

PLAY **RENEGADE**



ROLEPLAYING GAME

GREAT CAKE MISTAKE





GREAT CAKE MISTAKE

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THE GREAT CAKE MISTAKE

How can something so tasty be so itchy?!

—Spike

A pair of traveling salesmen sucker Mrs. Cake into buying their brand new sweetener, but it makes all the ponies that eat it break out into polka-dots after 24 hours! Flim and Flam have done it again and the ponies have to find Zecora to help them find a cure for this spotty pony problem!

This adventure is designed for a group of 4–6 characters of 1st-to-3rd level. Playing this adventure with characters of higher level may require work from the GM to provide an appropriate challenge.

PREPARING THE GAME

To prepare for this adventure, the Game Master (and only the GM) should read this adventure in its entirety to fully understand the story notes and what to expect. Sometimes clever players can come up with some unique solutions and knowing what this adventure and its inner workings are about ahead of time will better help you (and your players) stay focused on the adventure's path and pacing. Each segment of this scenario has an estimated time, but sometimes a group of players will complete things very quickly or spend a lot of time on one aspect. Pay attention for some optional scenes and direction on timing; these can help cut things down or expanded on scenes to help you end the session on time.

ESSENCE20 ROLEPLAYING SYSTEM adventures follow a specific format to find the information you need. Here are the basics:

Text for the GM's eyes only (which is the bulk of the adventure) will be written like this and is not meant to be shared with players. This is information for you to know in case you need to describe an area, reveal a Threat, unveil a clue, or have any other knowledge on hand in case your players ask a question about the scene. Characters discover this information on their own, through exploration or social interaction, using Skill Tests.

Text for the GM to describe to the players (verbatim, as needed) appears like this. Sometimes this type of text includes dialogue that can be read aloud.

NPCs and Stat Blocks: A bolded NPC name signifies the character's importance, and that their stat block appears in Appendix 1. If the NPC is friendly or willing to discuss information, looking at their Social-based Skills will help you roleplay the character. If the NPC is a Threat, most of the important Stat Block information will be what they do in combat.

Considerate Play: Many tabletop games are played at game stores and conventions where you may be playing with people you don't know or don't know well. That means you may not know how to make things properly scary or suspenseful and what's too much for each player. Talk to your players at the start of the game to gauge everyone's experience and expectation. During the game, watch people's faces to see if they are uncomfortable (if possible) and don't be afraid to ask if they'd like to move on to the next scene or take a break.

OVERVIEW

This adventure is centered in Ponyville where the Great Cake Eating Contest is about to start. Normally a joyous time for ponies, this year the contest has been inadvertently sabotaged by the two pony hucksters Flim and Flam, who have inadvertently sold Mrs. Cake several bags of cursed sugar that causes any who eats it to develop a rare disease known as Polka-Dot-Itis, a terribly itchy skin disease that debilitates those afflicted by it and makes them unable to focus on anything but finding relief for their itchy skin! The players will have to find Flim and Flam, discover where they got the cursed sugar from, and then make their way

to its source: Zecora's magic hut deep in the forest. There they will have to free the trapped healer and overcome a series of puzzles in order to get the cure to the disease!

Though this adventure is meant for players to take on the roles of the pre-generated Renegade 6 in chapter 15 of the *My Little Pony Roleplaying Game Core Rulebook* or their original characters, by changing a few details around the Gamemaster can incorporate different ponies into the mix!

Where are the Mane 6? The Game Master can include them as desired. Some or all of the Mane 6 could have eaten some of the cursed sugar, forcing them to the sidelines as a few brave ponies step up and save the day!

PRE-GENERATED CHARACTERS

When playing through this scenario at a convention or other event, use the Renegade Six characters from the *My Little Pony Roleplaying Game Core Rulebook*. See the summary and character sheets in **Appendix 2**.

PART 1: A NOT SO GREAT CAKE EATING CONTEST

Estimated Duration: 30 Minutes

The adventure begins with the player characters in the employ of Mrs. Cake. They are just getting back into town after a long trip of transporting special crystals back from the Diamond Dogs. They have been on the road for a while and are looking forward to relaxing upon getting back into town when they realize they've returned on the eve of a very auspicious day for young ponies everywhere: the Great Cake Eating Contest!

The road has been difficult and the cart you have been tasked by Mrs. Cake feels like its getting heavier with each mile but as you cross over the last hill leading towards Ponyville your noses each detect a wonderful smell that lets you know you've arrived at a special time: the day before the Great Cake Eating Contest! Ponies everywhere are excited for the three day event of non-stop baking, decorating, plating, and devouring some of the sweetest, most fantastic desserts from across the land!

Several Unicorns are busy with hanging banners and decorations and a few Earth Ponies are busy rushing through the streets, carrying party supplies and baking ingredients to their customers before the festival starts. It is a joyous time for Ponyville and ponies from across the land have arrived to take part in all the events leading up to the grand Baker's Bowl, a competitive eating competition where ponies line up to see who can eat the most cakes in as short a time! The proceeds from those taking part in the cup go towards raising money to help plant crops for next year's harvest and the festival is seen as a way for ponies to celebrate the end of a difficult summer and to relax with their friends.



As the ponies make their way into town, they see numerous ponies enjoying delightful and tasty cakes. As they get closer to Sugarcube Corner they see Mrs. Cake standing on her front step, having just concluded another sale as a pair of happy Pegasi go galloping away with a bag containing more of her cakes. Upon seeing the group her excitement is visible and she starts to jog in place with joy.

"Oh goodie! I'm so glad you're here," says Mrs. Cake as she hurries over to inspect your cart. "Do you have those Diamond Cluster Crystals? How about some of those Rock Candy Clumps? I'm using those as part of my decorating for the upcoming contest, you see, and after the most recent sugar shortage I was worried these had gotten lost along the way!"

Ponies who ask about the sugar shortage hear the following piece of information:

"Oh, yes, it's all so terribly tragic! Apparently there's more ponies competing in this year's competition than ever before and our suppliers ran out of sugar! Thankfully I discovered a solution thanks to those two nice ponies in the town square. The sugar I bought from them worked out so well that I decided to make all my cakes with it! And I'm glad that they stopped by just in time. If only I could remember their name. I think it was Jim and Jan? Or was it Slim and Slam? Oh, bother, I'm just so excited I can't remember."

"Say, I might be one bag short to finish these orders. Could you try to find those two and bring me another bag?"

Mrs. Cake gives give them a small bag of crystals to trade to the salesman for one last bag of sugar.

ENCOUNTERS ON THE WAY (OPTIONAL)

These optional encounters can help flesh out a longer timeslot for running this adventure. The GM may wish to include these if running the scenario in a time slot of 4 or more hours. They help to

draw out the mystery and get players guessing, but aren't vital to the story. It may be useful to spend 5 or 15 minutes on these, narrating the scenes as appropriate or cutting things short if the pace of the session begins to drag.

As the player characters make their way through town, these events allow them to learn more information about the festival.

Sick to the Stomache: Some of the ponies on the streets are grumbling and complaining. A successful **DIF 10 Alertness Skill Test** reveals that several ponies are complaining about not feeling great, with one pony saying he just feels really distracted. If confronted (or comforted), each of these ponies also might complain they they've ruined their appetites and eaten too many sweets already.

A Sticky Situation: A farmpony rests on the side of the road next to a broken cart. A successful **DIF 8 Technology Skill Test** allows the ponies to help fix a farmer's cart that lies broken in the middle of the road. The farmer thanks them, and mentions how he would have fixed it but he thinks he accidentally galloped through some poison ivy earlier that day and it's been distracting him something fierce. If they the farmer's leg, a **DIF 15 Science Skill Test** reveals no signs of poison ivy.

No Music?: As the group makes their way through the town, they encounter a lone pony fine tuning a small musical instrument. He tells them that the instrument is an accordion and he's trying to figure out why it stopped working. A successful **DIF 8 Technology Skill Test** will reveal that a small handkerchief has gotten trapped inside the accordion's valves and a successful **DIF 10 Might Skill Test** will allow the ponies to pry it free. The pony, whose name is Alfalfa, thanks them before heading off into town happily playing music on his accordion.

FLIM, FLAM, FLABBERGASTED

By the time the ponies make it to Mane Square, they see a small group of ponies shouting orders at a pair of salesmen standing next to a large cart laden down with sacks of sugar. The two ponies, **Flim** and **Flam**, are busy trying to handle everyone's orders and look quite pleased with themselves. Flim and Flam use the **Trickster Pony** stats on page 267 of the *Core Rulebook* for their statistics, or the GM may adapt any other stat block for them. The pair care only for money and power, and getting lots of it. They are not overly malicious and would never do anything to hurt another pony, but at the same time they care only for their feelings first. They saw an opportunity to steal some sugar from Zecora's hut and they ran off with it, though they would never have done so if they knew it would hurt so many ponies.

The joyous celebration Ponyville is enjoying seems to come to a sudden stop at the sounds of several ponies raising their voices over one another with the hope that they are heard. As you enter the heart of Mane Square you see a large wagon stuffed full of large brown sacks. A pair of ponies are dealing with the crowd, with a mustacchioed pony slowly scooping up bags of sugar and handing them to ponies who pass off their money to the clean shaven pony. Both ponies appear to be twins, and it is with a sudden sinking feeling that you realize that you've seen these two ponies before: they're Flim and Flam, renowned pony hucksters and ne'er-do-wells who care more about how much money they can make than the quality of what it is they're selling! From the looks of it, they appear to be selling... sugar???

Flim makes a bag dance enticingly in the air as if offering the surrounding ponies a delicious treat to eat. "My fellow ponies! Concerned your desserts are going to be left in the dust? Worried your cupcakes are not going to rise to the occasion? Well I present to you the wonderful Flim-Flam-Co's latest product: The Super Sugar Baking Mix! This Super Sugar Baking Mix is guaranteed to take your party to the next level! Why, anything made with Super Sugar Baking Mix is guaranteed to be the darling of your next party! Don't settle for that bland, sour sugar that other bakers use: caring bakers know that Super Sugar Baking Mix, that's right, one more time, Super Sugar Baking Mix will take your cakes beyond the next level! Remember to stand out from the competition and use what everyone else is buying: Super Sugar Baking Mix!"

Despite their sweet demeanor and catchy slogans, you get the feeling there's something going on.



Flim and Flam have set up shop in Mane Square and by the looks of it, they've made a lot of precious gems in selling sugar! Ponies everywhere are pushing against each other to be next in line to purchase what they're selling. Flim and Flam do not appear to be phased by anyone asking where their sugar comes from: they simply state that it's a company secret and that those interested should simply buy a bag and try it. The sugar tastes like completely normal sugar if taste tested, though the Game Master should keep track of which ponies have sampled the sugar or any of desserts since they came into town.

- A successful **DIF 15 Science Skill Test** reveals that the sugar tastes normal, but looks to have a strange shimmer to it. The shimmer seems benign, but more intensive tests are required to determine its long term effects.
- Ponies who attempt a **DIF 12 Deception Skill Test** will get one of the twins to give more information: They admit their recipe was a gift from a friend, and that their unnamed friend's baking skills are renowned throughout the land.
- A **DIF 10 Persuasion Skill Test** will cause Flam to give the ponies a small bag of sugar as a free sample. What the ponies do with it next is up to them, but Mrs. Cake will be happy as long as most of the bag is intact.

Flim and Flam will keep trying to sell their goods to anyone who will buy them. Just as the player characters start to conclude something is wrong with what they're selling, the Great Cake Bake Off takes a turn for the worst.

SWEET DEAL TURNS SOUR

As Flim and Flam make another sale of their Super Sugar Baking Mix, a pony lets out a large gasp that attracts everyone's attention.

The quiet of the town square is shattered by a loud cry as one of the nearby ponies starts dancing around erratically. As the pony starts prancing around on the tips of their hooves, she looks at her brown coat as it slowly starts to grow a variety of brightly colored spots! These spots are brilliantly colored but appear to be causing the pony distress and in more ways than one!

"It's. So. ITCHY!" The pony, who goes by the name of Amethyst, scratches her flanks against a nearby fence post. "Why is it so itchy? What did I do to deserve this?"

Soon several other ponies start to come down with spots of their own. In a manner of moments, the entire square is full of ponies who are covered in multicolored spots and are desperately seeking relief. Looking at the crowd of stricken ponies with concern, Flim and Flam nod to each other nervously and then grab the saddlebags in their cart containing all their precious wares.

"Sorry, folks! Remember all sales are final, absolutely no returns, symptoms should go away in ohhhh, a little while." Flim appears to sweat nervously as he tips his hat to you. "Have a wonderful day! Don't call us, we won't come calling on you."

With that, the twins make a break for it through the crowd! It's obvious they need to be chased down for more information.

ROLEPLAYING FLIM AND FLAM

Mischievous Menace: Charming, Tricksters, Smooth

Cleverness: 12

Willpower: 10

Looks: Flim and Flam are a pair of blonde ponies who are almost completely identical save for Flam's mustache. They wear matching salesman outfits of blue and white and are known for their fast talking and desire to sell goods to others. They are cunning, clever, and motivated solely by greed. They are not ominously evil, but care more for lining their saddlebags with gemstones and rare objects than they do if their customers get ripped off.

Wants: Money and power. They do not seek to rule the world, only to make their little corner of it more opulent and full of riches. The thing is, their schemes usually get the better of them and some ponies are suspicious of anything they try to promote.

The player characters will need to catch Flim and Flam if they are going to get to the bottom of this!

Flim and Flam will abandon their cart but not their riches. Grabbing their saddlebags with their telekinesis, they immediately bolt through the town, making their best speed towards the East. They will

try to give their pursuers the slip as best they can and are not above using their telekinetic powers to cause wagons to shift into their pursuers path or to cause minor accidents that will keep them safe.

HOW TO CATCH A THIEF

The player's ponies will need to chase after the twins to get more information about what caused the incident. Chasing after the twins is difficult, but not impossible!

The player characters make a series of tests in order to see how close they are getting to the twins. If the ponies start to fall behind, don't worry; catching the twins early as they attempt to leave the town is ideal, but the twins will not be able to get very far. The GM can reward creative roleplaying by taking reasonable suggestions from players for alternate Skill Tests or ways of bypassing these obstacles. Failure on any of these tests result in 1 Stress.

- **Gridlock:** The ponies race down the main road out of town where a bunch of carts have created gridlock that slows them down! A **DIF 12 Persuasion Skill Test** is needed to convince the ponies hauling the carts to move out of the way, or a **DIF 15 Athletics Skill Test** to leap over them.
- **Obstacles:** Flam uses his telekinesis to cause a bunch of pies cooling on a windowsill to rain down upon the ponies, momentarily blinding them with strawberry rhubarb filling! A **DIF 15 Athletics Skill Test** is needed to avoid getting filling in their eyes and keeping them from continuing the chase.
- **Wall:** Flim and Flam squeeze through a narrow fence at high speed! To avoid colliding with the wall and getting stuck, the ponies will need a **DIF 10 Targeting Skill Test** to ensure they make it through the small opening in the middle of the fence or a **DIF 15 Might Skill Test** to leap over the fence.
- **Gridlock:** The ponies will need to avoid the crowd of itchy ponies blocking their path! The ponies will need a **DIF 12 Intimidation Skill Test** to get the ponies out of their way or a **DIF 15 Streetwise Skill Test** to find a way around them.

Catching Flim and Flam: As long as one of the ponies succeed at all of their tests and manage to catch up to the twins, read the next part to the players.

Just as you catch up to Flim and Flam, Flam suddenly lets out a high-pitched yelp and starts rolling in the dust. As Flim turns around, terrified that something horrible has happened to his brother, he learns that Flam has started developing spots of his own.

"Brother! You had some of Zecora's sugar?"

"I couldn't help it! Mrs. Cake's cakes just smelled too good to refuse! And it was apple cinnamon flavored: my favorite!"

As you approach the twins, Flim looks at you with a fearful look in his eyes.

"Please, can you help us? My brother, he's the only thing in this world I can't buy another of! We'll do anything! Please help us!"

Flim tries to console his brother but the itchiness is already starting to spread. Soon Doc Palomino arrives with a basket full of tonics but she gives the ponies a grave look as she attempts to console the worried ponies.

"I've seen this before," says Doc Palomino. "It's Polka-Dot-Itis! It's incredibly rare, but those afflicted should recover..."

The ponies in the nearby crowd cheer wildly.

"...in 2-4 weeks."

The ponies collectively gasp.

"I think it's the sugar the twins served the ponies," says the doctor as she inspects Flam's dots. "Where did you get it from?"

Flim anxiously canters in place as he feels all eyes upon him.

"We... we may have borrowed a cup of two from Zecora," the pony says nervously.

"Zecora?" Doc Palomino stares with disbelief. "The healer in the forest? Why would she give you a cup of tainted sugar?"

"Wellll, she didn't so much give it to us as we may have seen she wasn't using it and we helped ourselves to it."

"You helped yourselves to it?"

"Yeah! I mean, she wasn't using it. We were hired to bring her some new jars for her elixirs and she was not home. We saw all these bags of sugar and thought, well, we could take them instead of payment! We deserved to get paid, don't we?"

Doc Palomino's glare could cut through diamonds.

"Well, maybe it was a mistake," says Flim nervously.

The doctor rubs her face with her hoof before turning towards you.

"I know where Zecora's hut is. If I give you the instructions, can you go see her? She may have the cure we need!"

They Got Away!: If none of the player ponies succeed in catching up to Flim and Flam they find the twins outside of town but with Flam having succumb to the Polka-Dot-Itis. Flim asks for the player characters' help as above and gives directions to Zecora's.

Once the ponies realize the sugar is the cursed ingredient and that many of the ponies in the town have had some of it in some form or another, the ponies realize that there is the chance some of the player characters may be infected. Dr. Palomino can tell the ponies that if the sugar is the vector for the disease, then they have only 24 hours before they start showing signs of Polka-Dot-Itis. Realizing they do not have much time to wait, it's obvious they must head out immediately for Zecora's hut!

DEVELOPMENT

Once the players capture the twins and learn of the plight of the Polka-Dot-Itis, they proceed to **Part 2: Zecora's Hut.**

PART 2: ZECORA'S HUT

Estimated Duration: 60 Minutes

Story Objective: investigate **Zecora's** hut. It is full of traps and worse, is overrun by **brownies**! The ponies must discover what happened to Zecora and find the way into the depths of her hut where they can solve riddles to recover the missing Recipe List.

The group should already know where Zecora's hut is located: in the middle of the forest outside of town. The player ponies know the whole town is counting on them and unless they are successful, then not only will the Great Cake Eating Contest be ruined but the ponies of Ponyville will be miserable for up to a month!

REACHING ZECORA'S HUT

Zecora's hut is well known to the ponies of Ponyville. Ever since she arrived and earned the trust of the local ponies (thanks in part to the efforts of the Mane 6) she is known throughout the land for her herbal elixirs and potions that can help cure almost any disease. Zecora's creations have never been known to cause harm before, so the player ponies must uncover what is the cause of the tainted sugar.

When the ponies arrive at the hut, they find the structure is locked. Read the following to the players:

As you make your way into the clearing, a welcome sight awaits you. Standing in the center of a grove of trees is a large hut with several large trees bent over to create its walls. Standing outside of the hut is a cauldron standing over a long extinguished firepit and several windchimes sway in the breeze and create a gentle music in the background. This is the home to Zecora, one of the wisest healers in all the land. Normally the air is filled with the sound of her singing or the smell of her latest creations. Today, it is quiet and ominous, as the famed mystic is nowhere to be seen.

The entrance to the hut is sealed by a large wooden door that refuses to open. There are several windows located on the outside of the hut, but otherwise the building seems empty and abandoned.

The player characters need to find a way to access the hut. Ponies who possess Spellcasting can attempt a **DIF 15 Spellcasting Test** to summon the energy to open the door. More deft ponies can attempt to pick the lock on the door with a **DIF 15 Finesse Skill Test** or attempt to pry open one of the windows with a **DIF 15 Athletics Skill Test**.

Upon entering the hut, they are greeted by a strange sight. Several bags of sugar are stacked against the back of the hut, and a strange crystal orb floats in the center of the room. As they approach, they see a strange figure floating within.

As you enter the hut the first thing you notice is the smell of something sweet having been baked recently. The floor is covered in flour and sugar, with several small footprints going off into the distance and down a large stairwell. But even stranger is the large floating sphere in the center of the room.

Resembling a crystal ball, the orb seems to be stuck in place. As you peer into its depths you see a familiar face staring back at you: it's Zecora! She appears trapped in the orb and looks happy to see you there.

"Oh dear, oh dear, I'm trapped in this ball so clear! But with help from my friends, I can start to make amends? I need your help, my dear friends, or I'll be stuck in here and I fear others will have an itchy end!"



As the players ask her questions, she responds as best she can, but always does so in rhyme. The GM should feel free to summarize her answers if rhyming is particularly troublesome.

- "So what happened?" "I was trying to come up with my own entry into the contest, but I messed up, and used too much magic zest! Now my baking supplies have become infused with magic, and their use in baking will lead to results too tragic!"
- "How did you get stuck in the crystal ball?" "I was trying to clean up my mess, but my magic was too strong and chaotic, I confess! I thought I was making a sweet treat for the visiting townies but instead I created something worse: magical brownies! They are mischievous little things, that is for sure, and they messed with my rings, and things became a blur! They somehow transported me into my crystal ball, and then stole my recipes right off of the wall."
- "What do Flim and Flam have to do with this?" "Those two, they came after my spell backfired on me. They saw my place was empty, and they took the sugar as their fee! But their larcenous intentions were caught up in the spell, and though they took off it feels like they are still here from what I can tell. Be careful going deeper into the hut, and keep your wits about you, for there's trouble afoot and it wears a big stomping shoe!"
- "Brownies?" "They are spites infused with magic, chocolate, and flour, but do not worry they do not have much power! Well, unless they eat too many of their own kind, in which case they'll grow, and if too many join together that will be the end of this show. The magic that created them is not predictable, and they may have fused with the traps to make them more despicable! If you solve their riddles, and catch them as they run, then the sooner I can be released from here and the quicker we return to fun!"
- "Can you cure the Polka-Dot-Itis?" "For a mystic like me, its not even a test! I can whip up a cure to make them feel their best. Sadly, the brownies stole all of my notes, and until they're recovered, you'll see more brightly spotted coats!"
- "Where are the notes?"
- "Go deep into my hut, but please be careful! But the brownies have hidden the recipes in traps so dreadful. Unless you are prepared for the dangers within, we'll be unable to cure the problem we're in."

The ponies then have to descend into Zecora's hut to gather ingredients. If the players ask Zecora why she doesn't remember the ingredients to the curing potion, she'll tell them (in rhyme, as a matter of fact) that magic is risky and they need to get the ingredients exact. She kept them on different note cards so she could check them with ease, and had no idea they would be stolen by brownies.

The ponies can now descend deeper into Zecora's hut into the first room: the Dessert Shelves.

THE DESSERT SHELVES

The first part of the hut leads into a large chamber that has numerous shelves used for cooling desserts.

As you descend down the steps, you see dozens of racks holding dozens of desserts. It appears Zecora was using this room to store her attempts at making several dishes: cheesecakes, cookies, cupcakes, and more all sit on the cooling racks. It appears the mystic was trying to perfect her baking skills.

Situated on a chair in the center of the room is a large brownie sitting at the end of a table. It has a bib around its neck and seems excited when you enter the room. It says in a very sweet-sounding voice, "Hello! I have a very particular pallet. I'll give up my piece of the Recipe List to the one who serves me my favorite desserts and in the exact order I want them in. I have two clues to give you that might fill you in to the right order."

The brownie rubs its little hands together in delight. "The first is simple: It's not a piece of cake!" It laughs to itself as it straightens out its bib. "The second is based off an old rhyme that Zecora used to hear as a child. Ahem."

The brownie sits up in his chair and acts as if he is putting on a performance on stage.

"The three things to remember,
Once you are in September,
For all the good you do,
One must be careful,
Keep your wits about you,

And feel free to say no in all the languages you know."

The shelves are arranged thusly and labeled with numbers, as shown in Table 1, below:

TABLE 1: SHELF CONTENTS

SHELF NUMBER	SHELF CONTENTS
1	Cheesecakes
2	Cupcakes
3	Angelfood Cakes
4	Vanilla Cakes
5	Sheet Cake
6	Coffee Cake
7	Fruitcake
8	Red Velvet
9	Black Forest Cake

The answer to the riddle is in the dialogue. It's not a piece of cake: it's pie! Or rather, pi, aka 3.14159. If the players are having difficulty with this, a **DIF 8 Awareness Skill Test** reveals someone has been writing math problems out using frosting, some of them involving measuring across and around a circle. A successful **DIF 8 Culture Skill Test** might also reveal that *pie* and *pi* are popular homophones. A successful **DIF 8 Science Skill Test** might reveal the digits of pi for players who don't know or remember the exact digits.

Answering Correctly: Upon selecting the right combination of cakes, the brownie falls over in a content stupor as the recipe card falls out of its bib onto the floor.

Wrong Answer: Getting the combination wrong means that the brownie gets upset and blow a whistle with its fingers, summoning a small pack brownies who attempt to drive the ponies off! The pack consists of one brownie per player character.

If there is plenty of time remaining, run a brief combat scene as the brownies attempt force the ponies to flee. The combat can be cut short after three rounds of it begins to drag. If the main brownie is defeated, the recipe card falls to the floor allowing the group to move on and the other brownies grumble and leave. Otherwise the brownies lose interest and one of them blurts out "The answer is pie".

If time is running short, the GM might narrate the scene and assign 1 Stress to each pony before the pack of brownies storm off revealing the answer is "pie."

Once the ponies get the answer right or defeat the brownies, the group can move into the next level of the hut's basement.

GREAT FAKE CAKE BAKE OFF

The next room the ponies enter looks to have been decorated like a game show. Podiums have been dragged over to one side of the room and several small ovens lie scattered about. The floor is covered in flour and the footprints of several brownies are everywhere. This room is being used by brownies named Sea, Salt, and Carmel as a place where they are running an impromptu baking contest. Judging this contest is a pair of mysterious ponies who bare a striking similarity towards Flim and Flam. These ponies are in fact Din and Flan, two brownies who have taken on the appearance of the two infamous tricksters!

The first thing you hear when you enter the room is the sound of tiny voices snickering and whispering to each other. The room is dark, and you smell the scent of freshly milled flour, sugar, and numerous kinds of other ingredients. Your senses start to warn you that you are entering a trap when the door slams shut behind you and several stage lights turn on, nearly blinding you! Looking around the room you see a small audience of brownies sitting on auditorium seats, clapping and cheering you on. It is then that a spotlight zips around the room until it comes to a rest on a pair of ponies wearing robes. The ponies look like their coats are made of frosting and glazes, and they move in unison as they head out onto a large podium.

"Gooooood evening ponies and brownies! We're here for the first (and probably only) episode of our hit new game show: The Great Pony Bake Off!"

It is then the ponies pull off their cloaks revealing what appears to be Flim and Flam standing before you! But they can't be the pair of pony hucksters. These two appear to be made of ingredients, from the gumdrop buttons on their vests to the candy ribbons lining their hats.

"I'm Din," says one of the pair. "And I'm Flan!" The two then look at each other with a mischievous look in their eyes. "And we're your hosts for this evening! Can you beat us at our own game? We shall see!"

The crowd of brownies clap their hands ominously as they giggle and bounce in their seats.

The ponies are now trapped in an enormous game show where magical constructs based on Flim and Flam run the game! In order to get out of the room, the ponies must compete in their baking contest. Din and Flan are not just the doppelgangers of Flim and Flam, but they possess a malevolence to their actions that their pony counterparts lack. Din and Flan want nothing more than to keep the ponies trapped in their game show making endless amounts of episodes until someone can come rescue them. Otherwise, the players have no choice but to come up with the best confections possible.

Judging the contest are three brownies named Sea, Salt, and Carmel. Sea appears as a sailor, constantly puffing on a pipe that bubbles with cotton candy. Salt is a bitter food critic who wears all black and constantly mumbles about how food is not as good as in the old days. Carmel is happy and bubbly, and always speaks in glowing terms about anything she eats.

The rules for the contest are simple. The ponies have access to endless ingredients to use to make their cakes with. Each cake must use three different ingredients and has to be prepared in under ten minutes. With so many choices to make, the players should feel free to use their imagination when coming up with unique recipes.

Here are the mechanics for the contest.

- The players have 10 rounds to bake the best cake they can. The GM might consider tracking the rounds with a 10-sided die or deck of cards using cards 10 to 1. A confident pony might attempt to do this on their own, but a group of ponies is likely to be able to put the best pony forward for each part of the challenge: Judges expect more from a group, however, and penalize a pair working together by 1 point, a trio by 2 points, and a larger group by 3 points.
- **Ingredients:** The players must first find their ingredients on the nearby shelves. The shelves are

not organized in a clear fashion and require the players to succeed at a **DIF 14 Alertness Skill Test** or **DIF 15 Culture Skill Test** for each ingredient. Failure indicates the pony wasted a round looking for ingredients. Players cannot proceed to the *mixing and baking* step until they collect three ingredients.

- **Mixing and Baking:** With three ingredients gathered, the player must make a **DIF 15 Performance or Survival Skill Test** to mix and bake the cake. They can make a number of tests equal to how many turns they have left in the contest. Each successful test gives them a point for their cake. After one successful *mixing and baking* test, they may proceed to the *decorating* step.
- **Decorating:** The cake can be decorated as the final step, but messing it up is risky. A **DIF 15 Performance or Finesse Skill Test** is required. Success grants the cake three additional points in the end, but failure means they need to start all over.
- **Time's Up:** After the 10th turn, the players total up the number of points they have and that determines who won the contest!

Din and Flan create very obnoxiously intricate but quite tasty—desserts that score 3 points each. The players have to beat their score with one dessert to win the contest.

As each dessert is fed to Sea, Salt, and Carmel, they critique each dessert based on their personalities. Cakes that score more than 5 points wow each of the judges while those that only score 2 points or less earn scorn and derision (and 1 Stress).

If the player characters win the contest, read the following:

As Carmel finishes her judging of the last dish, the brownies talk among themselves as Din and Flan look on smugly. The audience is on the edge of their seats, and one of the brownies literally shakes itself into crumbs in its seat. As the pair of fake ponies adjust their spun sugar vests for what they expect to be their victory, the judges hold up the winning cake: it's one of yours! The audience members start cheering among themselves as a medallion of spun sugar and silver finish is presented to you along with a missing piece of the recipe.

Din and Flan's eyes start to glow ominously as their sugary forms start to shake with rage. "You beat US?!" the pair says simultaneously. "Unheard of! That's not fair! Who rigged this contest? (Flan did you forget to rig this contest?) You haven't seen the last of us, you not so fraudulent ponies!"

Flan's horn glows and a nearby lever is pulled, causing the platform beneath their hooves to descend deeper into the sublevels of the hut. Looking down, you see a ramp going into the darkness.

If the player characters lose the contest, read the following:

As Carmel finishes her judging of the last dish, the brownies talk among themselves as Din and Flan look on smugly. The audience is on the edge of their seats, and one of the brownies literally shakes itself into crumbs in its seat. As the pair of fake ponies adjust their spun sugar vests for what they expect to be their victory, the judges hold up the winning cake: it's Flan's! The audience members start cheering for the icing filled doppelgangers and the two accept the medallion from Carmel.

As your hopes start to feel dashed, the pair of ponies look at you with a mischievous look in their eyes. The two chuckle among themselves as they approach you with menace in their eyes.

"Looks like some ponies aren't going anywhere," says Flan. "Time to turn up the heat in this kitchen!"

With that, the pair attack.

Combat: Din and Flan attempt to drive the ponies off. The two are tough, but the players should feel like they have the chance to prevail.

If time is running short, simply narrate Din and Flan's bullying. Each PC makes a **DC 15 Might Skill Test**, suffering 1 Stress if they succeed or 2 if they fail. Then the duo are defeated.

If plenty of time remains, every 3 rounds a brownie leaps into the fray from the audience until the Din and Flan are defeated. The GM may cut this short if either Din or Flan is defeated.

Once dealt with, the duo leaps onto their escape platform and descend into the depths of the hut, leaving behind Flan's medallion along with one of the pieces of the recipe.

DEVELOPMENT

Once the ponies have either won the bake off or defeated Din and Flan, the path opens for them to move onto the final level of the hut.

If any of the ponies ingested some of the sugar earlier, they start to develop signs of the Polka-Dot-Itis. It should not be debilitating yet, but they are definitely growing more irritable as time goes on as brightly colored dots start to appear on their bodies. At the GM's option, if players are doing very well, assign a ↓1 to rolls for afflicted characters due to the itching.

The player characters should now move on to the final section: the *Junk Food Dungeon*.

PART 3: JUNK FOOD DUNGEON

Estimated Duration: 60 Minutes

Story Objective: find the missing piece of the recipe along with the medallion needed to end the spell and free Zecora from her crystal ball. They have to navigate the maze in the Junk Food Dungeon and make it to its heart, where they must fight the King of Cavities himself, the great dragon Din-Flan.

A TUMMY TURNING TUNNEL

Going deeper into the hut's depths takes the ponies into the Junk Food Dungeon, a strange level created by the chaotic magics released from Zecora's kitchen. It is a place of walls made of fudge, milk shake dripping from the ceiling, and other sweets scattered about.

The ramp leads deeper into the sub levels of Zecora's hut until you start to notice that your hooves are crunching something scattered across the floor. Sniffing the strange substance, you discover that it's actually potato chips! As you continue on, you discover that you are in a strange level where the furniture and walls are covered in junk food! You cannot smell anything but sugary sweet desserts and candied apples in your immediate vicinity. You are now in the Junk Food Dungeon, a place where the displaced chaos magic has made every ponies favorite snack food a reality!

As you start to savor your favorite snacks, you hear a loud roar in the distance. Is there something lurking at the heart of this maze? Only by continuing on will you be able to get to the heart of this level and hopefully discover the last piece of the recipe needed to cure Ponyville and free Zecora!

The dungeon leads into a maze of rooms that are linked by small, twisting hallways. The GM can determine the order of rooms encountered randomly with *Table 2: Dungeon Rooms*, or use their best judgment to pick fun rooms and adjust which rooms are encountered to fit the time allotted. When players have had enough or when the time is running short, they should be allowed to mass to Din-Flan's lair, the final room (**Part 4**).

TABLE 2: DUNGEON ROOMS

ROLL	ROOM
1–2	Brownie Classroom
3–4	Pie-ing Saucers
5–6	The Never Ending Gobstopper Chase
7	Soda Trap
8	Brownie Revolution
9	Candy Corner
10	Din-Flan's Lair

As the players navigate the dungeon, the sounds of a creature get louder the deeper they go. Cunning players may try to use the sounds of Din-Flan to make their trip through the dungeon shorter. After each room in the dungeon one of the players can make a **DIF 18 Survival Skill Test**. Each success gives them +1 to their next roll to see which room they encounter next (if rolling on the table) or Edge on their first Skill Test in the subsequent room.

A Note On Timing

If running short on time or in the latter half of your allotted time, consider running 1 or 2 rooms and then move the players on to the Din-Flan's Lair. Likewise, if you're running long on time, consider you can run extra rooms and starting **Part 4** when you have about 1 hour left.

BROWNIE CLASSROOM

The ponies round the corner and encounter a small classroom set up in a room. This classroom reminds the ponies of classrooms the ponies used when attending school.

You hear a familiar sounding noise as you make your way down the corridor. The sound of a school bell reverberates off the rock candy walls and the sound of Brownies chittering among themselves draws you in. Looking in the room you see 6 Brownies sitting impatiently at desks as they stare at a chalkboard on the wall. On the far end of the room is the exit that leads deeper into the dungeon. Sneaking by the Brownies is an option, as is charging in and attacking them outright. But as you spy the craft materials on the teacher's desk, you wonder if there is a third option to help you get through the room?

The mischievous creatures are bored, and looking for anything that might attract their attention. Combat is also an option, but the third option to make their way through is to find a way to entertain the brownies. Spellcasting ponies might have clever magic tricks to help, such as the Don't-Notice-Me-Field spell: GMs should be accommodating of this or other crafty uses of magic.

Sneaking: If the players would like to sneak past the room, each pony needs to make a **DIF 10 Infiltration Skill Test** in order to make their way past the room of brownies. Failing at stealth simply means that pony was noticed: they'll have to attempt a more visible strategy next.

Trickery: Crafty players may trick the brownies into engaging in making drawings at their desk. Others may try to lull the brownies to sleep with story time. Whatever method the ponies choose, the test always is at **DIF 12**. Failure to trick the

brownies might result in 1 Stress for the attempt, or a quick combat if the GM is inclined.

Threats or Combat: Though not the usual means for ponies to resolve their differences, ponies might frighten the brownies off with a **DIF 15 Intimidation Skill Test** or by getting into a fight. The brownies retreat after one of them is defeated per player character participating in the fight.

Once the brownies have been defeated, tricked, or snuck past, the ponies proceed on to the next stage of the dungeon.

PIE-ING SAUCERS

This section of the dungeon contains floating pie plates that possess the ability to paralyze the ponies and keep them from continuing on.

As you enter the chamber, you hear something whizzing through the air. Looking overhead, you see several small pie plates making their way towards you with a brownie at the helm! As each plate gets closer to you it emits a strange beam that hits the ground next to you. You're not certain what these saucers are up to, but they're floating right between you and the next door.

Three brownies are in this chamber riding on top of pie plates that they have used their magic to gift the ability to fly, their mischievous nature inclines them to attack the ponies and get into trouble. In addition to having the normal abilities that brownies have, these mischievous sprites can emit a beam from the saucers that paralyze the ponies they hit and start to levitate them up into the air. While they intend to harass any ponies they can see, they'll obviously get bored with it if the ponies swiftly move on. The swift timing, however, means the ponies may not be quick enough to escape without a few bumps or bruises.

Once per round a Pie-ing Saucer may attempt to make a special attack in addition to the brownie's other attacks. Using the brownie's Targeting roll to try to hit their target, any pony hit by the beam must make a **DIF 15 Athletics or Might Skill Test** or become paralyzed and are unable to take an action.

Defeating the Pie-ing Saucers lets the ponies move onto the next room, as well as slipping past them with trickery, guile, or magic.

THE NEVER-ENDING JAW STOPPER CHASE

This room contains an enormous candy ball the size of a large boulder that may run over the ponies as they race through the chamber. Unless one of the PCs succeeds on a **DIF 16 Awareness Skill Test**, read or paraphrase the following:

This long hallway seems to be quiet, almost too quiet! The floor is a bit curved, as though something heavy has been sitting on it. It is only after you enter the chamber that you realize that the whole room is a trap as an enormous candy ball drops down from the ceiling and starts to roll towards you and the brownie who set it off begins to laugh! The boulder's many colored layers contain flavors of sweetness, sourness, but worst of all, danger! Before you can take in the enormity of this Jaw Stopper candy, you realize you must run for your lives!

Ponies who noticed the trap might attempt a **DIF 15 Technology Skill Test** to understand the nature of the trap: those that succeed know a) a brownie will roll the boulder as soon as the ponies enter the room, and B) that the boulder rolls down the hallway to the far end and then will reverse course (possibly running over a pony a second time, but leaving plenty of time for the ponies to escape. The dastardly brownie behind the trap needs 5 rounds to reset it once the boulder has returned to its starting point.

The Jaw Stopper is an invulnerable 100-pound slab of round confectionery trouble, and its zeroing in on the ponies! The exit to the room is clearly visible, but the ponies have to outrun the Jaw Stopper to get there. Any ponies that have spotted the trap ahead of time gain Edge on tests to outrace the candy boulder.

The ponies have three rounds to try to escape from the corridor. Each round they must make a **DIF 12 Acrobatics Skill Test** to stay ahead of boulder and avoid getting bowled over by it. On a failure, they take on point of damage to their Health and one Stress, but won't need to make any further Skill Tests. If they succeed, they stay one hoof ahead of the boulder this round.

Alternately, a pony might attempt a **DIF 15 Athletics Skill Test** to jump over the boulder, with success allowing them to get on the other side of the boulder (ponies that can fly can pass this

without any roll), but they may encounter the boulder again as it reverses course.

Once they have managed to outrun the boulder or get whalloped by it once or twice they are able to escape from the room. Move on to the next room, randomly or by choosing which room is best.

THE SODA TRAP

This room contains overflowing fountains of soda that bubble and hiss on the floor. Ponies attempting to walk through the room need to pass a **DIF 10 Athletics or Acrobatics Skill Test** to avoid getting sticky. Those that fail the Skill Test lose one item they are carrying (determined randomly) unless they suffer 1 Stress to retrieve it.

Those ponies who attempt to search the room as they travel through it can make a **DIF 14 Awareness Skill Test** (flying ponies have Edge on this Skill Test). Upon succeeding, they find a handful small crystals that can be traded with other ponies (granting Edge on one Wealth Test) and find a magical bottle of fizzy water that allows them to regain 1 point of Health or recover from 2 Stress per swig (maximum of three swigs.)

THE BROWNIE REVOLUTION

This room contains a group of brownies who are protesting their poor treatment in the dungeon. They are fired up and ready to riot against whoever created them along with and the ponies in order for one of them to be placed in charge. The brownies can be reasoned with or fed, but if the ponies are unsuccessful they are forced to fight their way clear.

You hear the sounds of brownies shouting at each other before you even enter the room. As soon as you walk in you see several brownies standing on top of a podium with numerous others rallied around them. The atmosphere is thick with tension as you hear the brownies shouting their demands at their leaders.

"It's not fair! It's not right!" A brownie wearing a bowler hat shakes his chocolate fist at his comrades. "We may have been baked this morning, but our entire life has been about servitude! We deserve to have our just desserts!"

"Yeah," says another brownie. "We should eat cake!"

"At the very least we should get our own piece of the pie," mumbles a brownie as her friends cheer her on.

"Well, what are we going to do, comrades" The brownie with the bowler chews on a piece of licorice. "How do we improve things for us?"

A little brownie pulls on the sleeves of one of the brownies and points in your direction. "We could take it out on them," says the brownie.

The temperature of the room rises as the brownies look at you menacingly.

"Well?" The brownie with the bowler hat squints at you. "You here to help us, or to hurt us?"

The brownies are ready for a revolution! They are tired of being bossed around by Din and Flan. All they want is better treatment and the right to choose their own destiny, or at the very least not to be gobbled up like candy.

Negotiating with the brownies is tricky but can be done! All the brownies want is to be taken seriously and not to be viewed as mindless drones. A successful **DIF 10 Persuasion Skill test** convince the brownies that their intentions are pure: the brownies cheer them on and let them pass. Likewise, a **DIF 15 Deception Skill Test** convinces the brownies to let the ponies pass, it is just a harder task to lie to them. Any ponies that make threats (attempt an Intimidation Skill Test) or who treat them dismissively earn their enmity, causing the entire mob to throw snowballs of coconut shavings their direction.

Time permitting, the Game Master might have ponies who anger the brownies must fight a small motley of 5 brownies in order to escape. The fight is made more challenging as each round the Ponies must make a **DIF 12 Acrobatics Skill Test** or be pelted with a snowball and take 1 blunt damage. Otherwise, the brownies simply hurl their insults and sweets then let the ponies pass.

If the ponies are particularly charismatic, they may even earn the assistance of the brownie in the bowler hat! Known as Fudge, the brownie may follow them through the rest of the dungeon. Unfortunately, the brownie might also dissipate with the rest of the magic once the adventure concludes (or remain available as a potential friend of the ponies on their future adventures!)

CANDY CORNER

A rare respite in the middle of the chaos of the dungeon, this is a room where ponies can rest and recharge. It is full of running fountains of cola and chocolate and pillows made of sponge cake lie scattered about.

Ponies who decide to rest in this room for a few minutes regain 3 Health or recover from 3 Stress or damage to one Essence Score.

CONCLUDING THE JUNK FOOD DUNGEON

After the ponies have run a gauntlet of sweet traps, they'll move on to the final room: Din-Flan's Lair in **Part 4: Din-ner Time for Flan**.

PART 4: DIN-NER TIME FOR FLAN

Estimated Duration: 45 Minutes

Story Objective: The players have finally managed to get the last piece of the recipe list but the magical necklace needed to free Zecora is still missing. Unfortunately for them, a massive confectionary monstrosity has appeared to try to devour them! Will the player ponies meet their end in the oven of Din-Flan's stomach or will they rise to the occasion and rescue their friend and save the festival?

DIN-FLAN RISES

As they enter the lair of Din-Flan, they are greeted by the smell of burnt desserts and the smell of blackened flour. The player ponies should realize they are walking into a trap and know that they need to do their best to overcome this final challenge.

You descend down the depths into what you think is a cave whose stalactites and stalagmites look like the jaws of an angry monster, but upon getting closer you realize that it is made of fondant and icing. The ground around you quakes and shutters causing droplets of icing to fall onto your manes as you descend into the final chamber of the dungeon.

After a whirlwind of smoke appears causing you to hold your nose from the stench of burning pastries and cakes, it parts suddenly to reveal before you the great and terrifying....Din and Flan?

"Hello, ponies!" Flan tips his hat towards you, and it is only at this range that you are noticing that the hat is starting to melt in the heat of the chamber. "You've made it! I'm ever so impressed you made it this far. I suppose you want your award!"

"Their award?" Din huffs contemptuously towards you. "I don't think they've earned their award yet."

"They haven't?" Flan wipes his head with his hoof, and small pieces of cake hit the floor. "Then what have they earned?"

"They've earned the right to face the greatest and most supreme dessert of them all!" Din's eyes glow red malevolently as his form starts to shift and change.

"They've earned the right to eat peanut butter cheesecake?"

"Yes! They've earned-wait, no, no! They've not earned cheesecake, my brother! They've earned the right to face us! The mightiest pony in the land!"

"The mightiest pony?" Flan tilts his head to the side. "But there's two of us!"

Din's voice suddenly drops several octave as his snout begins to grow. "Not anymore." Suddenly Din's body melts into a whirlpool of icing that snatches up his brother. Combining the two brothers into one form, a large draconic shape emerges from the whirlpool. Though its teeth are made of candy corn and its claws made of hardened icing, the menacing look on its face gives you pause. Stretching its massive wings and bellowing a roar that reverberates throughout Zecora's hut, you now face not two ponies, but one dragon: the dreaded Din-Flan!

The ponies have two basic options, to fight Din-Flan or befriend them.

Fight: The dragon must be defeated to save the day. Din-Flan may have the appearance of a dragon made of ingredients, it is a very serious threat who attempts to defeat the ponies and lock them

in a crystal orb with Zecora. But though Din-Flan appears unstoppable, it is still quite mortal, and once the ponies defeat him the last of the chaos magic binding him together will dissipate.

The dragon gasps as it stomps around the chamber, its body slowly starting to fall apart as the last of the chaos magic inhabiting its form starts to drain away. "It's not possible! We were supposed to rule over a kingdom of candy, a monarchy of marzipan! Not reduced to, to, THIS!" The dessert dragon roars with rage as it slowly shrinks down to the size of a small rock where it hardens into a solid lump of food coloring and icing. As its ingredients start to fade away, the magic inhabiting the hut also shifts and flows away, revealing an ordinary basement filled with Zecora's ingredients. Sitting next to the cake of Din-Flan is the last piece of the recipe, and more importantly Zecora's amulet! Racing to pick them up, you now have all of the things you need to save the town!

The ponies are now able to return to the top of the hut and free Zecora with the power of the amulet. The remaining brownies have turned back into brownies, and with the recipe list Zecora is able to cure the sugar of any remaining curses.

Befriend: If the ponies attempt to befriend Din-Flan, they must first pass a **DIF 10 Persuasion** or **DIF 15 Deception or Intimidation Skill Test** to stop them from attacking. Failure on a Deception or Intimidation test or twice on a Persuasion test starts a combat as described above. Befriending Din-Flan is the heart of this part of the story, don't skip over the roleplaying aspects of befriending the dessert dragon unless you're short on time or the players are uninterested.

Din-Flan is a bit chaotic, but not opposed to reason. Din-Flan needs three good arguments to call off their attack, some examples include:

- They didn't do anything wrong *per se*, it was Flim and Flam who caused the magic to go wild and no one blames them
- The ponies can help Din-Flan find a new place to set up shop, safe where they can work.
- The ponies can help Din-Flan find new recipes to try.
- The ponies can convince another pony, such as Zecora or Twilight Sparkle to help stabilize the magic that animated Din-Flan and the brownies.

Game masters might call for Skill Tests for some or all of these reasons as they see fit. A **DIF 12 Spellcasting Skill Test** may provide some insight into Din-Flan's condition for additional arguments the ponies can use.

If Din-Flan is convinced to stop causing trouble, they bring the recipe and amulet, along with their knowledge, to help Zecora out of the prison.

CONCLUSION

After whipping up a batch of the cure (which takes the form of a bowl of whipped crème) Zecora leads the ponies back to Ponyville.

You race back to Ponyville just in time to see the strangest sight! Gathered in town squares are all the ponies who have been afflicted by the cursed sugar. They appear to all be dancing along to upbeat music! Leading the group in dancing is the pony with the accordion that you met earlier.

"You're back!" Mrs. Cake runs over to you, her skin colored in brightly colored dots that she cannot help but scratch. "I'm so grateful that you're here. We couldn't stop scratching our dots so young Alfafa here decided to play us music that took our minds off of things."

"I did! I created my own music in order to entertain my friends!" The young Alfafa beams with pride as he plays his accordion. "Now to think of a name for it. Perhaps I'll call it Polka Music! What do you think?"

"I think I'm terribly itchy," says Mrs. Cake as she looks at you. "But you have the cure?"

Zecora smiles as she looks at you with pride. "These ponies are heroes, and they solved my mistake! Now let us cure all of our friends, so they can get back to the cake!"

As each pony gets a taste of the delicious whipped crème, the dots start to fade away from them. The ponies all cheer you on and declare you all the winners of this year's cake contest! You are invited to judge the contest this year. But all of the baking has led to an enormous amount of dirty dishes! Zecora recommends that Flim and Flam take over the dishwashing duties to make up for their thievery.

If the ponies succeed at saving everyone, the contest is saved! All of the ponies in Ponyville celebrate with them and there is a whole weekend of delicious desserts for them to try.

If it is successful in defeating the heroes, Din-Flan makes them eat never ending desserts of questionable taste until the magic dissipates in a month. Din-Flan dreams of escaping from Zecora's hut to establish a lair bakery elsewhere in the land, and without anyone to stop them, they do just that. Sooner or later, another group of ponies may need to save the day...



ADAPTING THIS ADVENTURE TO YOUR GAME

If you are using this adventure in an existing *My Little Pony Roleplaying Game* campaign, you don't need to do much. This story might take place in any portion of Equestria. The ponies Mrs. Cake, Flim and Flam, and Zecora can be replaced with similar characters that feature in your tales. In an ongoing campaign, however, ponies will want their just desserts for succeeding at this adventure.

REWARDS

Ponies who successfully saved the day have already received the acclaim of their friends, and may have gotten some items from the dungeon as well. They might gain praise from Mrs. Cake as well, and a permanent ↑1 on Wealth Tests to obtain anything she can provide. They might also gain a level if this adventure was difficult, or if they haven't gained a level in the past session or two of play. Finally, they could instead gain one or more Contacts, though the Game Master may need to adapt existing contacts in chapter 13 of the *My Little Pony Roleplaying Game Core Rulebook*.

Mrs. Cake: Anyone who won the dessert contest and managed to bring some dessert back to Mrs. Cake might gain her as a Contact.

Fudge, the brownie: If the ponies succeed in rallying the brownies behind them, they may find that a few survived the chaos magic draining out of the hut! Led by Fudge, the brownies can be encountered in future adventures where they work to establish their own place for living confections to live. Alternately, Fudge might function as a Pet (*Core Rulebook* p. 154).

Flim and Flam: Flim and Flam are less than appreciative of the player ponies capturing them but they never wanted other ponies to be hurt. Saving the town ensures that the ponies do not become permanent pariahs from Ponyville, for better or worse. They may even owe the player ponies a favor, though any favor from those two always comes with a price tag attached.

Din-Flan: If befriended, Din-Flan spends a week or two in Ponyville before setting out in search of new recipes they hear about. They'll be back

sporadically, but may eventually move on to new places if they get bored of the local cuisine. Assuming Din-Flan was defeated, there still remains a trace of chaotic magic within the small statue. It is possible that the dessert dragon may reappear in future adventures, but whether it is as an ally or a reoccurring nemesis remains to be seen.

Zecora: For saving her from imprisonment, Zecora might offer to help the ponies in the future (see *Core Rulebook* p. 242).



APPENDIX 1: THREATS

Din-Flan may be made of dessert, but taking them out is no piece of cake! Dessert dragons are born from magic run amok, so Din-Flan is a ferocious threat and refuses to be defeated by the ponies.

Tactics: A dessert dragon usually opens up any encounter with its Baker's Breathe, targeting any opponent that looks like they've got items that might be ruined by exposure to extreme heat. They're more maneuverable in the air, and attempt to fly away if need be.

DESSERT DRAGON

THREAT LEVEL: 8

SIZE: Medium **HEALTH:** 8
Movement: 20 ft Ground, 30 ft Aerial

STRENGTH: 8 **SPEED:** 4
SMARTS: 5 **SOCIAL:** 5

TOUGHNESS: 20 **EVASION:** 14
WILLPOWER: 15 **CLEVERNESS:** 15

SKILLS

- Acrobatics +d4
- Brawn +d6
- Culture [Baking] +d6
- Deception +d2
- Finesse +d2
- Initiative +d2
- Intimidation +d4
- Might +d6
- Performance +d8
- Survival +d2
- Spellcasting +d2

PERKS

Armored Hide: Din-Flan counts as having +2 Deflection to Toughness at all times.

Fireproof Scales: A dragon's hide can endure the heat, and some dragons enjoy swimming in pools of fire. A dragon is not affected by fire.

ATTACKS

Monstrous Maw (Might): +d6, Reach [1 Sharp Damage]

Scorch (Might): +d6, Range 20 ft [1 Burn Damage]

POWERS

Baker's Breath (1/day, Standard Action): The dessert dragon's breath is hot enough to cause cakes to bake instantly or to scorch the mane off a pony's head! A dessert dragon may make one Scorch attack with Edge and deal double the damage if it successfully hits. Furthermore, any Baker's Kits, and items easily overcooked or meltable are ruined.

Born from chaos magic, brownies are creatures created from pieces of magic, chocolate, and baking supplies. They are mischievous sprites who are constantly amped up on sugar and do what they want, when they want. Though new to this world, they have decided they like it here and do what they can to hold onto Zecora's magic.

Tactics: Brownies danger lies in their speed and unpredictability. They generally don't pose much danger unless they are in a group, or realize their Burnt Crust might make them much heartier.

BROWNIES

THREAT LEVEL: 0

SIZE: Small **HEALTH:** 2
MOVEMENT: 30ft Ground

STRENGTH: 1 **SPEED:** 3
SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 11 **EVASION:** 13
WILLPOWER: 11 **CLEVERNESS:** 11

SKILLS

- Deception +d2
- Infiltration +d2
- Might +d2
- Survival +d2
- Targeting +d4
- Languages: Brownie, Equestrian

PERKS

Bakemistry: If given enough baked goods, a brownie can recreate common items that function for 24 hours before dissipating back into their base ingredients.

Burnt Crust: After a brownie is exposed to fire, it gains 2 points of Strength (increasing its Health by 1 and its Might to d4).

ATTACKS

Punch (Might): +d2, Reach [1 Blunt damage]

Snowballs (Targeting): +d4, Range 30ft/60ft [1 Sharp damage]

APPENDIX 2: THE RENEGADE SIX

These six ponies make a great starting circle of friends for this adventure. The summary is below, and their character sheets follow. You can also have players create their own custom ponies if you like, following the rules in the *My Little Pony Roleplaying Game Core Rulebook*.

Unofficially led by Aurora Glow, the Renegade Six come together to solve mysteries and right wrongs in Equestria. The name comes from Aurora's insistence that they must remain outside the system to remain impartial and report the truth. Everyone else isn't exactly sure what she is on about, but thinks the name is pretty cool so they are happy to go with it.

Aurora Glow is an investigative journalist looking to shine the light of truth on wrongdoing in Equestria. Her investigations are usually what drive the group to adventure. Her best friend from childhood is Bubble Brew, who she often asks for gossip and news from the heart of the Canterlot Court. She is also a huge fan of Ditty Riffs but tries to stay cool about it (and usually fails).

Bubble Brew is a potion maker and would love a quiet life. But her friend Aurora Glow keeps trying to draw her into adventure. She works on magical defenses for Canterlot and so has inside knowledge about threats to Equestria, which very much interests Aurora. Recently she has been asked to take on a filly called Gillyam as an apprentice and teach her magic. She likes Gilly a lot but is worried Gilly's gift may be too powerful for even her expertise.

Ditty Riffs is one of Equestria's premier musicians and loves nothing better than being on stage. He became friends with Aurora Glow when she interviewed him for the newspaper. They got on very well and stayed in touch, so Aurora now covers all his concerts. His best friend is Feather


Fall since they worked on many charity projects together. He is deeply impressed at Feather Fall's selfless dedication and looks up to him as an example.

Feather Fall is a care worker helping out the elderly and those in need in Equestria. He fixes things, fetches things and offers company to anyone in need. His best friend is Ditty Riffs who he has worked on several charity building projects with. In fact, Ditty was so 'down to earth' it was a long time before Feather Fall realized he was a famous musician. It has now become a running joke between them for Feather Fall to pretend he's forgotten who Ditty even is.

Stormy Night is well known as a storyteller, albeit a scary one. But she has a way of always making her audience laugh. She runs several storytelling groups and it was through one of these she met Gilly and noticed her powerful magical talent. She made sure Gilly got an apprenticeship to a qualified magician to develop her talent, which turned out to be Bubble Brew. But Stormy Night still considers herself Gilly's mentor and while she has the greatest respect for Bubble Brew, still feels she should be the one to take care of Gilly.

Gillyam (Gilly) is a young filly who loves stories and painting, and really wants to get her Cutie Mark as soon as possible. She especially loves hearing Stormy Night's tales of horror and hysterical laughter. It was during one of these her emotions got the better of her and she found herself casting a spell by accident. But instead of being upset, Stormy Night made sure she got apprenticed to Bubble Brew. While Gilly has more interest in spells than potions, she idolizes Bubble Brew and thinks her ability with magic is very cool.

Feather Fall
NAME



ROLEPLAYING GAME

CHARACTER SHEET

He/Him
PRONOUNS

LEVEL
 1

Pegasus
ORIGIN

Spirit of Kindness
ROLE

Care Worker
DESCRIPTION

LANGUAGES

15ft Ground, 45ft Aerial
MOVEMENT

Nimble, Spring into Action
INFLUENCES

FRIENDSHIP POINTS

Av.
WEALTH STATUS

Ambush Prone
HANG-UPS

2
HEALTH

DAMAGE

ATTACK

NAME	RANGE	ATTACK	EFFECTS	NOTES

STRENGTH 3

TOUGHNESS

10 +

+

+

ESSENCE

PERKS

ARMOR

ATHLETICS

D2 D4 D6 D8 D10 D12

● ○ ○ ○ ○ ○ ○ ○

SPEED 5

EVASION

10 +

+

+

ESSENCE

PERKS

ARMOR

ACROBATICS

D2 D4 D6 D8 D10 D12

● ● ○ ○ ○ ○ ○ ○

SMARTS 2

WILLPOWER

10 +

+

+

ESSENCE

PERKS

ARMOR

ALERTNESS

D2 D4 D6 D8 D10 D12

● ○ ○ ○ ○ ○ ○ ○

SOCIAL 6

CLEVERNESS

10 +

+

+

ESSENCE

PERKS

ARMOR

ANIMAL HANDLING

D2 D4 D6 D8 D10 D12

● ● ○ ○ ○ ○ ○ ○

BRAWN

D2 D4 D6 D8 D10 D12

● ○ ○ ○ ○ ○ ○ ○

DRIVING

D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○ ○

CULTURE

D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○ ○

DECEPTION

D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○ ○

CONDITIONING

+1 +2 +3 +4 +5 +6

○ ○ ○ ○ ○ ○ ○ ○

FINESSE

D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○ ○

SCIENCE

D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○ ○

PERFORMANCE

D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○ ○

INTIMIDATION

D2 D4 D6 D8 D10

○ ○ ○ ○ ○ ○ ○ ○

INFILTRATION

D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○ ○

SURVIVAL

D2 D4 D6 D8 D10 D12

● ○ ○ ○ ○ ○ ○ ○

PERSUASION

D2 D4 D6 D8 D10 D12

● ● ● ○ ○ ○ ○ ○

Understanding

MIGHT

D2 D4 D6 D8 D10 D12

● ○ ○ ○ ○ ○ ○ ○

INITIATIVE

+1 +2 +3 +4 +5 +6

● ● ○ ○ ○ ○ ○ ○

TECHNOLOGY

D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○ ○

STREETWISE

D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○ ○

TARGETING

D2 D4 D6 D8 D10 D12

● ○ ○ ○ ○ ○ ○ ○

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BACKGROUND BONDS

I know I've tried my hardest when my muscles ache.

My mentor taught me that when you take initiative, you're responsible for modeling proper actions to others.

GEAR

PERKS

Air Born (Origin), Cutie Mark (Origin), Lighter Than Air (Origin), Acrobatic Reaction (Influence), Springy (Influence), Ambush Prone (Hang-Up), A Talent for Kindness (Role), Kindness is Magic (Role), Friendship Circle (Role), Empathy (Role)

MAGIC

SPELLCASTING MASTERED SPELLS

D2 D4 D6 D8 D10 D12

TIER

CIRCLE

SPELLCASTING RANK

(3D6)

(2D8)

D12

D10

D8

D6

D4

D2

BASE DIE

specialized?

NOTES

Hailing from Cloudsdale, Featherfall is a helpful pony who splits his time between Ponyville and his pegasus hometown. He volunteers with elder ponies and is known for fixing up buildings in Ponyville and doing odd jobs for those who aren't as able as he is. He spends a lot of his time in clinics with elderly ponies, or delivering food via the local Meals on Wings programs. He can be pretty handy and likes to spend his autumn days fixing up roofs before winter comes to help ponies stay warm. He's made a lot of friends and has a gentle heart.

CUTIE MARK

Three falling leaves

SPECIAL TALENT

Helping those in need





ROLEPLAYING GAME CHARACTER SHEET

Aurora Glow
NAME

Pegasus
ORIGIN

Journalist
DESCRIPTION

Adventurer, Vigilant
INFLUENCES

Misplaced Confidence
HANG-UPS

She/Her
PRONOUNS

Spirit of Honesty
ROLE

30ft Ground, 30ft Aerial
MOVEMENT

LEVEL
1

FRIENDSHIP
POINTS

Av.
WEALTH
STATUS

2
HEALTH

DAMAGE

ATTACK

NAME	RANGE	ATTACK	EFFECTS	NOTES

STRENGTH 3

TOUGHNESS 13

10 + + +
ESSENCE PERKS ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12

specialization

BRAWN D2 D4 D6 D8 D10 D12

specialization

CONDITIONING +1 +2 +3 +4 +5 +6

INTIMIDATION D2 D4 D6 D8 D10

specialization

MIGHT D2 D4 D6 D8 D10 D12

specialization

SPEED 4

EVASION 14

10 + + +
ESSENCE PERKS ARMOR

ACROBATICS D2 D4 D6 D8 D10 D12

specialization

DRIVING D2 D4 D6 D8 D10 D12

specialization

FINESSE D2 D4 D6 D8 D10 D12

specialization

INFILTRATION D2 D4 D6 D8 D10 D12

specialization

INITIATIVE +1 +2 +3 +4 +5 +6

TARGETING D2 D4 D6 D8 D10 D12

specialization

SMARTS 4

WILLPOWER 14

10 + + +
ESSENCE PERKS ARMOR

ALERTNESS D2 D4 D6 D8 D10 D12

specialization ☒ Investigation

CULTURE D2 D4 D6 D8 D10 D12

specialization

SCIENCE D2 D4 D6 D8 D10 D12

specialization

SURVIVAL D2 D4 D6 D8 D10 D12

specialization

TECHNOLOGY D2 D4 D6 D8 D10 D12

specialization

SOCIAL 5

CLEVERNESS 15

10 + + +
ESSENCE PERKS ARMOR

ANIMAL HANDLING D2 D4 D6 D8 D10 D12

specialization

DECEPTION D2 D4 D6 D8 D10 D12

specialization

PERFORMANCE D2 D4 D6 D8 D10 D12

specialization

PERSUASION D2 D4 D6 D8 D10 D12

specialization

STREETWISE D2 D4 D6 D8 D10 D12

specialization

BACKGROUND BONDS

Sometimes I wander into places I know I shouldn't go, but I can't help my curiosity and constant desire to see what's just around the bend.

I'm extremely detail oriented and can recall the previous day's events perfectly.

GEAR

PERKS

Airborn (Origin), Cutie Mark (Origin), Lighter than Air (Origin), Wild Tales (Influence), Take in a Scene (Influence), Misplaced Confidence (Hang-Up), A Talent for Honesty (Role), Honesty is Magic (Role), Friendship Circle (Role), SPeak your Truth (Role)

MAGIC

SPELLCASTING MASTERED SPELLS

D2 D4 D6 D8 D10 D12

TIER

CIRCLE

SPELLCASTING RANK

specialized?

(3D6)
(2D8)
D12
D10
D8
D6
D4
D2

BASE DIE

NOTES

As a filly, Aurora Glow watched her parents get conned by the hucksters Flim and Flam. While the family eventually recovered the bits they lost, the memory of what they went through stayed with Aurora. Now she has grown up, she considers it her duty to shine a light on the darkness and investigates shady dealings. Despite her charm and slightly ditzy demeanor she is dedicated to her cause and extremely focused.

CUTIE MARK

A shooting star with a colorful tail

SPECIAL TALENT

Alertness, Aurora Glow has a nose for clues




Bubble Brew
NAME

Unicorn
ORIGIN

Alchemist
DESCRIPTION

Precise
INFLUENCES

None
HANG-UPS



ROLEPLAYING GAME
CHARACTER SHEET

She/Her
PRONOUNS


Spirit of Loyalty
ROLE

30ft Ground
MOVEMENT

FRIENDSHIP POINTS

WEALTH STATUS
Affl.

2
HEALTH



DAMAGE

ATTACK				
NAME	RANGE	ATTACK	EFFECTS	NOTES

STRENGTH 5

TOUGHNESS 15

10 + + +

ESSENCE PERKS ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12

BRAWN D2 D4 D6 D8 D10 D12

CONDITIONING +1 +2 +3 +4 +5 +6

INTIMIDATION D2 D4 D6 D8 D10

MIGHT D2 D4 D6 D8 D10 D12

SPEED 2

EVASION 12

10 + + +

ESSENCE PERKS ARMOR

ACROBATICS D2 D4 D6 D8 D10 D12

DRIVING D2 D4 D6 D8 D10 D12

FINESSE D2 D4 D6 D8 D10 D12

INFILTRATION D2 D4 D6 D8 D10 D12

INITIATIVE +1 +2 +3 +4 +5 +6

TARGETING D2 D4 D6 D8 D10 D12

SMARTS 6

WILLPOWER 16

10 + + +

ESSENCE PERKS ARMOR

ALERTNESS D2 D4 D6 D8 D10 D12

CULTURE D2 D4 D6 D8 D10 D12

SCIENCE D2 D4 D6 D8 D10 D12

SURVIVAL D2 D4 D6 D8 D10 D12

TECHNOLOGY D2 D4 D6 D8 D10 D12

SOCIAL 3

CLEVERNESS 13

10 + + +

ESSENCE PERKS ARMOR

ANIMAL HANDLING D2 D4 D6 D8 D10 D12

DECEPTION D2 D4 D6 D8 D10 D12

PERFORMANCE D2 D4 D6 D8 D10 D12

PERSUASION D2 D4 D6 D8 D10 D12

STREETWISE D2 D4 D6 D8 D10 D12

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BACKGROUND BONDS

I enjoy crafts that require fine details.

GEAR

PERKS

MAGIC

SPELLCASTING MASTERED SPELLS

D2 D4 D6 D8 D10 D12

TIER

CIRCLE

SPELLCASTING RANK

Magical Knowledge

Energy Beam

Healing Bandages

Bestow Expertise

specialized?

—

E

E

S

—

Beam

Aid

Enchant.

(3D6)

(2D8)

D12

D10

D8

D6

D4

D2

BASE DIE

NOTES

Bubble Brew is a skilled magician, but prefers to spend her time in a laboratory rather than casting spells. She is a potion-maker and alchemist and loves coming up with new concoctions to help her friends. After years of testing her own experimental mixtures she has an iron stomach. She works closely with the magicians of Queen Celestia's court to create new and experimental defense systems to protect Equestria.

CUTIE MARK

A heart shaped potion bottle

SPECIAL TALENT

Potion making and alchemy





ROLEPLAYING GAME CHARACTER SHEET

Ditty Riffs
NAME

Earth Pony
ORIGIN

Musician
DESCRIPTION

Crowd Pleaser
INFLUENCES

None
HANG-UPS

He/Him
PRONOUNS

Spirit of Generosity
ROLE

45ft Ground
MOVEMENT

LEVEL

FRIENDSHIP
POINTS

Rich
WEALTH
STATUS

3
HEALTH

DAMAGE

ATTACK

NAME	RANGE	ATTACK	EFFECTS	NOTES

STRENGTH 4

TOUGHNESS 14

10 + + +
ESSENCE PERKS ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12

specialization

BRAWN D2 D4 D6 D8 D10 D12

specialization

CONDITIONING +1 +2 +3 +4 +5 +6

INTIMIDATION D2 D4 D6 D8 D10

specialization

MIGHT D2 D4 D6 D8 D10 D12

specialization

SPEED 3

EVASION 13

10 + + +
ESSENCE PERKS ARMOR

ACROBATICS D2 D4 D6 D8 D10 D12

specialization

DRIVING D2 D4 D6 D8 D10 D12

specialization

FINESSE D2 D4 D6 D8 D10 D12

specialization

INFILTRATION D2 D4 D6 D8 D10 D12

specialization

INITIATIVE +1 +2 +3 +4 +5 +6

TARGETING D2 D4 D6 D8 D10 D12

specialization

SMARTS 2

WILLPOWER 12

10 + + +
ESSENCE PERKS ARMOR

ALERTNESS D2 D4 D6 D8 D10 D12

specialization

CULTURE D2 D4 D6 D8 D10 D12

specialization

SCIENCE D2 D4 D6 D8 D10 D12

specialization

SURVIVAL D2 D4 D6 D8 D10 D12

specialization

TECHNOLOGY D2 D4 D6 D8 D10 D12

specialization

SOCIAL 7

CLEVERNESS 17

10 + + +
ESSENCE PERKS ARMOR

ANIMAL HANDLING D2 D4 D6 D8 D10 D12

specialization

DECEPTION D2 D4 D6 D8 D10 D12

specialization

PERFORMANCE D2 D4 D6 D8 D10 D12

specialization ☒ Music

PERSUASION D2 D4 D6 D8 D10 D12

specialization

STREETWISE D2 D4 D6 D8 D10 D12

specialization

BACKGROUND BONDS

I can be on stage all day long, but I'm very shy in one-on-one conversations.

GEAR

PERKS

Adaptable (Origin), Cutie Mark (Origin), Grounded (Origin), Wealth (General), Wow the Audience (Influence), A Talent for Generosity (Role), Generosity is Magic (Role), Friendship Circle (Role), Generosity of Spirit (Role)

MAGIC

SPELLCASTING MASTERED SPELLS

D2 D4 D6 D8 D10 D12

TIER

CIRCLE

SPELLCASTING RANK

(3D6)

(2D8)

D12

D10

D8

D6

D4

D2

BASE DIE

specialized?

NOTES

A local musical legend, Ditty Riffs spends his free time entertaining others. As an Earth Pony, he takes pride in his connection to the land and can often be found helping others with their farms or businesses as a side job. He often finishes a performance and then goes to help dig a field or run a shop instead of signing autographs. He is an improviser and doesn't care too much about learning specific songs or studying music – the music is in his heart!

CUTIE MARK

A guitar playing musical notes

SPECIAL TALENT

Performance skill





ROLEPLAYING GAME CHARACTER SHEET

Gilly (Gillyam)
NAME

Unicorn (Filly)
ORIGIN

Apprentice Magician
DESCRIPTION

Artisan (Painting)
INFLUENCES

None
HANG-UPS

She/Her
PRONOUNS

Spirit of Magic
ROLE

30ft Ground
MOVEMENT

LEVEL
1

FRIENDSHIP
POINTS

Strain.
WEALTH
STATUS

3
HEALTH

DAMAGE

ATTACK

NAME	RANGE	ATTACK	EFFECTS	NOTES

STRENGTH 2

TOUGHNESS 12

10 + + +
ESSENCE PERKS ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12

specialization

BRAWN D2 D4 D6 D8 D10 D12

specialization

CONDITIONING +1 +2 +3 +4 +5 +6

INTIMIDATION D2 D4 D6 D8 D10 D12

specialization

MIGHT D2 D4 D6 D8 D10 D12

specialization

SPEED 4

EVASION 14

10 + + +
ESSENCE PERKS ARMOR

ACROBATICS D2 D4 D6 D8 D10 D12

specialization

DRIVING D2 D4 D6 D8 D10 D12

specialization

FINESSE D2 D4 D6 D8 D10 D12

specialization

INFILTRATION D2 D4 D6 D8 D10 D12

specialization

INITIATIVE +1 +2 +3 +4 +5 +6

TARGETING D2 D4 D6 D8 D10 D12

specialization

SMARTS 4

WILLPOWER 14

10 + + +
ESSENCE PERKS ARMOR

ALERTNESS D2 D4 D6 D8 D10 D12

specialization

CULTURE D2 D4 D6 D8 D10 D12

specialization

SCIENCE D2 D4 D6 D8 D10 D12

specialization

SURVIVAL D2 D4 D6 D8 D10 D12

specialization

TECHNOLOGY D2 D4 D6 D8 D10 D12

specialization

SOCIAL 6

CLEVERNESS 16

10 + + +
ESSENCE PERKS ARMOR

ANIMAL HANDLING D2 D4 D6 D8 D10 D12

specialization

DECEPTION D2 D4 D6 D8 D10 D12

specialization

PERFORMANCE D2 D4 D6 D8 D10 D12

specialization ☒ Painting

PERSUASION D2 D4 D6 D8 D10 D12

specialization

STREETWISE D2 D4 D6 D8 D10 D12

specialization

BACKGROUND BONDS

GEAR

PERKS

Magical (Origin), Telekinesis (Origin), Express Yourself (Influence), A Talent for Magic (Role), Magic is Magic (Role), Friendship Circle (Role), Mystical Understanding (Role)

MAGIC

SPELLCASTING MASTERED SPELLS

D2 D4 D6 D8 D10 D12

TIER

CIRCLE

SPELLCASTING RANK

Adapt

Common Ground

Help Yourself

EL

Enchant.

EL

Enchant.

EL

Utility

(3D6)

(2D8)

D12

D10

D8

D6

D4

D2

BASE DIE

specialized?

NOTES

Gilly mastered magic even before getting her Cutie Mark. She enjoys painting, but gets uncomfortable when ponies assure her that her Cutie Mark will symbolize art. She wants to explore her interests still. She wouldn't mind if her Cutie Mark was about art but she's worried it might not be. She feels overshadowed by her Cutie Mark, and she hasn't gotten it yet. However, art has helped her understand magic. She knows where to put her colors when painting and how to cast a spell by feel. But her instinct isn't always right, and she magicked her way into a spotty coat as a result.



CUTIE MARK

None (yet)

SPECIAL TALENT





ROLEPLAYING GAME CHARACTER SHEET

Stormy Night
NAME

Earth Pony
ORIGIN

Storyteller
DESCRIPTION

Mentor
INFLUENCES

None
HANG-UPS

She/Her
PRONOUNS

Spirit of Laughter
ROLE

45ft Ground
MOVEMENT

LEVEL

1

FRIENDSHIP
POINTS

Av.
WEALTH
STATUS

4
HEALTH

DAMAGE

ATTACK

NAME	RANGE	ATTACK	EFFECTS	NOTES

STRENGTH 5

TOUGHNESS 15

10 + + +
ESSENCE PERKS ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12

specialization

BRAWN D2 D4 D6 D8 D10 D12

specialization

CONDITIONING +1 +2 +3 +4 +5 +6

INTIMIDATION D2 D4 D6 D8 D10

specialization ☒ Frighten

MIGHT D2 D4 D6 D8 D10 D12

specialization

SPEED 2

EVASION 12

10 + + +
ESSENCE PERKS ARMOR

ACROBATICS D2 D4 D6 D8 D10 D12

specialization

DRIVING D2 D4 D6 D8 D10 D12

specialization

FINESSE D2 D4 D6 D8 D10 D12

specialization

INFILTRATION D2 D4 D6 D8 D10 D12

specialization

INITIATIVE +1 +2 +3 +4 +5 +6

TARGETING D2 D4 D6 D8 D10 D12

specialization

SMARTS 5

WILLPOWER 15

10 + + +
ESSENCE PERKS ARMOR

ALERTNESS D2 D4 D6 D8 D10 D12

specialization ☒

CULTURE D2 D4 D6 D8 D10 D12

specialization ☒

SCIENCE D2 D4 D6 D8 D10 D12

specialization ☒

SURVIVAL D2 D4 D6 D8 D10 D12

specialization

TECHNOLOGY D2 D4 D6 D8 D10 D12

specialization

SOCIAL 4

CLEVERNESS 14

10 + + +
ESSENCE PERKS ARMOR

ANIMAL HANDLING D2 D4 D6 D8 D10 D12

specialization

DECEPTION D2 D4 D6 D8 D10 D12

specialization ☒

PERFORMANCE D2 D4 D6 D8 D10 D12

specialization ☒ Storytelling

PERSUASION D2 D4 D6 D8 D10 D12

specialization

STREETWISE D2 D4 D6 D8 D10 D12

specialization

BACKGROUND BONDS

Mentoring others about the things I'm passionate about is truly fulfilling.

GEAR

PERKS

Adaptable (Origin), Cutie Mark (Origin), Grounded (Origin), Fearsome (General), Those Who Know, Teach (Influence), A Talent for Laughter (Role), Laughter is Magic (Role), Friendship Circle (Role), Cheer (Role)

MAGIC

SPELLCASTING MASTERED SPELLS

D2 D4 D6 D8 D10 D12

TIER

CIRCLE

SPELLCASTING RANK

(3D6)

(2D8)

D12

D10

D8

D6

D4

D2

BASE DIE

specialized?

NOTES

A fan of telling stories & scaring her friends, Stormy Night gives tours of "Equestria's most haunted neighborhoods." She tells the history of weird happenings, sharing the tales of supernatural events. She comes off as scary when ponies don't know her. But two things happen when Stormy Night tells you a scary story. First you scream. Then you laugh at yourself for screaming. An intimidating presence sets the tone for her stories & helps her keep her cool when she visits scary sites looking for ideas. But in truth she is always trying to make people laugh instead of really scaring them.

CUTIE MARK

A blue ghost and purple rain cloud.

SPECIAL TALENT

Storytelling, especially spooky stories

