

ENCOUNTERS IN PONYVILLE

The peaceful town of Ponyville is generally a calm and civilized place. But things do tend to just happen, especially when the player characters are around! This table offers the Game Master a variety of encounters to use as they like in their campaign. They might kick start an adventure, fill in a gap in the gaming schedule or just add another twist in the middle of an adventure. The Game Master should roll 1d20 on the table below, or just pick a suitable encounter and dive right in.

If the Game Master needs the statistics for any characters or Threats for the encounter, they can be found in the **Core Rulebook**. Many of these encounters might be resolved with a Skill Test or two from the player characters or made into a Challenge or a combat.

ENCOUNTERS IN PONYVILLE

ROLL 1D20	ENCOUNTER
1	Discord appears in front of the player characters and demands they entertain him. But what might he enjoy and what happens if they can't?
2	A huge rainstorm is brewing. The Pegasus ponies need to try and disperse it and the others should help the townspoonies get somewhere safe. Maybe one of the Pegasi has made a mistake and is scared the other ponies will find out and be angry with them?
3	A celebrity pony arrives in Ponyville to take a holiday. They want to be incognito but everyone knows who they are. Can the player characters help show them the town discreetly?
4	One of the buildings in Ponyville catches fire. It might be a lighting strike, dragon attack or just somepony left the cooker on. Can the player characters help put out the blaze before it spreads?
5	Miss Cheerilee can't find the end of term grades for one of her classes. The player characters are asked to find them, but they have actually been stolen by the classes' best student. They are worried their friends will be upset that they didn't do as well as they did.
6	A powerful gust has hit the Ponyville Town Hall just as Mayor Mare was in the middle of an accounts audit. There are papers everywhere! Can the player characters help sort it all out?
7	A dragon decides to build a lair near the town. Are they just looking to sleep or are they about to burn the town to the ground? Many ponies are worried it is the latter.
8	Twilight Sparkle is trying to mix a new potion and needs a particular ingredient. She can't leave her potion so needs the player characters help to find the ingredient before the potion spoils.
9	The rain is coming down in sheets and it looks like Ponyville might flood. Water barricades need to be built as well as some ponies rescued from basement homes.
10	A strange [Trickster] pony arrives with a travelling show. The townspoonies can't get enough of it and almost stampede for more tickets once they have seen it. But no one can remember what they saw, just that it was amazing. Is some sort of mesmerism going on? It might be Trixie or Flim and Flam up to their old tricks. But if it is someone new, Trixie, Flim and Flam might not like the competition and join forces with the player characters to get them out of their town!
11	Mr and Mrs Cake have a huge cupcake order and need extra hands. The player characters need to mix, ice and bake like crazy to help them make enough cupcakes. It could get messy!
12	An earthquake shakes the town. Many ponies need help to escape falling masonry and possibly their own homes if they collapse.
13	Fluttershy is trying to count all the animals in Ponyville to make sure they are all ok and accounted for. But some of them have got scared and run away. Can the player characters help find them all?
14	A group of adventurous foals have dared each other to go into the Everfree Forest alone. Their parents are desperately worried now they are missing and need help to mount a search before anything happens to them. Zacora might be able to help.
15	A dangerous book of magic has gone missing from the Ponyville library. The powerful magic is dangerous in the hands of anypony but an expert, and the last pony to ask about it is an inexperienced apprentice trying to catch up with their classmates. Can the player characters track it down before the apprentice magician hurts themselves?

MY LITTLE PONY ROLEPLAYING GAME: ENCOUNTERS IN PONYVILLE

16	A pony has been kidnapped after a very successful comedy performance they were doing. It was actually by one of the audience who is feeling very sad and the comedy act was the only thing that has made them happy recently. Can the player characters rescue the comedian and help their kidnapper with their mood? They don't want to hurt anyone but just want to stop feeling so sad.
17	Two pony best friends have fallen over an argument. They are both very hurt and angry and want to make up but don't know how to go about it. Can the player characters help them find common ground again and restore their friendship?
18	Magic in the local area becomes overloaded. Unicorns start casting spells at random whether they want to or not! Can the player characters find the source of the extra energy and shut it down? It might be a place of magical energy, a spell gone wrong, a magic item or even the arrival of a powerful magical creature.
19	Today is really hot, painfully so. Foals need to be taken out of the sun before they burn and plenty of ponies need water and help cooling down.
20	Doctor Hooves rushes up to the player characters and asks for their help. A magical experiment a friend of theirs is working on causes a terrible magical explosion in the future, and it is already too late to stop it! Dr Hooves needs the player characters to go back in time with him and talk their friend out of what they are doing before it goes any further. But the friend is convinced their magical experiment will lead to an impressive result, so it will be hard to convince them.



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