain one Spin every time the sun crosses the horizon (that is, once at dawn and once at dusk), though never more than their maximum Spin value.

- Spend at maximum one Spin once a turn to increase or decrease the end tally of a roll by one. Spin can always be used to modify the die pools of any Channels; after all, you are already twisting probability to your whim, why not twist a little more?

Name: Turmoil

Effect: After learning to use Spin, the Anarchy Mage can “control” it, to the best of their ability. When declaring the use of 'Turmoil', the Mage rolls three die, declaring the purpose of each die (Target, Effect, and Power) before the roll. The result of each die is tallied on the table below. As stated before, Spin can be used to change the result of the die, up to one Spin per die. Once the Mage is finished modifying the die, the combined outcome is what Turmoil actually does. If a result would not affect a target (such as adding Emotional Exhaustion to a creature with Malice), the spell fizzles out in a puff of non-reality.

Target die result

1	The Caster
2 – 5	A random target chosen by the PiC
6	A specific target chosen by the Caster

Effect die result

1	This result modifies the target's Physical Exhaustion (if applicable)
2	This result modifies the target's Love or Malice
3	This result modifies the target's Mental Exhaustion (if applicable)
4	This result modifies the target's Love or Malice
5	This result modifies the target's Emotional Exhaustion (if applicable)
6	This result modifies the target's Love or Malice

Power die result

1	This result subtracts 2 from the value of the Target's Effect.
2 – 3	This result subtracts 1 from the value of the Target's Effect.
4 – 5	This result adds 1 to the value of the Target's Effect.
6	This result adds 2 to the value of the Target's Effect.

(For example, if Calamite, a young Anarchy Mage, were to cast Turmoil, he would spend one Spin to roll three die, declaring the purpose of each one. His Target die reads 5, his Effect reads 2, and his Power reads 1. Fortuitous for Calamite, his ally Starfall had recently taken on 3 Physical Exhaustion. Calamite spends a Spin on his Target die to increase it from 5 to 6, and another Spin to decrease his Effect die from 2 to 1. Thus, Calamite uses a total of 3 Spin to cast Turmoil and removes 2 Physical Exhaustion from a target of his choice, in this case Starfall)

(Later, Calamite is down to one Spin, but things with a Manticore have gone completely out of hoof. Casting his fate to the winds, Calamite uses his last Spin to cast Turmoil. His Target die lands on 3, his

Effect lands on a 5, and his Power lands on a 6. Swirling chaotic energy around himself, Calamite readies a beam to K.O. the Manicore...And blasts Starfall instead, inflicting 2 Emotional Exhaustion.. Starfall, for her part, seems disappointed.)

Channels of the Second Disorder

Name: Advanced Spin

Effect: The Mage comes to an understanding about the nature of Chaos, expanding the prowess and capacity of their Spark. This power *must* be the first Second Disorder an Anarchy Mage learns. It modifies *Spin* in the following ways:

- The Mage can now store a maximum number of Spin equal to one and a half times their Heart value.
- They now gain three Spin every time the sun crosses the horizon, again to their maximum.
- They may now spend up to five Spin to modify a non-Channel die roll.
- They may now spend up to two Spin to modify a Channel die roll.

Name: Entropic Metabolism

Effect: The Spark is part of the Essence of the Acolyte, as true to them as their personality and memories. Passing the energy of Chaos through the prism of the Spark, they are able to convert Spin into Love (but not vice versa). This exchange happens at a rate of one-to-one, and applies to individual Love or Group Love when applicable.

Channels of the Third Disorder

Name: Banata-Charski Methodology

Difficulty: 23

Effect: Converting a three-dimensional object down to an infinite series of points, the Anarchy Mage rearranges them just so to produce two identical copies. Given an object no larger than (Mind*3) square feet in volume, the Mage spends 1 hour in intense focus, shifting and rotating the component points of the object this way and that. After the duration of the Channel, the Mage is left with two exactly identical copies where there was once only one. This Channel cannot be cast on Artifacts (Elements, Manifestations, Loyal Armors, etc.), but it can be cast on objects with infinite mechanical complexity. Thus, a Mage could easily make a duplicate of a small wind turbine, but could not create a copy of Twilight's tiara. Interestingly enough, copied objects can be copied again, infinitely. It is said that a Chaos Mage once fed an entire community for a fortnight by continually copying the same crate of pineapples.

Name: Strife

Effect: This power works the same as Turmoil, save for it uses the tables below.

Target die result

1	A group of up to (the Caster's Mind) targets, chosen by the Caster
2	The Caster
3 – 4	A group of up to (the Caster's Mind) targets, chosen by the PiC

5	The Caster
6	A group of up to (the Caster's Mind) targets, chosen by the Caster

Effect die result

1 – 2	This result modifies the target's Speed by (Power * 2) for (the Caster's Heart) number of rounds or minutes
3 – 4	This result modifies the target's Body for (the Caster's Heart) number of rounds or minutes
5 – 6	This result modifies the target's Mind for (the Caster's Heart) number of rounds or minutes

Power die result

1	This result subtracts 3 from the value of the Target's Effect.
2	This result subtracts 2 from the value of the Target's Effect.
3	This result subtracts 1 from the value of the Target's Effect.
4	This result adds 1 to the value of the Target's Effect.
5	This result adds 2 to the value of the Target's Effect.
6	This result adds 3 to the value of the Target's Effect.

Channels of the Fourth Disorder

Name: Perfected Spin

Effect: The Mage's Spark is refined to come very close to emulating the abilities of Discord himself.

This power *must* be the first Fourth Disorder an Anarchy Mage learns. It modifies *Spin* in the following ways:

- The Mage can now store a maximum number of Spin equal to two times their Heart value.
- They now gain five Spin every time the sun crosses the horizon, again to their maximum.
- They may now spend up to ten Spin to modify a non-Channel die roll.
- They may now spend up to three Spin to modify a Channel die roll.

Name: Chaos Devoured

Effect: Entropy has suffused the fabric of the Anarchy Mage, allowing them to better control their Spin.

This power modifies *Entropic Metabolism*. The Mage may now convert Love to Spin at a one-to-one exchange rate, and Spin to Love at a one-to-three exchange rate.

Channels of the Fifth Disorder

Name: Cataclysm

Effect: This power works the same as Turmoil and Strife, save for it uses the tables below.

Target die result

1 – 2	A group of up to (the Caster's Mind) targets, chosen by the Caster
3 – 4	The Caster
5 – 6	A group of up to (the Caster's Mind) targets, chosen by the Caster

Effect die result

1	This result modifies the target's Speed by (Power * 3) for (the Caster's Heart) number of rounds or minutes
2	This result modifies the target's Malice or Love by (Power * 2)
3	This result modifies the target's Body by (Power * 2) for (the Caster's Heart) number of rounds or minutes
4	This result modifies the target's Malice or Love by (Power * 2)
6	This result modifies the target's Mind by (Power * 2) for (the Caster's Heart) number of rounds or minutes

Power die result

1	This result subtracts 5 from the value of the Target's Effect.
2	This result subtracts 3 from the value of the Target's Effect.
3	This result subtracts 1 from the value of the Target's Effect.
4	This result adds 1 to the value of the Target's Effect.
5	This result adds 3 to the value of the Target's Effect.
6	This result adds 5 to the value of the Target's Effect.

Part 3: Templates

Templates, as stated before, enhance the abilities of a character.

Celestial Templates

These templates are granted by one of the four Alicorns. They are only granted to the most outstanding characters for the most outstanding deeds. Being blessed by one of the Alicorns alters the fabric of the recipients very essence; no character may be Chosen by more than one Alicorn, and the magic of being Chosen may never be lost (save for two very specific circumstances). The names of the Chosen refer both to their organization and to the individuals in that organization. Being Chosen is not something that happens by accident; gaining one of these templates requires both the meeting of minimum mechanical stats, and being noticed and approached by the Alicorn looking to make the character one of their Chosen. The types of Chosen are:

- The Phoenix Glories – Chosen of Celestia, the Golden Swans of Equestria stand as beacons of light and hope in even the darkest times. They embody the justice and beauty of the sun. Their armor is golden with white accents, and their form takes on a white hue when wearing it.
- The Aegis Mercurial – Chosen of Luna, the Silver Owls are one of Equestria's first and last lines of defense. They represent protection and adaptability. Their armor is black steel with silver accents, and their hide grows slightly darker while wearing it.
- The Sapphire Paramour – Chosen of Mi Amore Cadenza, paragons of love and hope. While some at first might view the Ruby Doves as frail or weak because of the nature of their company, these illusions are quickly shattered upon viewing their awesome dedication to their cause. Their armor is crystalline and colored in light hues like blues or pinks. While wearing it, they gain the *Crystal Condition*.
- The Harmonious Deliberative – Chosen of Twilight Sparkle. Twilight, having not truly mastered her powers yet, has instead created five sets of Chosen, each representing a different Element of Harmony (sans Magic).
 - The Terrus Integra – Honesty
 - The Inferna Risus – Loyalty
 - The Materia Comitatus – Kindness
 - The Aria Fidelitas – Laughter
 - The Aquas Liberalitus – Generosity

The Phoenix Glories, the Aegis Mercurial, and the Sapphire Paramour gain the Loyal Armor Supernatural ability:

- *Loyal Armor* – Upon being Chosen, the character gains the ability to summon a set of armor that has been personalized to them. The armor is made of material that indicates which Alicorn has Chosen the champion. It also tinges their hide slightly, though the hue is dependent on their Alicorn sponsor. A champion can summon or dismiss this armor in a flash of light (or darkness, prismatic colors, flame, whatever is thematically appropriate for the character) with one action. This armor doubles Love for the purposes of defending against Exhaustion. Celestial Template Abilities marked with an * can be used at any time; those without the asterisk can only be used while the armor is being worn.

Phoenix Glories

Celestia and Luna balance each other, forming a perfect union. For one thousand years, Celestia was forced to be both halves of this union, and in that time has become as close to perfection as any being in Equestria could be. Her Champions embody this perfection, serving as leaders and law-makers of Equestrian society. To qualify to be a Champion of Celestia, a character must:

- Have a Body score equal to or greater than ●●●●●●●.
- Have Athletics and Diplomacy scores equal to or greater than ●●●●●●.
- Speak Nuuban
- Have completed some epic task that brings peace somewhere in Equestria (settling a dispute between a tribe of Buffalo and a settlement of Earth Ponies, talking an Adult Dragon away from a major city without resorting to violence, etc.).

Once these minimums are met, a member of the Phoenix Glories will approach the character and offer them the position of Chosen. If they accept, they are brought before Princess Celestia and blessed as her Chosen. They gain the following supernatural Abilities:

- +1 to Body*
- *The Sun Rises Again* – Once a day, the character may channel the purifying flames of the sun. This burns away all Exhaustion they might have.
- *On Solar Winds* – Once a day, for Body number of hours or until dismissed, the Chosen may manifest a pair of flaming Pegasus wings. These flames burn with an intense, white-hot flame that illuminates the surrounding area as though it were high noon. While the fire is awe-inspiring, it is not dangerous; the supernatural flames do not burn, ignite, or injure anything or anyone around them unless the Champion chooses to use *Glorious Purification*.
 - If the character doesn't have it already, the character gains *Flight* (as the Pegasus power).
 - The character gains +6 to Speed while these wings are manifested
 - The character gains a fly speed equal to twice their modified Speed. To see a Glory moving at full flight speed is both majestic and terrifying; flying at top speed, the character screams through the air like a flaming comet, leaving rays of sunlight and guttering sparks in their wake.
- *Glorious Purification** – The Golden Swans cannot stand wickedness in any form and seek to make righteous all that has fallen to darkness. When facing a creature with Malice, the Chosen always deals +3 extra Malice damage to the creature. If the Glory reduces the opponent to 0 Malice, then golden flames wreath around both parties. This fire burns away the darkness from the malefactor's heart and cauterizes the wounds their evil has left on their soul. The exact outcome of this purification is left up to the PiC's discretion. More often than not, if even the smallest spark of Harmony exists in the soul of the target, that spark is stoked into a brilliant pyre. The creature permanently loses their Malice score as they are shown the glory of Harmony, and gains both a Heart score and a Love value equal to half of the Heart value of the Glory that purified them.

The Loyal Armor of the Phoenix Glories is crafted of gold and lined with bronze. It never dulls or tarnishes and when under direct sunlight, glitters and radiates beams of light. The Phoenix Glories are associated with Law, Order, the Sun, and the colors white and gold.

Aegis Mercurial

Luna's task was not just to raise the moon. Wise and powerful, her task was also to protect her subjects from the dark creatures that prowled Equestria during the night. She once made a mistake. Now, purified of the darkness in her heart, she has redoubled her efforts to protect the sleeping citizenry. She has Chosen the most cunning and courageous of champions to assist her in her crusade. To qualify to be a Chosen of Luna, a character must:

- Have a Mind score equal to or greater than ●●●●●●●.
- Have Academics and Awareness scores equal to or greater than ●●●●●●.
- Speak The Voice of Thunder
- Have completed some epic task involving defending the innocent (forcing out a Changeling infestation, standing between a Manticore and your allies, etc.)

Once these minimum requirements are met, the potential Silver Owl will be met by Luna in their dreams the next time they sleep. She will offer them the position of Chosen and, if the candidate accepts, she will grant them their armor and the following supernatural Abilities:

- +1 to Mind*
- +1 to Diplomacy when interacting with spirits*
- +1 to Animal ken when dealing with monsters*
- *Iron Moonbeam* – Once a day, the character may channel the frigid beams of the moon. They gain Buffer Exhaustion equal to their Mind value that lasts for a number of hours equal to their Mind value.
- *On Silver Wings* – Once a day, for Mind number of hours or until dismissed, the Chosen may manifest a pair of leathery bat wings. When flapping, the wings chill the air around them like a moonlit winter's night.
 - If the character doesn't have it already, the character gains *Flight* (as the Pegasus power).
 - The character gains a fly speed equal to half and again their Speed.
 - The character may use *Shadow Jump* (as the Umbramancy power) once a movement action. They need not roll to test if the Jump is a success.
- *Total Eclipse Resurgence** – The determination of the Silver Owls makes them indomitable forces. Once per day, when Exhaustion would cause a Chosen of Luna to fall unconscious, they may choose to 'hang' that last Exhaustion. The Exhaustion does not affect them but is still marked on the Exhaustion Tracker. After (Body) hours, the 'hung' Exhaustion comes into play, with all the ramifications it brings with it. While a Mercurial could hang an unlimited amount of Exhaustion, it will all crash down at once. After the countdown begins from blocking the first Exhaustion, all subsequently blocked Exhaustion affects the Chosen at the same time as the first. The 'countdown' resets after the Chosen takes the Exhaustion. They may choose to end the countdown early, and they may only use this power once per day.

The Loyal Armor of the Aegis Mercurial is crafted from steel and lined with silver. It shimmers like a rippling pond when under direct moonlight. The Aegis Mercurial are associated with Justice, Protection, the Moon, and the colors purple and silver.

Sapphire Paramour

Mi Amore Cadenza guides the fate of the Crystal Empire with her husband, Shining Armor, at her side. Having already repelled an invasion by the vile Queen Chrysalis, Cadence has deemed it necessary to bring to the Crystal Empire the greatest champions of Love in Equestria. The Ruby Doves are as individually unique as they come; Cadence chooses each on their worth. To qualify to be a Chosen of Cadence, a character must:

- Have a Heart score equal to or greater than ●●●●●●●.
- Have Performance and Medicine scores equal to or greater than ●●●●●●.
- Speak Draconic
- Have completed some epic task involving fostering harmony in Equestria (bringing two long-lost lovers together, uniting a community using a musical number, etc.)

Once these minimum requirements are met, the potential Ruby Dove will be met by an emissary of Cadence (usually a Crystal Pony) and be invited to the Crystal Palace. Once there, they will be interviewed and challenged by Cadence to earn their armor. The questions and the nature of the challenge are different and tailored to the potential Chosen's personality and skills. Once accepted, the new Ruby Dove gains the following supernatural abilities:

- +1 to Heart*
- *Celestial Vestment* – Cadence's power is tied to her empire and her subjects. When donning the Loyal Armor of the Sapphire Paramour, the Chosen gains the benefit of the *Crystal Change* (as Crystal Ponies). The change is permanent for as long as the armor is worn.
- *On Bolero Passione* – Once a day, for Heart number of hours or until dismissed, the Chosen may manifest a pair of crystalline dragon wings. These wings have an internal glow that illuminates any surrounding darkness.
 - If the character doesn't have it already, the character gains *Flight* (as the Pegasus power).
 - The character gains a flight speed equal to their ground speed.
 - The character gains the ability to teleport (Heart) yards once per movement action.
- *Glimmerheart* – Love is unarguably the most powerful force in all of Equestria. The Ruby Doves embody this awesome power. Once a day, for (Heart) rounds or minutes, the Sapphire Paramour can empower himself and his allies. When using this power, the Love or Group Love rating changes from a static bonus to die rolls and instead becomes extra die (minimum 1). This is to say, if a group has a Group Love of +3, that changes from +3 to the end result of a tally and becomes three extra die to all pools that group would roll until the power ends.

The Loyal Armor of the Sapphire Paramour is crafted from superdense, pastel-colored crystal. It glimmers with a million different facets and glows under direct light. The Sapphire Paramour are associated with Love, Harmony, the Crystal Empire, and the colors blue and pink.

The Harmonious Deliberative

Each Chosen bears a Celestial Spark in their essence, granted to them by the Alicorn from which they were Chosen. Twilight Sparkle, recently ascended, was not able to manifest this spark with her comparatively limited powers. Intense research into the Elements of Harmony and the nature of the magic of friendship has allowed her to create five 'sub-chosen', for lack of a better word. These form the Harmonious Deliberative. Becoming a member of the Deliberative is determinative based upon which elemental affinity the candidate qualifies for. These are listed below.

When working together, members of the Deliberative become more powerful. If a Chosen of Twilight aids another Chosen and they share an affinity, then the aid bonus becomes +2. If a Chosen aids another and their affinities are different, then the aid bonus instead becomes +1 extra die. The 'different affinity' aid bonus can be granted once by each different affinity, up to +4 extra die. Furthermore, they gain the supernatural ability *Five Points Resonance Declaration*.

Five Points Resonance Declaration – To unite in harmonious action is the calling of almost all sentient creatures. When members of the Harmonious Deliberative work together (that is, when they form a group and gain Group Love), they declare their unification to the universe itself. The group gains benefits based on which types of Dragons make up their team.

- With one or more Terrus Integra, the Group gains five Buffer Exhaustion that refreshes every sunrise.
- With one or more Inferna Risus, the Group gains the Supernatural ability *Tongues* (as the Alicorn ability).
- With one or more Materia Comitatus, the Group gains the ability subtract 1 from any Exhaustion they might take (down to 0).
- With one or more Aria Fidelitas, the Group gains +4 to their Speed.
- With one or more Aquas Liberalitus, the Group gains +1 extra Love whenever they would normally gain Love.

Members of the Deliberative, who's Spark is weaker than those of the other Chosen, **do not** gain the Loyal Armor Supernatural ability. They do however gain a piece of jewelery unique to their Element that acts in a fashion similar to the Loyal Armor, in that it provides ●●● Buffer Exhaustion and the ability to use the Chosen's abilities. The Buffer Exhaustion refreshes back up to ●●● every morning at sunrise.

- The Terrus Integra – Stalwart and unyielding, the Terrus Integra are at the front lines when any manner of conflict arises. They are builders, farmers, and if needed, hoof-soldiers. Their jewelery is a bronze bracer with a matte amber inlay. To qualify to be a Dragon of the Earth, a character must:
 - Have a Body Score equal to or greater than ●●●●●●.
 - Have a Mind Score equal to or greater than ●●●●●.
 - Have Athletics and Crafting scores both equal to or greater than ●●●●●.Once these minimum requirements are met, the character is approached by a member of the Deliberative and brought before Applejack. She will (usually) challenge the candidate to a test of endurance. When they are finally chosen as a member of the Deliberative, the

character gains the following supernatural abilities:

- *Grasping Chasm Stomp* – Once per day, the Dragon of the Earth may slam their hoof down, resonating a shockwave that spreads out in a cone up to (Body) yards long and (Body) feet wide. Creatures that are currently in contact with the earth who are caught in this blast are held immobile as they sink into the dirt. They will remain this way until a (Body + Athletics) roll at difficulty equal to (the Chosen's ((Body + Mind) times two)) is succeeded, either by the trapped individual or by one aiding them.
- *Stone Carving Strike* – Once a week, the Terrus Integra may reduce the time to create something using the Craft skill to 0. They may strike a marble block to reveal a statue, caress a brush over a piece of parchment to write a novel, or tap a hollow log to create a boat. This is limited in two ways; the first, the thing made must be of one material (or made by adding one material to another, such as a painting or a novel). The second, the creation cannot have any moving parts.
- The Inferna Risus – Filled with mirth, the Inferna Risus spread laughter among their peers like wildfire spreading through the brush. Manic and passionate, they may seem to some to be wholly mad and entirely nonsensical. These are jesters and bards are known to disguise sage advice and pertinent lessons amidst their stories and jokes. Their jewelery is a sky blue gem set in a golden necklace. To qualify to be a Dragon of Fire, a character must:
 - Have a Heart Score equal to or greater than ●●●●●●.
 - Have a Body Score equal to or greater than ●●●●●.
 - Have Performance and Sneaking scores both equal to or greater than ●●●●●.

Once these minimum requirements are met, the character is approached by a member of the Deliberative and brought before Pinkie Pie. She will challenge the candidate with riddles and whatever competitive game has her attention this week. If the candidate can best her, she will admit them as the newest Dragon of Fire, and they will gain the following supernatural abilities:

- *Giggling Hummingbird Methodology* – Flitting from pony to pony with just the right joke or snippet of song, the Dragon can 'warm up' a crowd to their ideas. As long as a crowd has fewer than (the Risus' (Heart + Mind) times two) individuals, the Dragon can roll (Heart + Performance + Diplomacy). If the number rolled is greater than the number of individuals making up the crowd, that number becomes the 'minimum' Diplomacy check for the rest of the scene. This is to say that, if a character wishes to roll Diplomacy to sway the crowd one way or the other, they may default to the *Giggling Hummingbird Methodology* result instead. This can only be used once per day per crowd, and a 'crowd' for the purposes of this power is any gathering made up of ten or more sentient creatures.
- *Unseen Jester Approach* – It is simple to dismiss a fool. The Inferna Risus capitalize on this mistake and mask themselves as part of the 'background'. The character has the permanent ability to add half their Performance value, rounded up, to their Sneaking value when they wish to remain hidden.
- The Materia Comitatus – Merciful and compassionate, the Materia Comitatus are healers and guides. They are above all else protectors of their fellow creatures. Loathe to let any suffering go unanswered, they will do anything to ward their fellows. Their jewelery is a soft pink topaz hanging from a silken necklace. To qualify to be a Dragon of Wood, a character must:
 - Have a Heart Score equal to or greater than ●●●●●●.

- Have a Mind Score equal to or greater than ●●●●●.
- Have Animal ken and Medicine scores both equal to or greater than ●●●●●.

Once these minimum requirements are met, the character is approached by a member of the Deliberative and brought before Fluttershy. She will interview the candidate and if she deems them worthy, she will admit them as the newest Dragon of Wood. They will gain the following supernatural abilities:

- *Bountiful Spring's Harvest* – By singing a series of notes that harmonize with the very fabric of the universe, the Dragon calls forth from the earth a bountiful harvest. The Dragon's player need only roll (Heart) while near any plant life or vegetation that could bare nourishing food. When the song finishes, the plants rustle and spill forth a delicious, magically-infused banquet of local fruits and vegetables. If a character eats a meal of these, they lose an Exhaustion of a type of their choosing, though they can only gain this bonus once every day. Regardless of how these fruits and vegetables are stored, they will not spoil until sunset seven days after they have been created, at which point they collapse into piles of dirt. The Dragon creates a number of meals equal to a third (rounded up) of the tally they rolled on their (Heart) check. The Materia Comitatus can use this power once every three days.
- *All Beasts As One Understanding* – The sentient creatures of Equestria are no different, really, from their woodland co-habitants. With mastery of this understand, the Dragon sees the truth of the matter: all that separates the two is a language barrier. The Materia Comitatus has the permanent ability to add their Diplomacy value to all Animal ken rolls, and vice versa.
- The Aria Fidelitas – As the air itself sustains and permeates a group of ponies, so too does a member of the Aria Fidelitas. Strong-willed and willing to do anything for their allies, they serve as the bedrock of the Deliberative. Their jewelry is a blazing sapphire set into a silver breastplate. To qualify to be a Dragon of Air, a character must:
 - Have a Body Score equal to or greater than ●●●●●●.
 - Have a Heart Score equal to or greater than ●●●●●.
 - Have Academics and Acrobatics scores both equal to or greater than ●●●●●.

Once these minimum requirements are met, the character is approached by a member of the Deliberative and brought before Rainbow Dash. She will interview, and likely race, the candidate. If she deems them worthy, she will admit them as the newest Dragon of Air. They will gain the following supernatural abilities:

- *Glorious Intercession Approach* – Their devotion to their comrades transcending even the limits of their own bodies, the Dragon of Air steps between an attack and its intended victim. Once per Round, the Fidelitas may absorb Exhaustion meant for an ally; the ally must be within less than twice the range of the Dragon's speed, the Dragon must be able to see the attack being made, and the Dragon must be able to move. If these conditions are met, then the Dragon may absorb all of the Exhaustion meant for the intended target.
- *Ascended Teamwork Communication* – By carefully studying the personalities and abilities of their allies, the Fidelitas is able to direct them to work in perfect harmony with each other. The Dragon must have been part of a group with a Group Love score equal to or greater than 1 for at least a day before enacting this power. After that point, as long as the Dragon is conscious, the Group stays together, and the Group Love is 1 or higher, this power activates and stays activated. Every member of the group gains an extra die to all actions (excluding those that hinder or undermine the group), and any

numerical values for Aid are multiplied by 1.5 (rounding **up**).

- The Aquas Liberalitus – Much like an ever-flowing font, the Aquas Liberalitus provide for those around them. Wise and empathic, they recognize the needs of others and fulfill those needs in a heartbeat. Their jewelery is a dark blue diamond hanging from a thin, white gold diadem, in such a way that it rests in the middle of their forehead (just below a Unicorn's horn). To qualify to be a Dragon of Water, a character must:

- Have a Mind Score equal to or greater than ●●●●●●.
- Have a Heart Score equal to or greater than ●●●●●●.
- Have Awareness and Diplomacy scores both equal to or greater than ●●●●●●.

Once these minimum requirements are met, the character is approached by a member of the Deliberative and brought before Rarity. She will interview the candidate and if she deems them worthy, she will admit them as the newest Dragon of Water. They will gain the following supernatural abilities:

- *Distribution of Wisdom Technique* – The Dragon has the ability to fracture off a portion of their memories and pass them to an ally. Touching the ally, the Liberalitus chooses one of their Skills. Their Score is reduced to 0 (and their Specialization is removed, if applicable). The recipient raises their score in the chosen Skill to equal the Liberalitus' former score (and gains the Specialization, even if that would give the recipient more than one Specialization in a Skill). This lasts for (Mind) hours (or until cancelled by either the Dragon or the beneficiary of this power), and the Dragon can have (Mind/2, rounded up) instances of this power operating simultaneously, but other than that restriction they may use it as often as they like.
- *Hidden Wounds Revelation* – By scrutinizing the posture, demeanor, and speech of an aggressor, the Liberalitus learns of the secrets behind their pain. By rolling (Heart + Awareness + Diplomacy) versus an aggressor's Malice, the Dragon of Water peers deeply into a monster's soul. If successful, the Dragon and her allies all gain (the Dragon's Heart) as bonus die to all rolls against the monster. Critically succeeding grants 1.5 times the Dragon's Heart value, and failing or critically failing grants nothing. This bonus lasts for (the Dragon's Mind) rounds or minutes. This can only be used once per day, and only on one creature at a time.

Each of the Chosen has a task granted to them in addition to their amazing powers. Their specific task may be unique (“Guard this tomb for the next 1000 years”) or dynamic (“Gather all of the Shards of Manoa”), but they are always suitably epic and always related to the type of Chosen the character has become. If a task is completed, another will be provided.

The Phoenix Glories are most often involved with affairs protecting Equestria as a whole. They serve as diplomats and envoies to different nations across the planet (and in some cases, beyond), as well as justicars for disputes within the borders of the Empire. They are also among the first line of defense for forces that threaten the planet or the nation of Equestria, be it a military assault or a subversive diplomatic incursion. Regardless of what they do, the Glories always do it in the light of the noon-day sun; stealth is antithetical to their nature, and as such they are often figures recognizable all over the world.

The Aegis Mercurial are, of course, the exact opposite. It is rare that they would be widely recognized, as they almost always work under the cover of midnight and behind closed doors. The

Mercurial are spies, counter-intelligence operatives, monster-hunters, and messengers. The Aegis are responsible for exploring the dark and dangerous places within Equestria's borders. Their most important function, though, is as adjudicators of Equestrian law. Should a criminal, evil-doer, or malcontent escape the eye of the Glories, then the Mercurials will step in.

The Sapphire Paramour work every day to foster love and harmony throughout Equestria. They oversee trade markets, proofread land agreements, and manage weddings. They are also tasked with protecting the most powerful Equestrian artifacts, including the Crystal Heart and (if needed) the Elements of Harmony and their Bearers. They are viziers and advisors across the Empire and are familiar to the governmental agents therein.

Lastly, the Harmonious Deliberative maintains order among the general population. They are less a military faction in that right and more a set of on-call, objective judicators for day-to-day issues. These are the Chosen most likely to be met by the average pony, and members of the Deliberative usually become well-known and well-respected members of the communities to which they are assigned. The Deliberative is also tasked with monitoring the untamed areas within Equestrian soil, such as the gates to Tartarus or the edges of the Everfree Forest.

It is a sad thing to say that the Princesses are not infallible. They will, sometimes, select a Champion that rebukes their duties. While the act of being Chosen does modify the creature's essence, it does not alter their minds. If they choose to use their powers for evil and disharmony, they will. If at all possible, *every* available Chosen will be called upon to bring the dissenter to answer for their decision. The Princesses are not tyrants, though, and will always give a fallen Chosen a fair trial and multiple chances to repent. If the fallen is truly beyond any chance of redemption, then the Alicorn that Chose them will take their power away. This is an excruciating process, as the majestic energies that made them Chosen has been woven into their essence and cannot be removed delicately. This causes a certain degree of mental and physical shock that takes a long time to recover from. If a creature stops being a chosen, modify their character sheet as follows:

- All Attributes are reduced by half, rounded down, minimum 1.
- All Skills have one ● removed, down to 0.
- Any Specializations the character might have are removed.
- Add a second Shortcoming: Fallen. This represents their negative emotions associated with failing at their task of being Chosen (whether that be shame, anger, etc.). It also represents the social stigma they will face whenever they meet anyone who knows of their previous position.
- Remove one of the character's Special Powers (chosen by the PiC; if the character has no Special Powers, remove one additional Attribute dot, again chosen by the PiC).
- At the choice of the player (in the case of a PC) or the PiC (in the case of an NPC), the fallen may lose their Heart score and gain Malice, following the rules outlined in the Bestiary.

A character may not be more than one type of Chosen, though they may fall and then be Chosen by another. The character may bear an Element of Harmony while at the same time being Chosen. It is possible, in theory, for a character to gain a Manifestation while still being Chosen, but this is most certainly grounds for removal of power.

Ponies & Parasprites

Expanded Content

Part 1: An Introduction

This handbook is a compendium of items, creatures, and places that are not part of the Friendship is Magic official canon. They are designed to help free your game from following the rigidity of the show's timeline, if you wish to do so. This book also has a sample selection of pre-made characters for players to use if they so desire.

Part 2: New Elements

The Manifestations of Pandemonium

Just as Celestia has her six champions, so too did Discord have a half-dozen powerful followers. In the days of his rule, he bestowed upon them artifacts that were inversions of the Elements of Harmony. Their leader wore the Iron Crown of Madness, a plain metal band that struck terror in the hearts of those that saw it. These artifacts, because they were created by Discord himself, have a passive influence on those who wear them, making the wielder fit more and more closely to the Manifestation they use at the cost of their personality. It is highly discouraged that the players use these artifacts. It requires a 40+ on a Mind+Academics check to recall or research information pertaining to the Manifestations. Just like the Elements, any bonuses granted by these artifacts can take a character above the hard limit of 10 dots in a Skill or Attribute, as well as allowing them to have more than one Specialization in one Skill.

The Iron Crown of Madness

First used by the wicked Unicorn Silver Arrow, The Iron Crown is still whispered of in legend and myth. No one remembers exactly what the Crown could do, but rumors of its power still persist to this day. Some say that it could unweave the tapestry of reality, while others attest that it can alter the flow of time itself. Regardless of what it could do, the Crown was lost, along with Silver Arrow, when Malfyr and Dust betrayed him during the final attack against Discord's forces by Celestia and Luna. The Iron Crown confers the following bonuses:

- *Anti-Magic*: This is the ability to negate a single Spell or Ritual once a round. On the wielder of the Crown's turn, they may declare that they are using the *Anti-Magic* ability at the expense of any other action besides movement for that turn. Thereafter, until the start of the wielder's next turn, the wielder may choose one Spell or Ritual that another character is attempting to cast. The wielder rolls Mind+Body while the victim rolls as per normal. If the Wielder's check is higher than the number rolled to cast the Spell or Ritual, the magic fizzles out. A critical success on the part of the wielder imparts one point of Physical or Mental exhaustion (wielder's choice) on the other Spellcaster, while a critical failure costs the wielder one point of Mental Exhaustion (if they are a PC) or three points of Malice (if they are a monster).
- Double die pool for all Spells and Rituals the wielder casts, except *Anti-Magic*.
- +2 to Mind

Treachery

The Manifestation of Treachery was used in the past by Dust, a Pegasus spy and saboteur. Never staying with one face for too long, Dust was an expert quick-change artist and a master of disguise. His strategy often involved infiltrating cities or military units, earning the trust of a few key individuals, then handing them over to Discord. After betraying Silver Arrow during the final battle between the Celestial Sisters and Discord, Dust went into hiding. He integrated himself back into pony society, waiting for his master's return. He took a liking to a Pegasus thief named Pursestrings, who abandoned him to the Royal Guards when the two of them were eventually caught.

- *Illusions*: Regardless of whether or not the user of this Manifestation can cast Magic, they gain the supernatural ability to create powerful illusions. The wielder has a number of points equal to their Mind value when creating illusions, and cannot have any more illusion points in play than their Mind value at one time. Illusion creation uses the rules below. Illusions last for as long as the wielder can see them, or until the caster wills them away, at which time the points for creating that illusion return to the caster. It takes one turn to create an illusion. Illusions can never physically harm another creature (though they can still cause Mental or Emotional Exhaustion if used correctly). To see through an illusion, a character must first declare that they believe what they are seeing is false, then roll Mind (or Heart) +Awareness at difficulty 40. If they succeed, they see through the illusion and can never be affected by it again, though they can be affected by other illusions in the future. The following illusion modifiers can stack at increased cost (for example, an animate sight illusion of a pony-aged Zebra that smells like jungle flowers and takes a roll of at least 45 to see past costs five points. A wielder of this Manifestation with Mind 6 would only have 1 point left to make another illusion, unless the dispelled the Zebra illusion).
 - An animate illusion is worth two points and can be controlled by the caster to move in three-dimensional space.
 - An illusion that affects one sense (touch, taste, sight, smell, or sound) is worth one point per sense.
 - Touch: Though illusions cannot cause physical harm, they can still 'feel' real, having a texture, solidity, and temperature associated with whatever material they appear to be made out of. Without this, a creature can walk through an illusion as though it were thin air.
 - Taste: Why a character might lick an illusion is a mystery, but if they choose to, buying this sense will make it taste like what the taster would expect it to. Without this, anyone tasting the illusion will note a suspicious absence of flavor.
 - Sight: The most common sense to buy, this makes the illusion appear like something. Size is a consideration when buying this sense, as noted on the following list (these are approximations and only meant to give a sense of scale):
 - Creating an illusion from the size of a Parasprite to the size of a grown Pony cost one point.
 - Creating an illusion from the size of an Ursa Minor to the size of an Ursa Major costs two points.
 - Creating an illusion from the size of a Hydra to the size of a commercial hot air balloon costs three points, with anything larger falling to the PiC's discretion.
 - Smell: One point per distinct odor (such as “Lilacs” or “Mom's Apple Pie”) or one point for 'general' odors (“Disgusting” or “Sweet”).
 - Sound: One point for one minute of 'recorded' sound; That is to say, sixty seconds of making distinct noises that the caster must have heard before, before repeating. Alternatively, the caster can spend three points to speak directly through the illusion using whatever voice they please, though hearing what the other party is saying is up to the caster.
 - Raising the difficulty to see past the illusion by 5 costs one point (This can be taken multiple times).
 - The caster can also use this power as a perfect disguise. To do this, they must create an

illusion as per normal, plus one additional point (or two, if they are mimicking a specific creature). This illusion power does not prevent the caster from using their other racial abilities, nor does it allow them to use the abilities of the creature they are impersonating. Using the power in this fashion replaces the normal (Attribute) +Sneaking check to disguise oneself, setting the difficulty to see through the disguise at the difficulty to see through the illusion.

- +1 to Mind and Body
- +2 to Performance and Sneaking, the Sneaking Specialization (Get Away With a Bold-Faced Lie), and the Performance Specialization (Imitation)

Cruelty

The Griffon Eletta embodied the Manifestation of Cruelty. She commanded almost a third of Discord's aerial military force and was an opponent to be reckoned with. Little is known about her other than her love of battle and her powerful station in Discord's forces. It is said that when the Celestial Sisters took finally imprisoned the Chaos God, Eletta still stood against them, fighting on to the last before succumbing to her enemies.

- The Wielder of this Manifestation always deals out at least one point of Exhaustion whenever they attack.
- Twice per day but only once a round, the Wielder of this Element can double the amount of Exhaustion their victim takes after subtracting Love.
- +2 to Body

Misery

The cunning Zebra Manwae held the Manifestation of Misery. Manwae was a wise strategist and expert tactician, and preferred psychological warfare to brute force. It was he alone that betrayed the nomadic Zebra tribes to Discord in the first days of his reign. Over the course of the Celestial Sisters' campaign against the Chaos God, Manwae dealt several devastating blows against the forces of Order. One of the Sisters, history has forgotten which, engaged Manwae in a series of military feints and diversions, eventually cornering him against the ocean, where he and his forces were finally defeated.

- If the Wielder of this Manifestation deals out any form of Exhaustion, they can choose to subtract one point of Love from their victim's Love pool (this means individual Love if alone or group Love if applicable). This power can take Love down into negative numbers, though it cannot bring it lower than negative (the Wielder's Mind) value.
- By spending ten Malice, the Wielder can grant every ally an extra turn to be used immediately. The allies (but not the Wielder) can move and act as though it were their initiative, in an order that mirrors their current initiative. The Wielder can only do this once a day, and it cannot be used if the user's Malice is currently below ten. Once the last character in this modified initiative makes their action, initiative returns to normal and all characters act normally.
- +2 to Mind

Avarice

The Manifestation of Avarice was bestowed upon the Earth Pony thief who called himself Malfyr. So great a pilferer was he that some say that he stole his original name from history itself. Malfyr was one of the first Earth Ponies to join with Discord, and stayed at the Draconequus' side as one of his generals almost until the end. It is said that he was convinced by one of the Celestial Sisters to betray Silver Arrow and Discord for power after the Sisters usurped them, but neither Celestia nor Luna have confirmed this story. Regardless of what actually happened, after Malfyr and Dust turned Silver Arrow over to the Sisters, Malfyr was banished from the realm of Equestria for parts unknown.

- *Larceny*: Power comes to those willing to snatch it from others. This ability allows the wielder to steal a supernatural power from another creature. When stolen, the Wielder can use the Skill as though they had it as part of their racial Skill set, while the victim is locked from their ability. This power lasts for the wielder's Body number of turns (or minutes) if the power is physical in nature (such as *Flight* or *Tough as Nails*), or the wielder's Mind number of turns (or minutes) if the power is mental in nature (such as *Magic* or *Telekinesis*). To steal an ability, the thief must touch the victim, which takes a full turn (other than movement), which is a Body+Sneaking check resisted with Body+Acrobatics. Once stolen, the victim immediately loses the benefit of the power (a Pegasus losing *Cloudwalking* would plummet to earth, for example, or a Unicorn's sustained spells would vanish). *Larceny* only allows for one power to be stolen at a time, and it cannot steal the powers of any other Manifestations or Elements. Alternatively, *Larceny* allows the wielder to steal one intangible, non-supernatural Attribute from the victim, such as their voice or sight. This lasts for twice the wielder's Body number of turns (or minutes).
- +2 to Sneaking and Acrobatics, plus the Sneaking Specialization (Thievery) and the Acrobatics Specialization (Move Silently)
- +1 to Mind and Body

Greed

Cinder, one of the Dragons to side with Discord, held the Manifestation of Greed. One of the most powerful creatures working for the forces of Chaos, Cinder earned a reputation for the thirteen hordes of powerful magical items he had hidden in different spots on the planet, some of which had been stolen from other dragons. During the final attack on Discord, Cinder fled when the tide of battle turned away from his favor. He is gone now, assumed to be hiding with one of his hordes.

- The wielder of this Manifestation can choose to attempt to touch another creature with a Body+Sneaking check resisted with Body+Acrobatics. If the touch succeeds, the then the wielder can choose to transfer some of the damage they have taken to the victim. Six Malice are regained by the wielder and three Exhaustion (type determined by PiC) are transferred to the victim. On a critical success, these values are doubled. This power cannot be used more than once every four turns.
- The artifact allows the user to attune one location they are familiar with and, at any time (even if it is not their turn), teleport to that location instantly. They can choose to bring along their Mind value in passengers, as long as those passengers can be seen by the user.

There can only be one location attuned to this artifact at a time, and this location can only be changed once a day. Furthermore, to change the attuned location, the wielder must physically be in the new location they wish to attune to (that is, they cannot attune to a place based on memory alone, no matter how familiar they are to that location).

- +2 Body

Alternate Elements

The main six Elements are not the only aspects of Harmony that exist in Equestria. Many other facets of Harmony can be used by the creative PiC. Below are a sample of six new Elements, with their mechanical bonuses. All Alternate Elements have the powers standard to their main Elemental equivalents.

Spirit

“The fundamental principle of an individual's actions.” Having Spirit means to have a certain *je ne se pas* about life; There's always another bit of energy to keep going, keep driving beyond anything that might stop you.

- *Never Give Up* – Having Spirit means never going down and never giving up. Once a day, when a Pony would be overwhelmed by Exhaustion, they can choose to activate this power. If they do, all of their Exhaustion is removed and they gain three points of Buffer Exhaustion.
- *Paragon* – Watching a Spirited pony inspires those around them. Once a day, the user of this element can bellow out a rallying cry, and any ally that can see and hear this cry loses three points of Exhaustion and gains a +10 bonus that they can use on a die roll of their choice before the end of combat or the end of the current scene, whichever comes first.
- +1 to Body, +1 to Heart

Courage

“The strength of spirit and character to stand tall in the face of the unknown or frightening.” Courageous characters laugh in the face of danger, but they are not fool-hardy when it comes to their safety or the safety of others. Foolishness is charging into the Dragon's lair alone because you 'know you can take him'. Courage is walking into the Dragon's lair and informing him that he'll give back the treasure he stole.

- *Heart of Iron* – Once per day, if the character were to be subjected to any amount of Emotional Exhaustion, they can choose to ignore the Exhaustion. Additionally, the character gains half the amount of Exhaustion they would have taken (rounded up, minimum 1) as Buffer Exhaustion.
- *Laugh It Off* – If a Monster lands a hit on the character and ends up doing 0 points of Exhaustion, then the character can laugh heartily and activate this power. All the damage that the enemy would have done before it was reduced to 0 is turned back on them, plus the character's current Body value (example: Morning Glory, an Earth Pony with a Body of ●●● is attacked by a Manticore that lands a hit. It would have dealt out 7 Exhaustion, but because of Glory's *Tough as Nails* ability, his Love value of 5, and a defensive spell from his Unicorn friend, the damage is reduced to below 0. This is immediately reflected back at the Manticore as 7+3 Malice damage).
- +2 to Body

Passion

“The singular drive to complete a task or to be the best.” Passionate characters excel at something, and seek to be better every day. Ponies can hold Passion for art, music, cooking, or anything they set their mind to. A truly Passionate individual never settles for second best and always strives to find some way to make themselves better. A Specialization that the character is Passionate about is chosen when the character first manifests the Element and cannot be changed thereafter.

- A Passionate character focuses on one Specialization that they already have. Any rolls made with the Skill the Specialization is associated with gain a +2 die bonus (for a total of +3), while any rolls made with that particular Specialization gain an additional +1 die bonus (for a total of +4). Also, whenever rolling a check that the particular Specialization applies to, the minimum result for that roll is twice (total # of die rolled + current Love). For example, if a character has chosen Acrobatics (Fancy Flying) as their Passion Specialization, and they were to roll a check to dodge and weave through a thick patch of forest at top speed, then their modifiers would be as follows:
 - +1 die for standard Specialization
 - +2 die for being the Skill the Passion Specialization is associated with
 - +1 die for Passion Specialization
 - The current Love value (in this case, 4)
 - The minimum number the player could roll in this case would be Body (●●●●) + Acrobatics (●●●●) + 4 (from Passion modifiers) for a total of 13 die rolled, plus Love of 4 makes 17 base, doubled equals 34. No matter what the player rolls on this check, they cannot get a result lower than 34.
- *Inspire Competence* – Once a day, if another character makes a check and dislikes the result, and the user of this Element and the other character can see and hear each other, then the other character can re-roll the check with the bonus from Love multiplied by 2 (minimum 1 before multiplication). The holder of the Element must be the one who chooses when to enact this power.
- +2 to Heart

Hope

“The heartfelt desire for a positive outcome; knowing something better is coming.” Hopeful characters are never let down by life, because they know the best is yet to come. Others look at the Element of Hope and feel their hearts swell with joy and serenity. Without Hope, all is lost.

- *Big Heart* – Compassion and optimism are the cornerstones of Hope. When assisting other ponies, the holder of this Element can grant up to (their Heart) as a bonus to the final tally instead of just one. This can go over the Love limit that assistance is normally limited by.
- *One Last Stand* - “Never give up” is the motto of a Hopeful pony. Once a day, when another character has been reduced to unconsciousness because of Exhaustion, the Hopeful character can use passionate words to inspire them to stand up again. When used, this power clears the other character of Exhaustion, gives them Buffer Exhaustion equal to the User's

Heart Value, and removes any ongoing conditions the target has.

- +1 to Heart, +1 to Body

Justice

“The rule of law and the enforcement of fair and reasonable judgment.” Ponies that embody Justice are not swayed by temptation, and seek an even playing field for every creature. They cannot stand theft or others being harmed, and will do all in their power to protect the innocent and uphold the ideals of a Utopian society.

- The user of this Element is immune to any illusionary effects or effects that could cause them to act against their character, such as Chrysalis' *She is Called Gloriana* power.
- *Adjudicator* – When confronted with any creature that has Malice, the user of this Element gains a +1 die bonus to any roll made to reduce the enemy's Malice rating.
- *Voice of Reason* – Once a day, the user of this Element can speak calming words. When they do, the Group's Love rating is set to a value equal to double the number of characters currently in the party (example, if *Voice of Reason* is used with a party of 4 characters, the Group Love rating is instantly set to 8). For the purposes of this power, “the group” is considered to include the one using this power.
- +2 to Mind

Virtue

“To have a high moral standard.” To be Virtuous is to shun the temptations of emotions like greed or pride. Virtuous characters know that a better way of life starts from within, and seek to guide others when they might fall to temptation.

- The user of this Element is immune to any powers of supernatural compulsion, such as the Windigo's *Accentuate the Negative* ability.
- *Guidance* – If another character rolls a check with a Skill that has a rating lower than that of the same Skill of the user of this Element, and both parties can see and hear each other, then the other character can use the higher rating. For example, if Buttercream has Animal ken ●●●●● and has the Element of Virtue, and Cyan has Animal ken ●, then Cyan can substitute Buttercream's rating of ●●●●● for the next Animal ken check made. This power can be used a number of times per day equal to the user's Heart value.
- +1 to Mind, +1 to Heart

Part 3: New Places

Mud Pony Villages

The Everfree Forest is deep and wide. The further one goes from civilization, the denser the foliage gets. Eventually, one will stumble into the Everfree Rainforest. Hidden in the swampy marshlands deep within the Rainforest is the home of the Mud Pony tribes. Mud Ponies here have a unique relationship with their surroundings. Their physiology provides the swamplands with potent nutrients, and because of this the swamp grows delicious vegetation that can be found nowhere else in the world. Some say that certain herbs found in the tribelands can cure even the most potent of maladies. The current Mud Pony tribal leader is Whoa Belly, a massive creature said to stand three times larger than even the biggest Earth Pony stallion.

Stalliongrad

Lying far to the north of the more temperate regions of Equestria, Stalliongrad is a large city nestled in a frosty hardwood forest. Hearty ponies founded the town during Discord's reign, and due to the harsh conditions of the area it remained largely untouched by his minions. Life in Stalliongrad was by no means easy though, and the ponies there struggled year after year to survive. Finally, after many harsh winters, the villagers managed to tame the area enough to begin expanding their new home. Stone replaced wood and cloth, and these days Stalliongrad is the shining example of perseverance against impossible odds.

Camelroon

The harsh deserts hold many secrets, one of them being the city of Camelroon. Founded by Camels around the life-giving Oasis of Respite (otherwise known as Mercy's Rest), Camelroon had humble origins as a bazaar for traders moving across the desert. Over time, the small community grew to a glittering city. Members of all races find and frequent the city, for it is still a trading hub in the desert, though many first-time visitors find it difficult to locate. It has several major landmarks, including a Museum of Equestrian History and a College of Earth Sciences, which houses agricultural knowledge ranging from aqueducts to mass transit.

Columburro

Across the desert from Appleoosa lies the coastal town of Columburro. Founded by Earth Ponies and Donkeys in the early days of Equestria, Columburro was the place of origin of the race of Mules. During the dark days of Discord's rule, citizens from this town would wear masks when defending themselves against the Chaos God's agents. When the Celestial Sisters released Equestria from Discord's tyranny, the masks and the fighting style evolved into the tradition of *Mulcha*, a high-flying spectacle for which the town is known. *Mulchadors* are known both for their hammy personalities and willingness to help others in need, and are often drawn to a life of adventure.

Part 4: New Races

- **Mud Pony** – Hailing from deep in the Everfree Rainforest, Mud Ponies are strange creatures indeed. A Mud Pony has the ability to eat almost any material and gain sustenance from it. Further, whatever surplus mass they consume is transformed in their bodies into nutrient-rich mud, which they constantly sweat. So potent is this substance that it is not uncommon for flowers or other vegetation to start growing on a sleeping Mud Pony. Oddly, Mud Ponies do not get Cutie Marks, leading some to believe that they are a different species that only looks like ponies. They gain the following benefits:
 - One free dot in Body
 - *Forgiving Palette* – From metal cans to tree trunks to the occasional discarded carriage wheel, a Mud Pony can munch on pretty much anything. Their mouths are toughened from years of this type of diet, and as such they cannot be harmed by any food they eat. Furthermore, they are immune to food-borne diseases, poisons, and contaminants, though they are able to detect them. Given enough time, a Mud Pony can chew through objects larger than their mouths, though the density of the substance and the size of the object being eaten are both factors to consider.
 - *Up To Speed* – A Mud Pony takes a while to get going, but their top speed is frankly impressive for their size. If a Mud Pony uses a Dash action on their turn and they enact this power, then at the beginning of their next turn they will be moving at double their Dash speed. If they chose to Dash and then enact this power *again*, then at the beginning of their following turn, they will be moving at *triple* their Dash speed. They can maintain this top speed for as long as they like, though they must only Dash each turn. Further, they can choose to make a Body+Athletics roll to ram into something (or someone) at full speed, adding in bonus dice for every turn they've been at full speed including this one (up to +3). This counts as an attack against whatever they're crashing into.
 - Mud Ponies speak their tribal tongue, *Haminominom*, as well as the Common Tongue.
 - Mud Ponies are not limited to any age group.
- **Camels** – Hailing from the deserts of Equestria, Camels are a smart and hearty lot. Known to wander away from their desert homes, Camels are often interested in the artifacts and knowledge of other cultures, and usually seek out novel sights and creatures.
 - One free dot in Body and one free dot in Mind
 - *Roads Behind Us* – Having seen and heard a lot in their travels, Camels are often familiar with what others would consider weird or strange. They may pick two of the following Specializations for free at character creation (in addition to the personal interest Specializations)
 - Academics (Distant Lands)
 - Animal ken (Monster Lore)
 - Crafting (Fine Goods)
 - Diplomacy (Negotiation)
 - Medicine (Natural Healing)
 - Performance (Orator)
 - Any one Language other than Nuuban and the common tongue
 - Camels speak Nuuban, the language of the neighboring Zebra tribes, and the common

tongue.

- Camels are limited to the “Pony” and “Stallion/Mare” age groups.
- **Changeling Drone** – These Changelings walk free of their Queen's psychic control. They might have rebelled against the Hive, been cast off from the Swarm during Chrysalis' assault on Canterlot, or hatched from an egg stolen from their clutch. However its mind was severed from that of the Swarm, it now grapples with concepts such as 'sentience' and 'conscience'. Being able to rationalize past “move” and “feed” might be a frightening or overwhelming thought to it, but there's no going back. While it maintains its personal supernatural abilities, it can no longer gain power via its connection to its siblings. Changeling Drones gain the following benefits:
 - *Shattered Mirror Image* – Without the distributed intelligence of the Hive Mind to support it, the act of mimicking other races becomes much more difficult. This power works the same as *Mirror Image*, with the following restrictions:
 - The Changeling gains one point of Physical Exhaustion whenever this power is used.
 - The Changeling does not gain the target creature's Acrobatics, Athletics, or Sneaking scores. The Drone only gains the target's Body score.
 - The target must be in line of sight for the Changeling to morph into it; the Drone cannot shapeshift from memory, or from pictures, etc.
 - *Flight (as Pegasus)*
 - *Magic (as Unicorn)* – The same restriction that their psychically-linked siblings suffer from applies; Changelings have no Special Talents and are unrestricted when casting Spells or Rituals, but they always take a two die penalty.
 - *Darkvision (as Griffons)*
 - *Lovesick* – Having gained Heart and Love scores, a Drone must now constantly be aware of their supernatural metabolism. Every 8 hours a Drone is involved in any strenuous activity (that is, when they are not resting), the Drone must consume one Love (either from individual Love or Group Love if available). They may not offset, delay, or otherwise weasel out of consuming this Love in any way whatsoever, other than by immediately ceasing all activity. If the Changeling's Love reaches 0 from *Lovesick*, they gain one of each type of Exhaustion on the hour, every hour, until they collapse. If not 'fed' again, their body reacts by forming a thin cocoon, protecting them while they sleep. This dreamless slumber lasts until the Drone gains at least one point of Love. The Changeling is not allowed to use any Supernatural ability to spontaneously generate Love (such as *The Shadow Looks Inward*) as a means of feeding themselves. The Love must come from some other living creature.
 - *Mutation* – Drones do not have Ages like other creatures do. Instead, they have life cycles. This mutagenic property of their physiology becomes pronounced when they are separated from their Swarm. All Drones start out with the same stat array as a Colt or Filly. When a Drone would become a Pony, they become a Nymph, and when they would become a Stallion or Mare, they become a Queen. To prevent the temptation for a Drone to attempt to become a Queen too quickly, they must pay additional Experience Points to enact the *Mutation* Special Ability. Along with the other players' and the PiC's consent, the Drone must spend 15 Experience Points to become a Nymph, and an additional 30 to become a Queen.
 - Nymphs – Starting to be able to feel the psychic ebb and flow of the world around them,

the Changeling becomes more and more comfortable with the responsibility of their abilities. The Changeling retreats into a cocoon for a week and emerges slightly taller and with more pronounced wings.

- *Tongues* – The Nymph is able to speak and read all languages.
- *Cracked Mirror Image* – The Changeling can now shapeshift into other creatures from memory or images, and the Nymph gains the target's Acrobatics, Athletics, and Sneaking scores when shapechanged.
- *Lovesick* – The Nymph's body better utilizes available Love. Now, the Changeling must consume one Love every twelve hours of activity.
- **Queens** – The perfected form of the Changeling. The Nymph must cocoon themselves for a month, but they emerge as tall as an Alicorn and with a pair of fangs to boot.
 - *Perfect Mirror Image* – The Queen does not gain Exhaustion from shapeshifting.
 - *Lovesick* – The Queen can now subsist on one Love every twenty four hours.
- Changeling Drones speak the Common Tongue.
- Changeling Drones are limited to the Colt/Filly age group.
- **Tundra Pony** – Wandering the frigid lands north of Stalliongrad in the Windigo Alps, these icewalking tribes of Earth Ponies have lived far away from civilization for many years. They do sometimes move southward, often for trade, and are as such not unfamiliar to the customs of other races. The harsh conditions that Tundra Ponies live in harden their bodies, but leave them more susceptible to heat. They gain the following benefits:
 - One free dot in Body
 - *Cold Immunity* – Tundra Ponies cannot be harmed by Cold Effects, nor can they be hindered by supernatural sources of cold such as magical spells or the Windigo's *True Frost* ability. This immunity also confers a weakness to heat. Due to their physiology raising their body temperature and thickening their coats, Tundra Ponies tire faster in hot conditions. Numerical factors (such as die subtracted from player's pools, or Exhaustion dealt out) are doubled for Heat Effects, and for supernatural sources of heat such as magical spells or a Dragon's *Fire Breath* ability.
 - *Tough as Nails (as Earth Pony)*
 - +2 free dots in Athletics, with a free Specialization in (Endurance). This can allow a character to have three Specializations at character creation, and a Tundra Pony can have an additional Specialization in Athletics.
 - Tundra Ponies speak the language of Stalliongrad and the northern lands, *Skavald*, as well as the Common Tongue
 - Tundra Ponies are not limited to any age group.

My Little Mud Pony's Character Sheet

Player's Name:
Mud Pony's Name:

Love:

Age:
Eyes:
Mane:
Coat:

Body: ●●
Mind: ●
Heart: ●

Special Powers:
Forgiving Palette
Up to Speed

Focused Skill:
Shortcoming:

Skills:

Academics
Acrobatics
Animal ken
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Linguistics (Haminominom)

Equipment

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

My Little Camel's Character Sheet

Player's Name:
Camel's Name:

Love:

Age:
Eyes:
Mane:
Coat:

Body: ●●
Mind: ●●
Heart: ●

Special Powers:
Roads Behind Us

Focused Skill:
Shortcoming:

Skills:

Academics
Acrobatics
Animal ken
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Linguistics (Nuuban)

Equipment

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

My Little Tundra Pony's Character Sheet

Player's Name:
Tundra Pony's Name:

Love:

Age:
Eyes:
Mane:
Coat:
Cutie Mark:

Body: ●●
Mind: ●
Heart: ●

Special Talent:
Focused Skill:
Shortcoming:

Special Powers:
Cold Immunity
Tough as Nails

Skills:

Academics
Acrobatics
Animal ken
Athletics (Endurance) ●●
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Linguistics (Skanvald)

Equipment

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

Part 5: Pre-Made Characters

In the interest of getting a game going immediately, or if your players simply cannot make up characters on their own, the following is a selection of pre-made characters with short backgrounds to pick up and play. They are ready to go as they are, though they can easily be tweaked to fit different age categories or Skill sets.

My Little Earth Pony's Character Sheet

Player's Name:	Love: 1
Pony's Name: Heartstrings	
Age: Pony	Body: ●●
Eyes: Pink	Mind: ●●
Mane: Red	Heart: ●●●●●
Coat: Blue	
Cutie Mark: Heart with ribbons around it	Special Talent: Matchmaker
Speed: 6	Focused Skill: Poetry
	Shortcoming: Spineless
Special Powers:	
<i>Tough as Nails</i>	
<i>Hero Type</i>	
Skills:	
Academics	●●
Acrobatics	
Animal ken	
Athletics	
Awareness	●●
Crafting	
Diplomacy (Mending Broken Hearts)	●●●
Medicine	
Performance (Love Songs)	●●●
Sneaking	
Linguistics	
Equipment	Exhaustion
Saddlebags	Physical □□□□□□□□
Mom's Necklace (Fancy Accessory)	Mental □□□□□□□□
	Emotional □□□□□□□□

Heartstrings has always had a knack with matters of the heart, so when his Special Talent manifested he wasn't surprised. To capitalize on his talents, he's set up a service to help lovelorn ponies find that special somepony. In his spare time, he writes poetry and love songs, though usually they go to his clients. Never one to really go against the grain, he folds like origami when confronted by angry ponies.

(Heartstrings is *in love with love* and a *hopeless romantic*. He is *scared* at times but always looks for the *best in everybody*).

My Little Pegasus Pony's Character Sheet

Player's Name: Love: 1

Pony's Name: Prime Color

Age: Pony

Body: ●●

Eyes: Sky Blue

Mind: ●●

Mane: Red/Green/Blue Gradient

Heart: ●●●●●●

Coat: Off-Gray

Wings: Off-Gray

Cutie Mark: A prism with white light coming in one side, and red, green, and blue light coming out the other.

Speed: 6

Special Powers:

Special Talent: Photographic Savant

Flight

Focused Skill: Martial Artist

Cloudwalking

Shortcoming: Can't Stand to Miss the Perfect Shot

Hero Type

Skills:

Academics

Acrobatics

Animal ken

Athletics

Awareness (Taking Photographs) ●●

Crafting (Developing Film) ●●

Diplomacy ●●

Medicine

Performance

Sneaking ●●

Linguistics

Nuuban

Equipment

Exhaustion

Saddlebags

Physical □□□□□□□□□□

Camera w/ Zoom Lens

Mental □□□□□□□□□□

(+1 to Awareness while viewing at a distance)

Emotional □□□□□□□□□□

Film Camera w/ Infrared

(*Darkvision* out to 60 ft. (*as Griffons*))

Prime Color once saw Princess Celestia raise the sun during the Summer Sun Celebration. Ever since then, he has dreamed of catching that exact moment on film. His father bought him a small, cheap camera, but Prime's photography skills were good enough that he could afford progressively better equipment. He aspires to become the personal photographer for the royals of Equestria.

(Prime Color is a *daredevil*, who is quick to *be on the scene*. He always *seeks out the perfect shot* and is willing to go to *dangerous lengths* to get it.)

My Little Unicorn Pony's Character Sheet

Player's Name:
Pony's Name: Harmony

Love: 1

Age: Mare
Eyes: Gray
Mane: Black with white highlights
Coat: Black
Horn: Gray
Cutie Mark: F Clef
Speed: 6

Body: ●●
Mind: ●●●
Heart: ●●●●●

Special Powers:
Magic
Telekinesis
Been There, Done That

Special Talent: Conducting Music
Focused Skill: Leading others
Shortcoming: Unable to operate while alone

Skills:

Academics	●●●
Acrobatics	
Animal ken	
Athletics	
Awareness	●●●
Crafting (Operas)	●●●
Diplomacy	●●
Medicine	●
Performance (Orchestra Conduction)	●●●
Sneaking	

Linguistics

Equipment
Saddlebags
Tuxedo (Leader's Badge)

Rituals
Cat's Eyes
Teleportation
Metamorphosis
Glib Tongue
Winged Hooves
Fullmoon's Mass Teleporation

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

Harmony was born into a life of music; Her father was a cello player and her mother played the horn. She came to love leading the others in song rather than performing herself. Soon after her Cutie Mark appeared, she began to help her parents around the opera house, sometimes conducting practice sessions with the musicians. One night, she was locked in the opera house and stayed there alone all night, giving her autophobia.

(Harmony is *creative* and *in love with music*. She is *afraid of being alone* and feels most comfortable *in the spotlight*.)

My Little Zebra's Character Sheet

Player's Name:
Zebra's Name: Kazero

Love: 2

Age: Stallion
Eyes: Blue
Mane: None
Coat: Wide Stripes
Cutie Mark: Jeweler's Hammer
Speed: 12

Body: ●●●●
Mind: ●●●●
Heart: ●●●

Special Talent: Sculpting gem statues
Focused Skill: Seeing what others do not
Shortcoming: Unable to let the little things go

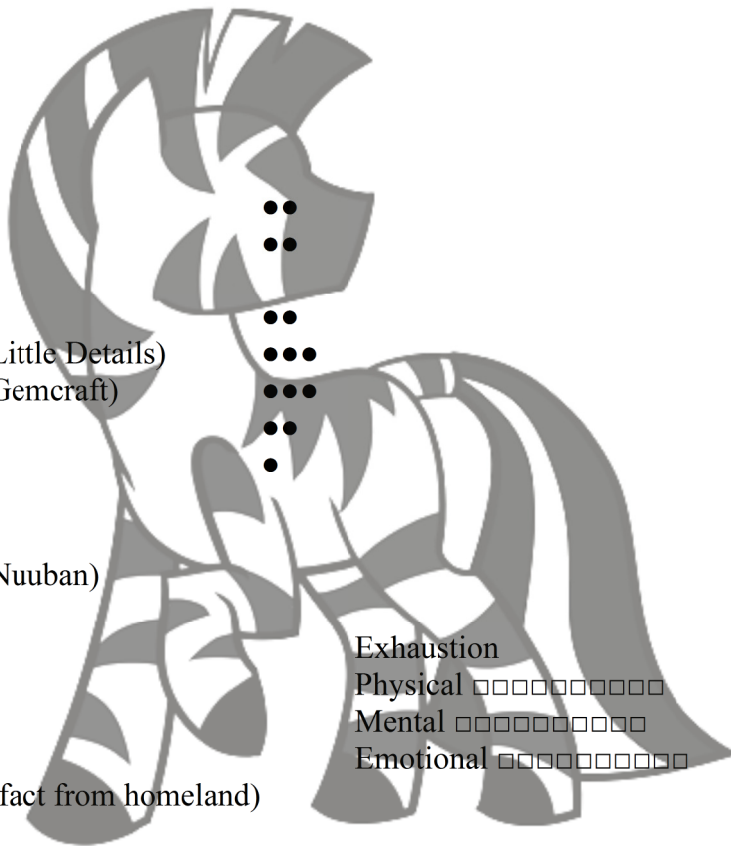
Special Powers:
Love of My Homeland
Lore of The Traveler
Been There, Done That

Skills:

Academics	●●
Acrobatics	●●
Animal ken	
Athletics	●●
Awareness (Little Details)	●●●
Crafting (Gemcraft)	●●●●
Diplomacy	●●
Medicine	●
Performance	
Sneaking	
Linguistics (Nuuban)	

Equipment
Saddlebags
Masterwork Hammer
Map of Equestria
Gris-gris necklace (Artifact from homeland)

Exhaustion
Physical ☐☐☐☐☐☐☐☐
Mental ☐☐☐☐☐☐☐☐
Emotional ☐☐☐☐☐☐☐☐



Kazero loved another Zebra many years ago when they were both young. One day, without warning, she left and broke his heart. Too young to travel on his own, Kazero expressed his grief by making beautiful sculptures of different types of gems. When he grew older, he set out in Equestria to find out what happened to the mare he fell in love with. He is an older and wiser stallion now, who travels the realm selling his breathtaking sculptures, always hoping she'll be somewhere in the next town over...

(Kazero is *old* and has a *broken heart*. While he can be *gruff* at first, he *always does the right thing* and will go out of his way to help others.)

My Little Mule's Character Sheet

Player's Name:

Mule's Name: Fuerte Magnifico

Love: 1

Age: Pony

Body: ●●●●●

Eyes: Brown

Mind: ●

Mane: Short cropped, brown

Heart: ●●●

Coat: Brown splotches on white

Drive: Retrieve my Grandfather's mask

Speed: 15

Focused Skill: Getting back up again

Shortcoming: Hot-blooded

Special Powers:

Tough as Nails

Drive

Unending Determination

Self-Sufficient

Hero Type

Skills:

Academics

Acrobatics

●●

Animal ken

Athletics (Mulchador)

●●●●

Awareness

Crafting

Diplomacy

Medicine

Performance (Showboating)

●●●●

Sneaking

Linguistics

Equipment

Saddlebags

Mulchador Mask (Fancy Accessory)

Cape

Traveling supplies

Exhaustion

Physical □□□□□□□□

Mental □□□□□□□□

Emotional □□□□□□□□

Fuerte hails from Columburro, where he can trace his family line all the way back to the age of Discord's rule. His family has been Mulchador fighters for as long as the sport has existed, and he intends to fulfill his part of the legacy. When the time for his first real fight came though, he brashly wagered his Grandfather's Mulchador mask against the mask of his longtime friend-turned-rival, Músculo Bomba, and lost. Now he has exciled himself from Columburro for a year and a day to travel Equestria and find others to train with. When he returns, he intends to challenge Bomba again, this time double-or-nothing.

(Fuerte is *brash* and *young*, and though he is *foolish* he is incredibly *well-meaning*. While he is a fighter, he wants nothing more to help those in need, embodying the true spirit of Mulcha)

My Baby Dragon's Character Sheet

Player's Name:
Dragon's Name: Spines

Love: 1

Age: Hatchling
Eyes: Golden
Scales: Orange
Spines: Yellow-Gold
Ears: Yellow-Gold
Speed: 3

Body: ●
Mind: ●●●●
Heart: ●●

Focused Skill: Keeping up appearances
Shortcoming: Cannot abandon the injured

Special Powers:
Fire Breath
Fire Resistance
Excavation
Unlimited Potential

Skills:

Academics	
Acrobatics	
Animal ken	
Athletics	
Awareness	●●
Crafting	
Diplomacy	
Medicine	(First Aid) ●
Performance	
Sneaking	(Bluff) ●●
Linguistics	(Draconic)

Equipment
Gripper Soles

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

Spines was abandoned by her parents before she hatched and has been on her own ever since. She puts on the facade of being an upstanding member of society, but in reality she is an aspiring thief. Traveling from town to town, Spines lifts just enough to keep herself fed and mobile. However, the memory of being abandoned has never stopped haunting her, and she can't leave others out in the cold. Having picked up a few tricks of the healer's trade, she will go out of her way to help others in need, even if she doesn't like admitting to herself that she enjoys helping more than stealing.

(Spines is *lonely* and *seeking someone who cares*. She has a hard time *showing appreciation* but is always *dependable when times are hard*.)

My Little Buffalo's Character Sheet

Player's Name:
Buffalo's Name: Stonehoof

Love: 1

Age: Pony
Eyes: Blue
Coat: Black
Speed: 15

Body: ●●●●●
Mind: ●●●●●
Heart: ●

Special Powers:
Hero Type

Focused Skill: Pushing myself physically
Shortcoming: Cannot comprehend spiritual matters

Skills:

Academics
Acrobatics
Animal ken
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

(Endurance)

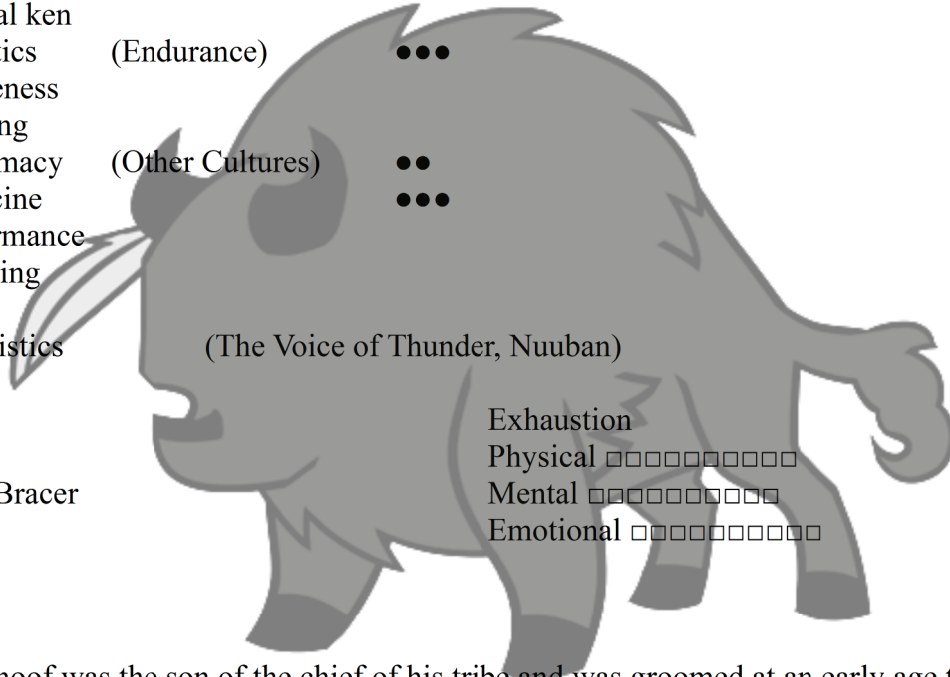
(Other Cultures)

Linguistics

(The Voice of Thunder, Nuuban)

Equipment
Saddlebags
Workhorse's Bracer

Exhaustion
Physical ☐☐☐☐☐☐☐☐
Mental ☐☐☐☐☐☐☐☐
Emotional ☐☐☐☐☐☐☐☐



Stonehoof was the son of the chief of his tribe and was groomed at an early age to replace his father as the spiritual leader of his people. However, Stonehoof was never able to fully grasp the intricacies of speaking with spirits, and when his time came to be tested to earn the title of “Speaker of Thunder”, he fled. Now he wanders Equestria, learning about the other races and applying their teachings to his past. He seeks desperately to find some means of proving himself to his father, either by finally understanding the spiritual world or by earning a name for himself in his own right.

(Stonehoof is *smart and strong* but *cold-hearted*. He has difficulty *emphasizing with others* but he is always *trying to improve himself*.)

My Little Crystal Pony's Character Sheet

Player's Name:	Love: 1
Pony's Name: Vivo Librissimo	
Age: Pony	Body: ●●●
Eyes: Emerald	Mind: ●●
Mane: Blue and perfectly coiffed	Heart: ●●●●
Coat: Sapphire	
Cutie Mark: Duple time signature	Special Talent: Singing
Speed: 9	Focused Skill: Stage Magic
	Shortcoming: Can't stand up for himself
Special Powers:	
<i>Shine</i>	
<i>Crystal Change</i>	
<i>Hero Type</i>	
Skills:	
Academics (Bardic Knowledge)	●●●
Acrobatics	
Animal ken	
Athletics	●
Awareness	
Crafting	
Diplomacy	●
Medicine	
Performance (Violin)	●●
Sneaking	●
Linguistics (Nuuban)	
Equipment	
Saddlebags	
Violin (Fancy Accessory)	Exhaustion
	Physical □□□□□□□□
	Mental □□□□□□□□
	Emotional □□□□□□□□

A thousand years ago, Vivo was training under the tutelage of his father, Tempo Librissimo, to be the Court Bard in the Crystal Empire. This all changed when Sombra banished the kingdom. Returning to a strange new world, Vivo has more than culture shock to worry about; when all of the other Crystal Ponies returned, his father was not among them. Taking up Tempo's violin, the Moonlight Sonata, Vivo sets out to get his father back, no matter what the cost.

(Vivo takes *great pride* in his Bardic training, and *isn't afraid to show off*. This new world *intrigues and frightens* him, sometimes to the point of *running away* when things get too confusing or scary)

My Little Donkey's Character Sheet

Player's Name:
Donkey's Name: Olivia

Love: 1

Age: Pony
Eyes: Hazel
Mane: Black
Coat: Chestnut
Drive: Find my mother's lost amulet
Speed: 3

Body: ●
Mind: ●●●●●
Heart: ●●

Special Powers:
Drive
Unending Determination
Hero Type

Focused Skill: Thinking outside the box
Shortcoming: Cannot let her hair down

Skills:

Academics	(Mathematics)	●●●
Acrobatics		
Animal ken		
Athletics		
Awareness	(Eagle Eyes)	●●●
Crafting		
Diplomacy		●●
Medicine		
Performance		
Sneaking		
Linguistics	(Draconic)	

Equipment
Saddlebags
Telescope
Traveling Supplies

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

Olivia was born and raised in Canterlot and aspired to be a scholar. While not a Unicorn and therefore unable to attend Celestia's School, she still spent many hours in the College's library, devouring every subject she could get her hooves on. As she grew, she fell more and more in love with mathematics, eventually becoming so outstanding in the subject that Celestia herself offered Olivia a position at her School when the donkey got older. This was all put to a halt, though, when Olivia's most prized possession, an amulet given to her before her mother passed away, was stolen one night. Now she has left Canterlot, hot on the trail of the thief: A Unicorn with dark fur and a quill for a Cutie Mark.

(Olivia is *well-educated* though she *never learned to have fun*. She is *focused on finding the amulet* but isn't above *helping others*.)

My Little Griffon's Character Sheet

Player's Name:
Griffon's Name: Bertha

Love: 1

Age: Pony
Eyes: Yellow
Mane: White
Coat: Brown
Feathers: White
Speed: 9

Body: ●●●
Mind: ●●●●
Heart: ●

Special Powers:
Cloudwalking
Flight
Tough as Nails
Darkvision
Hero Type

Focused Skill: Tracking monsters
Shortcoming: Hard time caring about others

Skills:

Academics	
Acrobatics	
Animal ken	(Monster Lore) ●●●
Athletics	
Awareness	
Crafting	
Diplomacy	(Detect Lies) ●●●
Medicine	
Performance	
Sneaking	●●
Linguistics	(Cry, Draconic)

Equipment
Cat's Paws

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

Bertha dropped out of flight school at a young age, knowing she didn't belong. With a farewell note to her parents, she vanished into the night. The world of Cloudsdale was never to her liking; She preferred the dark nights, the forests, and the sense of danger. When she was very young, her and two of her friends had been chased by a pack of Timber Wolves. After they escaped, her friends were terrified, but Bertha was fascinated. Now she spends her days tracking beasts through places like the Everfree Forest, cataloging their migrations and personalities. Occasionally she'll come back to civilization to turn her findings over to the locals, but she finds it hard to really care about anything more than the next hunt.

(Bertha is *wise* and *courageous*. She has few *social Skills* but her *knowledge of the wild* is peerless.)

My Little Mud Pony's Character Sheet

Player's Name:

Love: 1

Mud Pony's Name: Muddy Drips ("Drippy")

Age: Pony

Body: ●●●

Eyes: Green

Mind: ●

Mane: Blonde

Heart: ●●●●●

Coat: Brown

Speed: 9

Focused Skill: Standing up for others

Shortcoming: Cannot understand subtlety

Special Powers:

Forgiving Palette

Up to Speed

Hero Type

Skills:

Academics

Acrobatics

Animal ken

Athletics ●●

Awareness (Refined Palette) ●●●

Crafting

Diplomacy (Sweet-Talk) ●●●

Medicine

Performance ●

Sneaking ●

Linguistics (Haminominom)

Equipment

Lily-Shaped Hairbow (Fancy Accessory)

Exhaustion

Physical □□□□□□□□

Mental □□□□□□□□

Emotional □□□□□□□□

Drippy hails from deep within the Everfree Rainforest. When she was very young, she got lost in the swamplands and couldn't find her way back home. Eventually stumbling out of the Forest near Ponyville, she tried to find somepony to help her but kept getting distracted by the new and interesting foods to eat. The Mayor, realizing that Drippy would be in town for as long as there was trash for her to eat, offered to make her the town trash pony. Drippy agreed, and has been in town ever since. She goes out of her way to help other ponies that seem upset or lost, because she knows how terrible it can feel to be alone. She plans on heading back into the forest to find her tribe again very soon. Maybe just after lunch...

(Drippy is *warm-hearted* and *always wants to help*. Her lack of understanding of social conduct outside her tribe, though, has left her *very literal* and she has a hard time *understanding subtlety*.)

My Little Camel's Character Sheet

Player's Name:
Camel's Name: Kaleb al-Hazred

Love: 1

Age: Stallion
Eyes: Green
Mane: Chestnut
Coat: Dark Brown
Speed: 15

Body: ●●●●●
Mind: ●●●●●
Heart: ●●●

Focused Skill: Telling fantastic tales
Shortcoming: Compulsive liar

Special Powers:
Roads Behind Us
Been There, Done That

Skills:

Academics	(Distant Lands)	●●
Acrobatics		●
Animal ken		
Athletics		●
Awareness		●
Crafting		●
Diplomacy		●●●
Medicine		●
Performance	(Tall Tales)	●●●
Sneaking		●●

Linguistics (Nuuban, Cry)

Equipment
Saddlebags
Soapbox (Fancy Accessory)

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

Kaleb is a teller of tales, and it is by telling these tales that he makes his living. A charismatic and well-spoken Camel, Kaleb will tell his stories of adventure and peril to anyone willing to loose his tongue with a few bits. What most listeners don't know, though, is that most of these tales are absolute bunk. While it is true that the Camel has been in a few tight scrapes in his life, most of the stories he tells are exaggerated or fabricated wholesale, usually with starring himself as the hero. In fact, he sometimes finds himself so used to telling tall tales that he'll lie even when the truth would have been better.

(al-Hazred is *clever* and *uses this to his advantage*. His courageous facade *sometimes isn't* and he'll *step up if he needs to, even if he doesn't want to*.)

My Little Tundra Pony's Character Sheet

Player's Name:

Love: 1

Tundra Pony's Name: Frostbite

Age: Pony

Body: ●●●

Eyes: Emerald

Mind: ●●●

Mane: White

Heart: ●●

Coat: White with Blue Tips

Cutie Mark: Chipped Emerald

Speed: 9

Special Talent: Treasure Hunter

Focused Skill: understanding new cultures

Shortcoming: Cracks under pressure

Special Powers:

Cold Immunity

Tough as Nails

Hero Type

Skills:

Academics (Other Languages) ●●

Acrobatics (Free-Galloping) ●●

Animal ken

Athletics (Endurance) ●●

Awareness ●

Crafting

Diplomacy

Medicine ●

Performance

Sneaking

Linguistics (Skanvald, Nuuban, Draconic)

Equipment

Saddlebags

Masterwork Excavation Hammer

Exhaustion

Physical □□□□□□□□

Mental □□□□□□□□

Emotional □□□□□□□□

As a colt, Frostbite stumbled across a small temple to Celestia, buried in the snow. This became his second home, and slowly he learned Draconic from the runes on the wall. As he explored more and more across the tundra, he found more small shrines and relics, and fell more and more in love with finding scraps of history. The places he went were dangerous though, and he learned quickly to escape collapsing ruins (and to heal himself when he wasn't quite fast enough). In the largest sanctuary, he found writing that hinted at a lost draconic horde, somewhere to the south. Without a second thought, he packed his things and made for the warmer climates, excited to find the lost trove of Cinder.

(Frostbite *thinks slowly* and *acts carefully*. He has a *head for languages* and finds it easy to *understand new cultures*.)

Ponies & Parasprites represents my first foray into the world of writing tabletop games. As such, I sincerely hope you enjoy the game. I would like to thank everyone who helped make this game possible, and wish to express my deepest appreciation to the players and DM's who choose P&P. My wish is for you and your friends to have a great time together with this system.

After all, friendship really is magic.

Thank you for playing,
Flatline

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