

ROLEPLAYING GAME

IN A JAM



All's not well in Whinnypeg...

Candy Apple's Zap Apple trees have stopped blooming! Not only is the Zap Apple jam not going to be ready, but the tourists who came to see the Zap Apples bloom are heartbroken and about to leave empty-hooved. Can Granny Smith find some ingenious ponies to figure out what's going on?

You and your friends get to solve a Zap Apple mystery and maybe even make some new friends in this adventure for the **My Little Pony Roleplaying Game**! *In a Jam* is a perfect follow-up adventure to the introductory adventure "Stealing Thunder" found in the *Core Rulebook* or can be played on its own.

- 40-page booklet featuring the *In a Jam* adventure for 1st-level characters
- Game Master screen displays thematic *My Little Pony* art on the outside
- Reference tables and key rules feature on the inside of the Game Master screen to streamline gameplay
- *In a Jam* requires the *My Little Pony Roleplaying Game Core Rulebook*

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IN A JAM

OVERVIEW

In a Jam is an Adventure designed for 4–6 players from 1st to 2nd Level characters for the *My Little Pony Roleplaying Game* set shortly after the events of “Stealing Thunder.” If you are a player who has not played through that Adventure, don’t worry. *In a Jam* doesn’t spoil the events of “Stealing Thunder.” If you are a Game Master whose group already played “Stealing Thunder” and whose characters reached level 2 they can still play *In a Jam*, although you might want to increase the difficulty of important Skill Tests by 1 if you find they aren’t challenging your group enough.

If you are planning on playing through this Adventure, STOP READING NOW. The rest of this book is full of secrets, spoilers, and twists that are for GM’s EYES ONLY.

In a Jam is split into 5 parts, and the players advance from 1st to 2nd level between Parts 3 and 4.

Part 1: Once Upon a Time...in Whinnypeg—A cousin of the famous Apple family of Ponyville, Candy Apples, announces that she would be harvesting Zap Apples in a week. But when the Zap Apple leaves do not appear to blossom, Granny Smith sends for the player characters to help and to find out why.

Part 2: The Core of the Issue—Between angry tourists demanding Zap Apple jam, the local mayor applying pressure on Candy Apples for a successful harvest, and suspicious details around the ownership of the farm, Candy Apples needs a lot of help.

Part 3: Trouble Bubbles in the Whitetail Woods—The key to restarting this fizzling Zap Apple harvest lies with timberwolves hibernating in the Whitetail Woods.

Part 4: Good Old-Fashion Zap Apple Jammin’!—The Zap Apples may be blooming, but time is tight and Candy Apples can’t harvest and jam them on her own.

Part 5: Wrapping Up—If everything works out, the player characters can relax with Candy Apples and enjoy the fruits of their labor.

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 help you (and your players) stay focused on the Adventure’s path and pacing.

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) is 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.

Bold text is used in two ways in this mission document:

- When a character’s name appears in bold text (like **Timberwolves**), it’s a cue that the character has a stat block in the **Appendix**.
- When an item appears in bold text, it is an important item for the Part or overall mission, such as a **keycard** or a **detonator**.

Text inside a box like this is a dialog an NPC might say in the scenario, which you may read aloud in character, if you choose to. Sometimes this type of text is combined with description text that can be read aloud. If it is inside a box, you may read it aloud, or paraphrase if you choose.

AREA DESCRIPTIONS

Area Descriptions give basic highlights of the location in the Adventure. This may include lighting, flooring, and key points of interest in the room. These are also not meant to be read aloud,



ADVENTURE FLOWCHART

Part 1
Meet at the Mint

Part 2
Improve the Mood

Part 2
Meeting the Mayor

Part 2
Finding Miss Toil

Part 3
Tracking Miss Toil
Confronting Toil and Trouble

Part 3
Confronting Toil
and Trouble

Part 3
Curing the Green River

Part 4
The Harvest

Part 5
Wrap Up



but instead, revealed as characters explore the area. If a character makes an Alertness Skill Test to look around a room, you then decide, based on the results of the roll, what that character discovers.

NPCs AND STAT BLOCKS

A bolded NPC name signifies the character's importance, and that their stat block appears in the **Appendix**.

If the NPC is friendly or willing to discuss information, looking at their Social-based Skills helps you roleplay the character. If the NPC is a Threat, most of the important Stat Block information represents what they do in combat.

ADJUSTING ENCOUNTERS

Each combat encounter offers adjustments for stronger and weaker parties - with a crew of combat-specialized Rangers and players who love combat, you should lean toward Strong. For a group of non-combat Rangers or players who prefer exploration and roleplaying, lean toward Weak. There's no wrong way to play, and these simple adjustments are offered to customize the experience to your table.

BACKGROUND

If it weren't for Zap Apples, there wouldn't be a Ponyville.

In her adolescence, **Granny Smith** of the Apple family found these rare, electrified rainbow fruits on her first excursion into the Everfree Forest. Initially, she used them to feed her hungry family. Eventually, after learning the five signs that Zap Apples were in bloom, she struck up a deal with local entrepreneur Stinkin' Rich that made Ponyville a popular tourist destination and eventually a thriving community.

Now, 800 miles north, Whinnypeg hopes to see the same kind of expansion. When local farmer **Miss Toil** discovered the climate and environment around her farm made it ideal for a late-summer Zap Apple season, she reached out to the Apple family about consigning her crop in exchange for ownership of her farm. Granny Smith's second cousin **Candy Apples** decided to make the trade to carry on the family business.

Unfortunately, after two successful Zap Apple seasons, Candy Apples' trees stopped blooming. She didn't know that Miss Toil's partner, a tricky spellcaster named **Trouble Bubbles**, magically fabricated the conditions for Zap Apple season. But when Miss Toil and Trouble Bubbles got greedy and tried to extend Zap Apple season, they accidentally brought on an early hibernation for the timberwolves.

Candy Apples mistook the gathering howls of the timberwolves preparing to hibernate for the first sign of Zap Apple season. She announced that her farm would have Zap Apple jam for sale in a week. But instead of black leaves budding during a storm (the second sign of Zap Apple season), the branches remained bare. Now tourists who made the trip are upset that they might leave Whinnypeg empty hoofed, and **Mayor Standing Ovation** fears for his growing city and his reputation for managing it.

In a panic, Candy Apples wrote to Granny Smith for advice. In turn, Granny Smith sent the player's ponies to investigate.

"WHAT ARE YOU DOING IN WHINNYPEG?"

This adventure assumes that Granny Smith knows and trusts the player characters enough to send them to help her second cousin. The player characters could have formed a friendship with the Apple family in "Stealing Thunder" if they played that adventure, or a connection could be in one of their backstories.

If the player characters don't have a positive relationship with Granny Smith, she could be substituted with any other member of the Apple family. There are a lot of good Apples, after all. If, somehow, the player characters have a negative relationship with the entire Apple family, they could be in Whinnypeg for the Zap Apple Festival and stumble across Candy Apples in desperate need of help.



PART 1: ONCE UPON A TIME... IN WHINNYPEG

Estimated Duration: 60 Minutes

Story Objective: Find Candy Apples and try to sort out her problems ahead of the Zap Apple Festival



Part 1 of *In a Jam* lets the player characters meet Candy Apples and learn about the Zap Apple Festival.

MEET AT THE MINT

The player characters arrive in Whinnypeg by train, with instructions to look for Candy Apples at the Royal Maneytoba Mint outside of town. When you are ready to start the adventure, read or paraphrase the following:

Zap Apple season usually brings with it mouth-watering celebration. Hundreds of excited tourists came to Whinnypeg hungry for a rare opportunity to taste the sweet treat usually only found in Ponyville. However, the tension at the Whinnypeg Zap Apple Festival is palpable as soon as you step off the TransCanterdian Express. A mob of frustrated ponies fills the streets. They look ready to bite anypony who reminds them that they can't sink their teeth into some fresh Zap Apples.

When Granny Smith asked you to head north to help her cousin Candy Apples, her instructions surprised you. Instead of meeting Candy Apples at her home, Crisp Apple Farms, you need to look for her at the Royal Maneytoba Mint. With the clanks and hisses of minting presses and the pressing of Canterdian Silver Hooves currency echoing throughout the stone building, you barely hear a faint "Psssst" from the shadows.

Wearing a popped-collar jacket over her minty-green coat and a wide-brimmed hat covering her red-and-auburn braided mane, Candy Apples scarcely resembles the description Granny Smith gave of her second cousin.

"Thank y'all for coming all this way," she whispers. "I'm in deeper than a mole who fell down a hole."

Candy Apples explains to you that she's been growing Zap Apples at Crisp Apple Farms for two years, ever since she agreed to a consignment deal with the former owner, Miss Toil. But this year, after the first sign of Zap Apple season, she never got the second sign. "I must've got ahead of myself, announcing that we'd have Zap Apples in a week.

But Granny Smith told me that you had to hurry when you see the first sign. As soon as the timberwolves howl, you gotta get your hooves in the soil lickety-split. I guess there's such a thing as *too* lickety-split."

Candy Apples continues, "Not only does it look like there ain't gonna be Zap Apples, but everypony who showed up expecting 'em is getting angry at me. That's why we had to meet here. A mob of angry tourists is protesting at my farm. And I shudder to think how Mayor Standing Ovation is dealing with my mess. Now fair's fair, I got Whinnypeg into this. I just need some time to see if we can salvage this harvest! I sure could use your help. I tried to get in touch with Miss Toil, who sorta owns the Zap Apple trees on my farm, but she's not answering my messages. Anything you can do to help would be mighty appreciated."

The player characters might have questions for Candy Apples. The answers to the most likely questions are on the following table. Use the information at the beginning of the adventure to help answer any questions not covered here.

CANDY-COATED WORDS

Unlike her cousin Applejack, Candy Apples doesn't value honesty above all else. She doesn't think of what she's doing as lying, but she's willing to omit and obscure her feelings about a pony to keep conversations polite. Even with the future of her farm at stake, she avoids directly criticizing others.

In truth, she knows Mayor Standing Ovation is sending the angry tourists to her farm. Also, she thinks Miss Toil is a lousy farmer and that her deal with Miss Toil isn't fair. If the players don't infer these details from their conversation with Candy Apples, they can make a **DIF 7 Alertness, Culture, or Streetwise Skill Test** after any question relating to Mayor Standing Ovation or Miss Toil to read between the lines of what she's saying.



QUESTIONS FOR CANDY APPLES

QUESTION	RESPONSE
How can we help?	<i>"I'd say we could use some help jamming Zap Apples, if we had any Zap Apples to jam. I'm trying to figure out a solution, but I can't even hear my own thoughts with all the tourists spending their vacation telling me how mad I made 'em. If you could convince them to do anything else with their time, that would be a huge weight off my haunch. But that'll only be calming a sick pig instead of giving her some medicine. It feels like somepony's stirring 'em up and sending 'em my way. I couldn't even begin to guess who, but maybe Mayor Standing Ovation knows. Could you ask the mayor to find the pony responsible and see if you can get them to stop? Finally, could you track down Miss Toil? Even if she doesn't have a solution, I want her to know what's happening with her trees."</i>
What's so good about Zap Apples?	<i>"You ever heard of Ponyville? Of course you have. Well the reason Ponyville went from a failing farm to a thriving community is because of my cousin Granny Smith's Zap Apple jam. Zap Apple cans only harvested under perfect circumstances, and they disappear in a flash after 5 days. Tourists had to flock to Sweet Apple Acres as soon as they heard the Zap Apples were in season or else miss out. So many ponies wanted to taste the sweetest, most scrumptious jam they could imagine, Zap Apples put Ponyville on the map."</i>
What are the signs of Zap Apple harvest season?	<i>"There are five in all. First, the timberwolves howl — And not a normal cry to rally a pack or warn about invaders! A deep, primal howl that can be heard from miles away. The second sign comes with a storm. Dark clouds, gale winds, all the makings of an electric storm except for one thing: no electricity. Instead, black leaves bud on the Zap Apple tree branches. The third sign is the crows circling the orchard. By then, the foliage of the Zap Apple trees is full and the leaves start to spark. The fourth sign is the shootin' stars. This is when the Zap Apple blossoms first appear. They're gray baby apples, not good for anything yet. But you best be ready to harvest soon. The final sign is the standing rainbow. Red, orange, yellow, green, blue, indigo, and violet, all in a row like fence posts around the orchard. That's when the Zap Apple skin gets its rainbow swirl, and you know they're ready to harvest."</i>
Why are the tourists so mad at you?	<i>"Folks take their Zap Apples seriously. We only have five days to harvest 'em before they disappear. Ponies cancel plans and spend a lot of bits to get here in time. I don't blame 'em for being angry, but gritting their teeth ain't gonna put Zap Apples on those branches."</i>
Why would Mayor Standing Ovation know who's sending tourists your way?	<i>"My ma told me that if I didn't have anything nice to say about somepony, not to say nothing at all."</i>
Miss Toil owns your Zap Apple trees?	<i>"I'm no businesspony, so excuse me if I don't explain this right. Crisp Apple Farms was her farm. Instead of handling the Zap Apples herself, she told my family that we could have the farm. Except the Zap Apple trees were still hers. We had to take care of them, and when Zap Apples bloom, we harvest 'em, jam 'em, bake with 'em, and sell 'em. Then she gets a cut of the bits we make, on account of them being her Zap Apples. We keep the rest, on account of doing all the hard work."</i>
Where can we find Miss Toil?	<i>"Miss Toil has a small house in Neighverville. It's a suburb just south of Whinnypeg, near the the Whitetail Woods. I've been sending her messages, and I have no idea if she's getting them. I just know she's not answering 'em. And I ain't got time to go see her myself or even send one of my farmhooves."</i>
What does Miss Toil look like?	<i>"She's an Earth Pony, tall and lean, with a pretty purple coat. I'm not sure of the exact shade, but it's the kind you find on flowers. Speaking of, she's got a Daylily Cutie Mark, really fancy, hard to miss."</i>

PART 2:

THE CORE OF THE ISSUE

Estimated Duration: 60 Minutes

Story Objective: Calm the angry tourists, meet with Mayor Standing Ovation, and track down Miss Toil.

Once the player characters wrap up their chat with Candy Apples, they are free to choose which direction to go in first. Calming the angry tourists and convincing Mayor Standing Ovation to let Candy Apples deal with the Zap Apple harvest uninterrupted combine into a single complex challenge. Tracking down Miss Toil is a separate, simple challenge that leads into *Part 3: Trouble Bubbles in the Whitetail Woods*. If the player characters try to track down Miss Toil and want to move on to Part 3 before trying to calm the angry tourists or talking to the mayor, they can return to those tasks just before moving on to **Part 4: Good Old-Fashion Zap Apple Jammin'!**

Whichever task the player characters start with, they're entering Whinnipeg.

WHINNYPEG

The player characters might want to know more about the city they're visiting, especially if they're expected to navigate it as they calm an angry mob, meet with a city official, and find a missing citizen. A **DIF 5 Culture or Streetwise Skill Test** reveals as much of the following information as the player characters would like to know. Spending an hour in the city does the same.

Whinnipeg is the gateway to the west and a major railway hub. As the city grew, it established tourist-friendly businesses. This led new residents to move to the city hoping for work and opportunities. Now featuring the largest population in the province of Maneytoba, this multicultural city hosts many annual festivals. From the Festival de Couture in the winter, the Winged Folk Festival in the summer, and right on through to the longest-running cultural fair, Coltsallama, none compare to the Whinnipeg Zap Apple Festival. Even though it can only be scheduled a few weeks in advance

WHINNYPEG AND WINNIPEG

The setting of this adventure takes its name from Winnipeg, Manitoba. While Whinnipeg is presented as a rural city on the verge of expansion, modern Winnipeg is Canada's 6th and North America's 53rd most populous city.

Winnipeg natives justifiably scoff at having their city of 750,000 described as a quaint town and might take exception to Whinnipeg being characterized as such. If your players object, remind them that modern-day Equestria is not on the same time scale as modern-day Earth and explain that the name follows **My Little Pony's** tradition of geographic wordplay. However, if a player takes offense, you can change Whinnipeg references to Whinnycity to avoid comparisons.

because of the unpredictability and brevity of the harvest, tourists and businesses eagerly await the announcement every year. Whinnipeg's population usually compares to Ponyville's, but during the Zap Apple Festival, the crowded streets feel more like Manehattan.

Some of the most popular local businesses and tourist attractions include:

- **The Museum of Friendship:** With a glass roof that resembles an Alicorn silhouette, the Tower of Aspiration pierces the prairie skies. A trot through the galleries highlights the need for friendship among all ponies and creatures, and famous struggles for friendship of the past.



- **The Spoons:** Whinnypeg started as a trading post, and the Spoons was where traders met to share meals and make trades. Now an open-air market with a wide array of food stalls and craft juice bars, the Spoons hosts riverboat tours in the summer and skating excursions in the winter.
- **The Royal Maneytoba Mint:** Interactive displays show start to finish how the minting process works and how Silver Hooves made here are distributed across the rest of the region.

CHALLENGE: IMPROVE THE MOOD

As much stress as the false start to the Zap Apple harvest caused Candy Apples, the constant haranguing outside of Crisp Apple Farms (spurred on by Mayor Standing Ovation) makes it much worse.

Goal: Improve Whinnypeg's attitude toward Candy Apples.

Obstacles: Calm the angry crowd; meet the mayor.

Rewards: For each obstacle overcome, gain $\uparrow 1$ on Skill Tests in **Part 4: Good Old-Fashion Zap Apple Jammin'!**

Consequences: Stress

Participants: All in.

Scope: A short, complex, and hostile external social challenge.

Although you don't need to tell your players the rewards for beating this challenge, you might want to let them know that success is not guaranteed. The adventure continues, even if they don't manage to improve the mood around Whinnypeg.

CALMING THE ANGRY CROWD

What started as less than a dozen visitors heckling the farmers turned into a throng of angry ponies spending night and day outside Crisp Apple Farms. These tourists spent time and bits coming to Whinnypeg for the Zap Apples, and they're going to spend more time and bits letting Candy Apples know they're not happy.



When the player characters are ready to calm the angry crowd, read or paraphrase the following:

The crowd of angry tourists is easy to locate. Even if their complaints couldn't be heard across the city, Candy Apples told you exactly where they'd be: her front gate. There is such a mess of mane and coat colors gathered outside of Crisp Apple Farms, it looks like a crayon factory melted.

The crowd may be respecting the property limits, physically, but their voices and even instruments let their frustration hop the farm's fences. Though they're clearly upset, most of the tourists also look tired, and many seem bored.

This section allows a lot of player creativity, as there's no prescribed solution. Any tactic, from talking to tomfoolery, magic to a musical number, is valid. Any plan is an option, from trying to convince the crowd what they're doing is wrong to secretly digging a tunnel beneath them and then collapsing it, sending them downhill.

As always, you can reward clever ideas with Upshifts, granting Edge, and even automatic successes. Similarly, you can reward Critical Successes and high degrees of success. For example, if a PC gets a Critical Success at getting the crowd's attention, you can rule that the player characters don't have to get the crowd's attention again every time they want to attempt to deal with the crowd.

Rounds do not play out in Initiative order here. Each PC gets to go based on what works best for the group's plan. Each PC still only has one turn per round, with their normal amount of Standard, Move, and Free actions. Let the player characters know they can use their actions to work toward any of the following:

- **Assess the crowd:** Learn what makes the crowd tick.
- **Get the crowd's attention:** Attempt to get the crowd to look at and listen to them.
- **Deal with the crowd:** Try to convince the crowd to leave.

The player characters can attempt each of the above any number of times, but one PC must successfully get the crowd's attention each time anypony wants to deal with the crowd. Every failed Skill Test deals 1 Stress to the character attempting the Skill Test.

ASSESS THE CROWD

To succeed, the players need to learn how to better understand the crowd. By studying the ponies around them and their interactions, they can figure out how best to calm the crowd down and make them happy. Ponies might attempt to better understand the crowd, study it, interact with those in it, ask around about it. The earlier read-aloud text mentioned ponies in the crowd having instruments and others looking tired or bored. Canny players might use this information to

GROUP TESTS, TALENTS, AND PERKS

Challenges often include Group Tests. As explained on page 112 of the *My Little Pony Roleplaying Game Core Rulebook*, when the whole team works together as a group, the more skilled ponies help their friends. Everypony attempts the Skill Test (each rolling an appropriate Skill, not necessarily all the same one) against the DIF. If half or more succeed, the whole group succeeds.

You might wonder how Group Tests incorporate the player characters' Perks, as every PC has multiple Perks, including their Cutie Mark Perk and others. However, Group Test success is based on the number of characters succeeding at their Skill Test. So each PC should resolve the Skill Test as normal, using any abilities that apply, and then share whether they were successful or not. The rest of the group doesn't get to share each character's abilities.

The 'Talented' Perk is especially notable as it allows a PC to treat Standard actions related to their Talents as Move actions, Move actions as Free actions, and so forth. Skill Tests are usually Standard actions, so a Talented PC can make the Skill Test as a Move action, but they can still only contribute one Skill Test attempt toward the Group Test. However, to show that they were able to contribute more quickly, the GM can allow them to also Lend Assistance to another PC.



their advantage. Additionally, some ponies in the crowd are lonely, having traveled to Whinnypeg by themselves, and others are hungry, since no food compares to what they expected to be eating. The player characters can uncover these details through various forms of investigation.

Once a PC settles on a tactic that they believe should grant insight into what would calm the crowd, they can roll a **DIF 5 Skill Test using a relevant Skill**. Success grants an ally Edge on a Skill Test to *Get the Crowd's Attention* or *Deal with the Crowd*.

GET THE CROWD'S ATTENTION

Before a PC can deal with the crowd, somepony needs to get their attention. Strength and Speed Skills can be an asset here, such as using Athletics or Acrobatics to wow them, Might or Targeting to hit something too loudly to ignore, Infiltration to creep up close and catch the crowd off guard, or Intimidation to yell loud and long.

Once a PC settles on a tactic that they believe should force the crowd to look their way, they can roll a **DIF 10 Skill Test using a relevant Skill**. Success allows any PC, including themselves if they so choose, to try to deal with the crowd. After one PC tries to deal with the crowd, another PC must get the crowd's attention in order to deal with them again.

DEAL WITH THE CROWD

Armed with knowledge and with all eyes on them, a PC can try to get the crowd to leave. Smarts and Social Skills make the most sense here unless the player characters think they can physically move hundreds of ponies. Again, how they go about accomplishing this task is up to them. They just need you to think their idea has merit and their choice of Skill is appropriate.

Once a PC settles on a tactic that they believe should convince the crowd to disperse, they can roll a **DIF 15 Skill Test using a relevant Skill**. Success at the Skill Test calms a quarter of the crowd. They gain $\uparrow 1$ on Skill Tests to Deal with the Crowd for every quarter of the crowd they calm. The group needs to successfully Deal with the Crowd four times to calm the entire crowd and overcome this obstacle.

CONCLUDING CALMING THE ANGRY CROWD

If the player characters succeed at *Calming the Angry Crowd*, read or paraphrase the following:

The no-longer-rowdy ponies take your advice. They start leaving in different directions. Although they're calmer and you've convinced them to leave Crisp Apple Farms alone, they're still not happy. They're likely to stay unhappy as long as they're in Whinnypeg without Zap Apple jam.



The successful player characters gain $\uparrow 1$ on Skill Tests in **Part 4: Good Old-Fashion Zap Apple Jammin'!**, and they recover from all of the Stress they've suffered to one Essence Score.

If the player characters give up and move on, read or paraphrase the following:

Your antics distracted the crowd for a moment, but the mood has passed. They're once again united: united in their frustration at Candy Apples and Crisp Apple Farms for failing to deliver Zap Apples.

Any stress the player characters suffered remains and the ponies move on to *Meeting the Mayor*, *Finding Miss Toil*, or **Part 3: Trouble Bubbles in the Whitetail Woods**.

MEETING THE MAYOR

Candy Apples asked that the player characters speak to Mayor Standing Ovation to give her time to salvage the harvest. If the player characters read between the lines (either intuitively or by succeeding at the Skill Test to pick up on Candy Apples' polite omissions), they know that she really wants them to get the mayor to stop redirecting the angry tourists her way. Even if they don't realize this yet, what's happening should become clear during the conversation with Mayor Standing Ovation. And if they never fully understand the subtext of the conversation, they can still revel in the strangeness of accidentally besting a duplicitous politician at his own game.

During a crisis, Mayor Standing Ovation keeps his grinning face in the public eye. At the moment, he's walking around the Spoons, checking the attitudes of his tourists at their hangriest. When somepony blames him for anything, he talks them into pointing their hooves elsewhere. In the case of the Zap Apple Festival, he deflects the blame to Candy Apples. He just doesn't bring her up by name. He says things like "It's unfortunate we were told the harvest would be over by now," and "I had it on good authority that the Zap Apple jam would be ready in time for the festival." Because there's only one farm with Zap Apple trees, the angry tourists deduce who is to blame.

The player characters can find Mayor Standing Ovation by asking around, visiting his office, or exploring the city. If they succeed at a **DIF**

10 Group Test or other relevant Skill related to looking for somepony (such as any combination of Alertness, Culture, Persuasion, Streetwise, or another Skill the player characters suggest that you believe would help), they find him with relative ease. If they fail this Group Test, by the time they find the mayor, he's aware that they're looking for him and prepared to counter any argument they make. In that case, arguments the player characters make can only target Mayor Standing Ovation's Cleverness. Mayor Standing Ovation is arrogant and thinks highly of himself, but is concerned about how he is perceived by his constituents.

When the player characters find Mayor Standing Ovation, read or paraphrase the following:

The Mayor of Whinnipeg stands out in the crowded Spoons, and not just because of his barrel chest and square jaw. Every impeccable detail of this white-maned black Earth Pony demands attention. At a glance, his Cutie Mark appears to be the iconic comedy and tragedy theater masks. On closer inspection, both masks are smiling.

He trots over, with a winning grin, and introduces himself.

"Welcome to Whinnipeg, strangers. I'm Mayor Standing Ovation. Is there anything I can help you with?"

CHANGING THE MAYOR'S MIND

The player characters must succeed at a Group Test to convince Mayor Standing Ovation to stop sending angry tourists to Crisp Apple Farms. How they go about doing this is up to them, but here some common tactics (with their relevant Skills):

- Point out the ways Whinnipeg has benefited from the Zap Apples despite their (Alertness)
- Extol the virtues of Whinnipeg (Culture)
- Appeal to his vanity, boosting his confidence that his leadership will get Whinnipeg through this (Deception)
- Strike fear in his heart about the ramifications of crossing the nationally beloved Apple family (Intimidation)
- Recognize his dramatic background and connect with him, performer to performer (Performance);



- Explain the situation to him plainly and honestly (Persuasion)
- Logically demonstrate that the more distractions the Crisp Apple farmers face, the less likely it is that they can harvest Zap Apples (Science)
- Use personal experience to look at the situation from the mayor's perspective and convince him it is in his best interest to help the players. (Streetwise).

Social-based Skill Tests target Mayor Standing Ovation's Cleverness. Smarts-based Skill Tests target his Willpower, unless the player characters failed their Group Test to find him, as outlined earlier.

If a PC makes a strong argument that might convince the Mayor of changing his mind, award them with ↑1 on their Skill Test. If their argument is unique or particularly interesting, you can award them ↑2 on their Skill Test instead.

Any argument that accuses the mayor of wrongdoing suffers ↓1. Any attempt to tie him directly to the angry tourists at Crisp Apple Farms suffers ↓2.

STANDING OVATION, WHINNYPEG MAYOR

An experienced actor turned professional politician, Standing Ovation knows how to stay in character. This Earth Pony stallion smiles in the face of adversity and support alike. His universal positivity shows on his flank, where the theater masks on his Cutie Mark both grin from ear to ear. His coat and mane match his politics: black and white.

Willpower 11 **Cleverness** 16

Motivation: Standing Ovation doesn't just want to avoid taking responsibility; he's worried a public-relations catastrophe could end his political career. Only by tricking this trickster into thinking he came up with an idea will he change his mind.

Artful Dodger: Standing Ovation avoids directly addressing the player characters' concerns. He fears that plainly expressing his feelings could be used against him now or in the future, so he flavors his responses with allusions and insinuations. He objects to attempts to straighten out his doublespeak. Persuasion Skill Tests targeting Mayor Standing Ovation's Cleverness suffer a Snag.

Tangled Lies: Standing Ovation spends so much time lying, he has trouble keeping track of his version of the truth. When he hears a statement

SECRET SNAGS

In keeping with Mayor Standing Ovation's way of hiding the truth behind a smile, you can hide the Snag for targeting him with Persuasion from your players. If a PC attempts a Persuasion Skill Test against Mayor Standing Ovation, roll a second d20 behind your GM screen or otherwise out of view of the players. Take the lower of the two rolls, as though the player rolled with Snag normally. This adds a level of confusion and mistrust to the conversation to represent the frustration the player characters would feel trying to negotiate with Mayor Standing Ovation.



he knows to be false, sometimes his brain files it under “lies he’s told” instead of “lies he’s heard.” Characters gain Edge on Deception Skill Tests targeting Standing Ovation Willpower.

CONCLUDING MEETING THE MAYOR

Standing Ovation is a busy mayor, especially under the current circumstances. After the conversation with the player characters, he excuses himself. Whether or not the player characters successfully change the mayor’s mind, read or paraphrase the following:

With a hoof on his heart, Mayor Standing Ovation gives you a short bow. “It’s been lovely meeting you all. Let me assure you, I will have my best ponies address your concerns,” he says, before adding, “My *best* ponies.”

If the player characters successfully change the mayor’s mind, they gain ↑1 on Skill Tests in **Part 4: Good Old-Fashion Zap Apple Jammin’!** If they fail, they each take 1 Stress to the Essence Score of the Skill they used for the Group Test. This Stress lasts until the end **Part 4**.

SELLING THE STRESS

Picture Twilight Sparkle. Now picture Twilight Sparkle when things go a fraction of an iota against her plan. Her frazzled mane, her shrunken pupils, all the nervous twitching, her...smile? This transformation represents stress sinking in. It impacts her ability to perform, which just makes her more likely to stress out. We sympathize with her, but her exaggerated reaction gets a laugh out of us as well.

When the player characters suffer Stress, ask what signs give away that they are not OK right now. Do they act erratically, like Twilight? Vent all their emotions, like Rarity? Start mumbling and asking themselves questions, like Rainbow Dash? Get quiet and desaturate, like Pinkie Pie? Unlike Damage, Stress is a slow burn effect with opportunities for roleplaying and invoking a character’s backstory into the story.

CONCLUDING THE IMPROVE THE MOOD CHALLENGE

Once the player characters conclude both *Calming the Angry Crowd* and if, in whatever order and whether successful or not, they recover from any Stress they still suffer at the Game Master’s option. It’s a good time for a scene without stakes in which the player characters can reflect on the ordeal they just went through and consider what they still have to do.

FINDING MISS TOIL

In addition to healing her damaged reputation and letting her focus on her stalled harvest, Candy Apples asks the player characters to find Miss Toil, the missing owner of the Crisp Apple Farms Zap Apple trees. Candy Apples may not think highly of her business associate, but she wishes Miss Toil no ill will. She might feel differently if she knew the role Miss Toil played in the Zap Apple harvest’s false start.

Candy Apples gave the player characters Miss Toil’s address. She lives in Neighverville, a suburb on the southern side of Whinnypeg, near the the Whitetail Woods. The rural neighborhood features large houses and a lot of open space, with Miss Toil’s one-story cottage standing out as one of the smaller homes in the area.

When the player characters are ready to track down Miss Toil, read or paraphrase the following:

Candy Apples’ directions to Miss Toil’s home take you south, past Crisp Apple Farms, and to the rural suburb Neighverville. Some of these houses are so large they are bigger than all of your houses combined. It’s hard to spot Miss Toil’s single-story cottage tucked away by the tree line of the Whitetail Woods.

Her grass is trim, her garden groomed, and her wood impeccably stained. However, there’s no sign that anypony is home.

Knocking on the door confirms that the house is empty or at least no creature is answering. From here, the player characters can approach finding Miss Toil in whatever way they feel is best. Any plan they cook up likely falls under Infiltration or Social.



INFILTRATION APPROACH

Just because the house seems abandoned doesn't mean the player characters can't get in. They can attempt to enter the cottage unnoticed, searching for clues once inside.

If the player characters want to enter without breaking in, they must make a **DIF 10 Infiltration Skill Test** to open the locked front door, back door, or cellar doors. They suffer Snag unless they have a tool or Talent for opening locks.

Additionally, if they make a **DIF 5 Alertness Skill Test** to look for ways in, they find two additional options: a loose window that can be opened at the back of the house and a skylight on the roof. Sneaking in through the window requires a **DIF 14 Infiltration Skill Test**, since ponies allowed in a home usually use a door. Climbing onto the roof requires a **DIF 5 Acrobatics or Athletics Skill Test And a DIF 12 Infiltration Skill Test**. A flying character, like a Pegasus, skips the first Skill Test. If they have an Aerial Movement of at least 30ft, they gain Edge on the Infiltration Skill Test. If they have an Aerial Movement of at least 40ft, they ignore the Infiltration Skill Test.

Infiltration doesn't need to be stealthy. A PC can open any entrance they find with a **DIF 10 Might Skill Test**. However, if they Fumble the Skill Test, or any Skill Test to search for clues inside, a **Guard Pony** arrives 1d6 turns later to investigate.

Once inside, the players can look for clues. They get the following information just by looking around:

A lot of the pictures have an Earth Pony matching Miss Toil's description alongside an olive-green Unicorn whose mossy mane has twigs and leaves in it; her partner Trouble Bubbles. There's a cauldron on the stove in the kitchen, next to a line of empty jars.

The player characters gain a clue for every successful **DIF 5 Alertness, Culture, or other relevant Skill Test**. Give out additional clues for Critical Successes and high degrees of success. You can choose one of the clues that best matches how the PCs went about their investigation or one that moves them on to the Whitetail Woods and **Part 3: Trouble Bubbles in the Whitetail Woods**.

- A Hearts-and-Hooves Day card with the initials "From TB to MT" is found nearby.
- The food in the kitchen is all in takeout

GUARDS! GUARDS!

According to the *My Little Pony Roleplaying Game Core Rulebook*, Guard Ponies are Threat Level 8 and are armed with halberds, wear armored barding, and possess bonuses to their Defense. That's a tough fight for 1st level player characters, maybe impossible. However, the player characters have an opportunity to convince the Guard Pony that they broke in because Miss Toil is missing. As long as they give the guards no reason to believe the player characters are burglars (such as if a PC is carrying an object that belongs to Miss Toil, or if a PC actually did decide to burgle the home), the player characters gain Edge on Social Skill Tests to talk to the Guard Pony. However, they can only convince the Guard Pony that he doesn't have to arrest them. He won't let them trespass.

containers from different Whinnypeg restaurants, and it's gone bad.

- The labels on the jars next to the cauldron match common ingredients for magic potions, like sticky sap, red orchids, zinnia pollen, and garlic.
- Miss Toil's desk calendar hasn't been updated in a week.
- Mixed in with receipts for housekeepers, gardeners, and lawn services is a receipt for a map of the Whitetail Woods.
- The hoofprints on the ground point toward the back door and the Whitetail Woods.
- The more time player characters spend by the Cauldron, the sleepier they get.

The player characters can investigate as long as they like (unless they get a guard's attention). The player characters can then move on to the Whitetail Woods or change to a social approach and try to gather more clues.

SOCIAL APPROACH

Visitors to Neighverville can find large homes, green spaces, and amenities like pools and hiking trails, but not a lot of things to do. The player characters won't have trouble tracking down residents to talk to about Miss Toil. The player

characters can split up and each try to talk to a different resident, or they can speak to them together. Speaking directly to an individual allows for a personal connection but offers no margin of error. Speaking as a group means there's always somepony with an idea to add to the conversation, but it can be intimidating to a stranger.

If PCs speak to residents individually, they must succeed at a **DIF 7 Deception or Persuasion Skill Test** or a Skill Test related to the resident's interests. If they speak together, they must succeed at a **DIF 12 Deception Group Test or Persuasion Group Test**. Success earns them the resident's insight.

The player characters can chat with the locals as long as they like or until you believe they've gathered all of the information they can from the Neighverville residents. The player characters can then move on to the Whitetail Woods or change to an Infiltration Approach as listed above and try to gather more clues.

WHERE IS MISS TOIL?

They say farming is hard work. That's why Miss Toil hated it. Her preference for avoiding getting her hooves dirty led to her meeting her partner Trouble Bubbles. Trouble Bubbles learned just enough magic to make her life easier and together the pair's skills complement each other during Zap Apple season. The slightly more ambitious of the two, Trouble Bubbles hoped that magically replicating the signs of Zap Apple season would lead to an extra harvest this year and help relieve some of the stress she saw enveloping her partner each year. It had the added bonus of making a life that much easier for the couple by providing them with extra wealth to pay not only their bills but to live comfortably.

To kickstart Zap Apple season, Trouble Bubbles poured a potion into the Red River in the Whitetail Woods. Not only did it turn the Red River green, it accidentally led to the timberwolves hibernating early. Trouble Bubbles needed Miss Toil's help with the thing she hated most: work. The ponies went into the Whitetail Woods to dispel the potion and wake the sleeping timberwolves. But after a week in the Whitetail Woods, they're no closer to solving the problem they caused.

RESIDENTS OF NEIGHVERVILLE

RESIDENT	DESCRIPTION	INTERESTS	INFORMATION
Bluenose	A Unicorn skipper who lives in Neighverville when her ship comes to shore.	Driving, Survival	Miss Toil chose the smallest home in Neighverville to have the fewest rooms to clean. Bluenose doesn't know where Miss Toil sleeps; there's only one bedroom in that cottage.
Fine Print	A Manehattan notary who summers in Whinnypeg.	Science, Streetwise	Miss Toil doesn't lift a hoof if she doesn't need to. If there's any work to be done, she hires somepony to do it. How she continues to afford it, who knows?
Harteski	A young Kirin who came to Whinnypeg to find inspiration for her paintings.	Culture, Performance	Miss Toil's been seeing a Unicorn with the most interesting green coat. Harteski even painted a copy of her Cutie Mark, a black cauldron bubbling a lime-green brew.
Kireouacomb	An Earth Pony apiary owner and world-renowned beekeeper.	Animal Handling, Survival	Something about Miss Toil's house suddenly attracted his bees a week ago. But ever since the timberwolves howled, the bees have been more interested in the Whitetail Woods.
Ramshackle	A Pegasus colt that Miss Toil made mow her lawn to make up for crashing through her skylight during a practice flight.	Acrobatics, Athletics	When he crashed into Miss Toil's living room, she and her Unicorn partner Trouble Bubbles were looking at a weird map of the Whitetail Woods. They think the map is weird because someone colored the Red River green.
Windsdale	A wind turbine operator and Ramshackle's mother.	Brawn, Technology	From on top of one of her turbines, Windsdale can see all of Neighverville. That's how she spotted purple and green dots carrying a glowing potion out of Miss Toil's cottage and into the Whitetail Woods a week ago.



PART 3:

TROUBLE BUBBLES IN THE WHITETAIL WOODS

Estimated Duration: 60 Minutes

Story Objective: Get to the bottom of Miss Toil's disappearance.



Miss Toil may be missing, but all signs point to her being up to something in the Whitetail Woods. Even though Candy Apples sent the player characters to make sure nothing bad happened to the owner of the Crisp Apple Farms Zap Apple trees, the investigation suggests she might be the root of the problem.

The Whitetail Woods: Even with a pony population nearby, the Whitetail Woods have a reputation as dangerous. Dense from the roots to the treetops, the crowns of the giant large-tooth aspen trees block the sun out almost entirely. Wildlife fights for survival, with predators especially interested in teaching intruders who owns this territory. And the territory itself hasn't been landscaped to accommodate cityponies used to paved and brightly lit roads.

Darkness: To help manage the darkness, a pony could light a torch with a **DIF 5 Science or Survival Skill Test**. As a magical alternative, the Adapt spell could grant nightvision in dark areas. Finally, the Acute Sense General Perk could come into play, depending on the sense it applies to. If the player characters don't do anything to deal with the darkness, they suffer $\downarrow 1$ on Skill Tests to navigate the Whitetail Woods.

TRACKING ACTIONS: DISRUPTION POINTS

Sometimes you want to track how well (or poorly) the player characters are doing at an activity or task over a period of time. Using a physical (or digital) prop lends additional tension to the situation and can be a fun way to add to the drama. An oversized die, a set of cards, or poker chips are good options to add a tactile element and sense of urgency when used to track success or failure: or in this case Disruption Points.

Predators: Nature can be unforgiving to cute and innocent animals. The smaller and fluffier the creature, the more likely they count as some larger animal's prey. In the Whitetail Woods, the most dangerous predators are the timberwolves. Fortunately for the player characters, Trouble Bubbles accidentally put the timberwolves to sleep. However, enough disruption to the forest could awaken one from its magical slumber.





To track the possibility of waking up the timberwolves, keep a tally called Disruption Points. Whenever the player characters or pony NPCs do something that could wake a sleeping timberwolf, add a Disruption Point to the tally. For every 10 Disruption Points, a timberwolf 200 feet away from the player characters wakes up.

The following actions or conditions add Disruption Points, particularly bad instances may add two:

- Intimidation Skill Tests.
- Fumbling any Skill Test.
- Every round of combat.
- Any turn spent arguing.
- Attempting to wake the timberwolves gently and failing, or attempting to wake the timberwolves without being gentle about it.

Awakened timberwolves start hunting the player characters immediately. Every round after a timberwolf wakes up, the player characters can roll an **Alertness or Survival Skill Test** against the timberwolf's **Infiltration** to become aware of the predator.

Terrain: A pony could twist a fetlock with all the tree roots and uneven ground in the Whitetail Woods. Navigating the terrain requires a **DIF 8 Survival Group Test** outside of combat. Characters in combat can attempt a **DIF 8 Survival Skill Test** to move normally or else move at half their Movement. Any character attempting to move at more than half their Movement who fails their Survival Skill Test falls Prone.

MISS TOIL AND TROUBLE BUBBLES

A little over a week ago, Trouble Bubbles brought a special sleeping potion she'd researched into the Whitetail Woods. She believed that the timberwolves howled to announce to one another the start of hibernation, which triggered Zap Apple season. By making the timberwolves sleepy now, Trouble Bubbles believed Zap Apple season could start a week early, and Miss Toil could profit off of owning the Crisp Apple Farms Zap Apple trees. Miss Toil had spent all her savings hiring workers to do the manual labor around her home and now needed to pay for expenses like groceries and flower bulbs.

However, Trouble Bubbles missed the mark with several of her assumptions. First of all, it wasn't the timberwolves' howling that caused the other signs of the Zap Apple harvest. It was actually their behavior in preparation for hibernation that changed their behavior as they are preparing

themselves for the winter. Second of all, she made the dose so potent that the timberwolves fell asleep immediately after howling. Now not only would the Zap Apple harvest not be early, there might not be a Zap Apple harvest at all!

Miss Toil wouldn't raise a hoof for almost anypony, but she braved the Whitetail Woods for her partner, Trouble Bubbles. Together, they've been trying to reverse the effects of the potion that put the timberwolves to sleep and turned the Red River green. After a week, they've had no luck.

TRACKING MISS TOIL

The evidence points to Miss Toil being in the Whitetail Woods. Depending on how long the player characters spent looking for her in Neighverville, they may also expect her to be with another pony and for her to be with another pony by the Red River. The player characters must succeed at **four DIF 10 Group Tests using any combination of Alertness, Animal Handling, or Survival** to track Miss Toil down.

The player characters gain $\uparrow 1$ if they know they're tracking two ponies and Edge if they know they're looking for the Red River. If they don't know that they're tracking two ponies, but a PC scores a Critical Success or a high degree of success on a Survival Skill Test, they recognize that there are too many hooves for one pony.

The only consequence of failing the Skill Tests is an increased chance of disrupting the timberwolves.

CONFRONTING TOIL AND TROUBLE

When the player characters finish *Tracking Miss Toil*, read or paraphrase the following:

As you follow the hoof prints deeper into the Whitetail Woods, you hear an unnatural sound for a forest.

"There *has* to be a spell that solves this," a high-pitched pony voice whines.

"For the last time, there isn't!" a raspy pony voice snaps back.

After a moment of silence followed by a round of apologies, it's clear the voices are coming from up ahead.

TIMBERWOLF PACK ATTACK!

Timberwolves are Threat Level 3, making them a dangerous opponent for 1st or 2nd level characters. They become ever more dangerous as more and more timberwolves join the fray, thanks to their Pack Hunters Perk. How are the player characters supposed to handle two or more timberwolves?

They aren't. Like Granny Smith when she first harvested Zap Apple Jam, the best tactic for the player characters is to run away from the timberwolves. The beasts' Territorial Hang-Up even allows player characters to escape the likely faster animals.

Fortunately, having to accumulate 10 Disruption Points means that the player characters are unlikely to face more than one timberwolf and even less likely to face more than two. In fact, you can stop tracking Disruption Points after a second timberwolf arrives, unless you feel there's a fun or important reason to continue to churn them out.

The player characters have a lot of freedom in how they approach Miss Toil and Trouble Bubbles once they track them down:

Infiltration: The Whitetail Woods provide ample cover for spying, which means the players must pass Skill Tests between the player characters' Infiltration and Miss Toil and Trouble Bubbles' Alertness. The more the player characters succeed, the more Miss Toil and Trouble Bubbles divulge of their situation: The timberwolves won't wake up, and until they do, the Zap Apple harvest can't continue.

Wait until the player characters succeed at least three times at their Infiltration Skill Tests to have Miss Toil and Trouble Bubbles say anything incriminating.

If Miss Toil and Trouble Bubbles successfully notice the player characters, they react aggressively. Combat starts, and Trouble Bubbles tries to cast Automate to trap the player characters with tree roots.

Social: Even though Miss Toil and Trouble Bubbles didn't expect anypony else, Miss Toil is willing to chat. She uses Deception to try to convince the player characters that she and Trouble Bubbles don't know what caused the Green River. Ultimately, she's trying to trick a player character into touching the Green River water, exposing them to the same slumber spell that put the timberwolves to sleep.

Trap: Green River Water, +d6 against a target's Toughness. Success deals 1 Stun.

It is possible to gain the pair as Contacts. While they tried to create shortcuts around doing work, the two did not mean for any actual harm to come to others. Pointing out to Trouble Bubbles that while her intentions may have been to help her partner her actions have put her love in danger. Not realizing her scheme would hurt the pony she cares about so deeply, she does her best to help the players. Succeeding at a **DIF 8 Social Skill Test** after this part allows the player characters to summon them for assistance later in the Adventure.

If the player characters gain Miss Toil and Trouble Bubbles as temporary Contacts, the troublemaking pair tells the truth. If the player characters gain them as permanent Contacts, the troublemaking pair even shows remorse and can be summoned to help with *The Harvest Challenge* in **Part 4: Good Old-Fashion Zap Apple Jammin'!**

CURING THE GREEN RIVER

Returning the Red River to its natural state requires an advanced understanding of chemistry, magic, and the natural order. The player characters must succeed at a **DIF 15 Science, a DIF 15 Survival, And a DIF 15 Spellcasting Skill Test** to isolate and drain the magic from the river. If they gain Trouble Bubbles as a Contact, her Skills can come in handy here.

Then, the player characters can make a **DIF 10 Animal Handling Skill Test** to gently wake the timberwolves. The timberwolves wake up slowly enough that the player characters and NPCs can escape without issue.

Alternatively, if the player characters and the NPCs cause such a ruckus that the noise disrupts a sleeping timberwolf, they don't need to return the Red River to its natural state in order to trigger the next sign of the Zap Apple harvest.



However, disrupting a timberwolf's sleep is the more dangerous method of saving the Zap Apple harvest.

An awakened timberwolf chases after the ponies for 200 feet, about four rounds of running. Miss Toil and Trouble Bubbles try to slow the player characters down and escape with somepony else to blame, unless the player characters gained them as Contacts. If they gained them as temporary Contacts, Miss Toil and Trouble Bubbles won't actively sabotage the player characters' escape. If the player characters gained them as permanent Contacts,

Miss Toil and Trouble Bubbles assist the player characters in their escape, even staying to fight the timberwolves if combat breaks out.

If the player characters don't gain Miss Toil and Trouble Bubbles as Contacts and the duo escapes, they spread rumors about the strange ponies who poisoned the Red River. The player characters suffer ↓1 on Skill Tests in Whinnypeg for the remainder of the adventure.

Threat and Contact stat blocks for Miss Toil and Trouble Bubble and stat blocks for timberwolves can all be found in the **Appendix** on page 34.

PART 4: GOOD OLD-FASHION ZAP APPLE JAMMIN'!

Estimated Duration: 60 Minutes

Story Objective: Harvest Zap Apples and make Zap Apple jam while there's still time!

With the timberwolves awakened one way or another, the Zap Apple harvest is back on. But time is tighter than ever! Candy Apples and her two farmhooves can't hope to jam enough Zap Apples to meet the demand on their own. Lucky for her, she has friends.

With the player characters helping to prep, harvest, jam, and sell Zap Apples, the tourists who came to Whinnypeg for the festival can leave happy. When the player characters are ready to get jammin', read or paraphrase the following:

Strong winds and dark clouds make the walk back from the Whitetail Woods slower and a bit spookier, especially when crows start flying overhead. When you arrive at Crisp Apple Farms, Candy Apples couldn't be happier to see you.

"The signs!" she yells over the gusting gales. "That's the second and the third signs! I don't know what y'all did, but a few more signs and we've got ourselves a Zap Apple harvest!"

Give the player characters a chance to summarize what happened in the Whitetail Woods for Candy Apples before continuing.

"I'll surely think about all of that for some time," Candy Apples says, her attention split between the story she just heard and the skies above her farm. "But right now, me and my crew need to focus. I know y'all have done so much for me already, but I don't suppose you'd be willing to help us with the harvest?"

Unless something went terribly awry with Candy Apples along the way, the player characters

should be happy to help. However, if there's any hesitation, Candy Apples can let the player characters know that she plans on sharing the leftover jam with them.

CHALLENGE: THE HARVEST MONTAGE

Candy Apples hopes the player characters don't mind getting their hooves dirty, because harvesting Zap Apples is hard. But, if they all work together, they can save the Zap Apple Festival.

Goal: Harvest enough Zap Apples to feed the whole Zap Apple Festival.

Obstacles: Last-minute preparation and harvest time.

Rewards: The more obstacles overcome, the happier the customers and therefore the better the rewards. See **Part 5: Wrapping Up** for more.

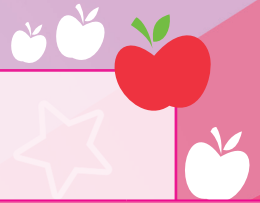
Consequences: Player characters who Fumble Skill Tests suffer 1 Electric Damage. The only consequences for failing the Skill Tests are lost rewards.

Participants: All in.

Scope: A long, complex, and friendly external challenge.

RUNNING THE HARVEST

The Harvest takes place over 8 turns divided into 2 steps. Step 1, the player characters have 3 turns to prepare for the harvest. Step 2, it's 3 turns of harvest time. Every turn, each PC chooses one of the tasks for that step, like gathering honey or hauling apples. Then, they attempt a **DIF 10 Skill Test**. More than one PC can choose the same task on a turn. They can each roll their own Skill Test or use their turn to Lend Assistance to another PC attempting the task.



PROGRESS CHART

TASK	SKILL	LAST MINUTE PREPARATION			HARVEST TIME				
		BEFORE THE FOURTH SIGN	BEFORE THE FIFTH SIGN	EXTRA PREPARATION					
WATCH FOR THE SIGNS	SCIENCE								
SET THE JAM JARS STRAIGHT	INTIMIDATION								
BUNNY HOP THE WATERING CANS	ACROBATICS OR DECEPTION								
RING IN A CAULDRON	PERFORMANCE								
BEE FRIENDLY	ANIMAL HANDLING								
GATHER HONEY	INFILTRATION								
PAINT PLEASING PINK POLKA DOTS	CULTURE								
PICK ZAP APPLES	FINESSE								
BUCK THE ZAP APPLE TREES	MIGHT								
HAUL ZAP APPLES	BRAWN								
JAM!	ALERTNESS, CULTURE, SCIENCE, OR PERFORMANCE								
BAKE PASTRIES	ALERTNESS, CULTURE, SCIENCE, OR PERFORMANCE								
HANDLE CUSTOMERS	PERSUASION OR STREETWISE								
	REWARD	↑1 ON HARVEST TIME SKILL TESTS	↑1 ON HARVEST TIME SKILL TESTS	AN EDGE ON HARVEST TIME SKILL TESTS	CONTENT CUSTOMERS	GRATEFUL CUSTOMERS	HAPPY CUSTOMERS	JOYOUS CUSTOMERS	OVERJOYED CUSTOMERS

A chart on page 25 helps you track how it's coming along.

Whenever a PC succeeds, color in the empty square on the chart closest to the task they completed. If the player characters have a Critical Success (by succeeding at the task and rolling the highest number on their Skill Die) or succeed with a high degree of success (rolling a total that is double or more the DIF of the Skill Test), color in the two closest empty spaces on the chart next to the task they completed. If together the player characters fill a whole column, they get the reward listed at the bottom.

For example, if Applejack successfully sets the jam jars straight, color in the first square next to *Set the Jam Jars Straight* (in the *Before the Fourth Sign* column). If, on turn 2, Applejack has a Critical Success at setting the jam jars straight, color in the next two *Set the Jam Jars Straight* squares (both the *Before the Fifth Sign* and *Extra Preparation* columns). That's all the jars,

and Applejack still has a Step 1 turn. She sees that no one's painted the pink polka dots, so she gets to work on that. With luck on her side, she speeds up the process of the harvest. Color in all three *Last-Minute Preparation* squares next to *Paint Pleasing Pink Polka Dots*.

IMPROVE THE ROLLS

Remember that for each obstacle overcome during the *Improve the Mood Challenge* in **Part 2: The Core of the Issue**, the player characters gain $\uparrow 1$ on Skill Tests in **Part 4: Good Old-Fashion Zap Apple Jammin'!** If the player characters succeeded at both Improve the Mood obstacles and complete all of their last-minute preparation before the fourth and fifth signs, they're looking at a whopping $\uparrow 4$!

HELPING HOOVES

The player characters aren't alone! This is Candy Apples' farm, after all. Not only is she working as hard as she can, so are her farmhooves, Apple Tea and Rocky Road. Every turn of The Harvest Challenge, the player characters can assign one of the tasks to each Crisp Apple Farms farmer.

Furthermore, if the player characters gained Miss Toil and Trouble Bubbles as Contacts in **Part 3: Trouble Bubbles in the Whitetail Woods**, they can use all of their Allegiance Points to have the troublemakers make up for the damage they've done by helping. If they do, the player characters can assign the pair one task during *Last-Minute Preparation*. Miss Toil and Trouble Bubbles aren't used to this kind of hard work, so they can't help with Harvest Time.

The Crisp Apple Farms workers are experts at these tasks, but the stress of the last week has tired them out. The NPCs automatically succeed at any task they're assigned, but there's no chance of a Critical Success or high degree of success. If you have fewer than four player characters in your group, you can have Candy Apples automatically have a Critical Success on the tasks she's assigned.





WHAT'S A MONTAGE CHALLENGE?

The Harvest Challenge is a montage. Like a montage you might see in an episode of *My Little Pony: Friendship Is Magic*, the scene jumps back and forth in time, following the heroes working toward a goal. The classic example of a montage is a training routine. Over the course of a series of scenes, set to a pulse-pumping beat about tigers and rising up, the hero practices in different ways. At first, they struggle, but as they keep working hard they start to get better and better until their baskets start to fill up with apples.

That's why the player characters receive rewards for completing columns. The Upshifts (↑1) they can gain by succeeding at tasks show how they're getting better as they get into a rhythm and get momentum on their side.

For example, Fluttershy's in charge of watching for the signs. Unfortunately, she gets distracted by a riveting conversation with a crow. Luckily, Rainbow Dash has already gathered the honey. When she sees Fluttershy fall behind, Rainbow Dash gives some pointers to her fellow Pegasus for spotting the shooting stars streaking over the orchard. In other words, in turn 1, Fluttershy failed her Science Skill Test, but Rainbow Dash passed her Infiltration Skill Test. So on turn 2, Rainbow Dash Lends Assistance to Fluttershy on her Science Skill Test. According to the rules, these actions took place over two turns. In the story, it all happens around the same time.

Since the best montages involve music, if any of your players come up with a song for *The Harvest Challenge*, give them all the Friendship Points!

STEP 1: LAST-MINUTE PREPARATION

When Candy Apples and her farmhooves weren't dealing with angry tourists, they were doing anything they could to prepare for the harvest. Unfortunately, Zap Apples are as fickle as they come. Granny Smith's special rules clearly outline which tasks need to be done and when. Now that more signs that the Zap Apple harvest has arrived, the farmers can move forward with their preparation. But at the rate the second and third signs start to appear, Candy Apples needs to work fast to get everything done.

INTIMIDATING JARS AND OTHER WEIRDNESS

Usually, when running the *My Little Pony Roleplaying Game*, GMs are encouraged to hear out the players' ideas and use alternative Skills to those listed if you think a different Skill makes more sense. Be careful about doing so during the *Last-Minute Preparation* step. The tasks are intentionally weird, with Skill Tests to reflect that. In the episode *Family Appreciation Day*, the ponies learn about Granny Smith's Zap Apple rules and Apple Bloom was embarrassed by what seemed like her grandmother's confused and random behavior. That is, until she understood how Granny Smith came up with these rules. By the time the ponies are done, the rules should seem random but make sense in their own way.

In the *Last-Minute Preparation* step of *The Harvest Challenge*, the player characters and their allies perform the odd, specific, and oddly specific Zap Apple harvesting tasks. Here are Granny Smith's special rules for the Zap Apple harvest preparation:

Watch for the Signs: The timberwolves begin to howl, a strong wind blew dark clouds over the orchard, and a murder of crows formed an apple in the sky on a stormy day. Once shooting stars streak over the orchard and the storm clears, the Zap Apples are ready to harvest. The sooner these signs are spotted, the faster everypony can react.

A PC must pass a **DIF 10 Science Skill Test** to successfully *Watch for the Signs*.

Set the Jam Jars Straight: This isn't about lining the jars up and rotating them so they're labels out. This is about showing them who's boss! Even if that means channeling your inner pony drill instructor. The Zap Apple jam can't afford any of the jam jars cracking under pressure.

A PC must pass a **DIF 10 Intimidation Skill Test** to successfully *Set the Jam Jars Straight*.

Bunny Hop the Watering Cans: Granny Smith's instructions weren't clear as to why, but tricking water in watering cans into thinking singing rabbits

hopped over them makes the water better for boiling Zap Apples.

A PC must pass a **DIF 10 Acrobatics or Deception Skill Test** to successfully *Bunny Hop the Watering Cans*.

Ring in a Cauldron: The perfect cauldron for boiling Zap Apples rings with the percussion of a bronze hanging gong. But the only way to hear if it hits the right pitch is by sitting inside the pot.

A PC must pass a **DIF 10 Performance Skill Test** to successfully *Ring in a Cauldron*.

Bee Friendly: Only the happiest bees make honey sweet enough to mix with Zap Apples. That means being extra friendly with the bees.

A PC must pass a **DIF 10 Animal Handling Skill Test** to successfully *Bee Friendly*.

Gather Honey: Even somepony on good terms with a colony risks getting stung if they just reach into a hive. It takes a subtle hoof to go unnoticed by the bees.

A PC must pass a **DIF 10 Infiltration Skill Test** to successfully *Gather Honey*.

Paint Pleasing Pink Polka Dots: Zap Apples like pink polka dots before they can ripen. But they also need them to be just right. Too many, and the wall becomes a pink blur. Too few, and the Zap Apples might miss them. They're just funny that way.

A PC must pass a **DIF 10 Culture Skill Test** to successfully *Paint Pleasing Pink Polka Dots*.

After 2 turns, the player characters can choose to keep working on their Last-Minute Preparation or get ahead on the harvest. The *Extra Preparation* column still counts as *Last-Minute Preparation*, but any *Harvest Time* tasks completed during the third turn of *Last-Minute Preparation* also count toward the *Contented Customers* column of *Harvest Time*. Gaining the third *Last-Minute Preparation* reward (Edge on *Harvest Time* Skill Tests) takes filling in the entire *Extra Preparation* column. The player characters can start working toward this reward during *Last-Minute Preparation* and complete it during *Harvest Time*.





STEP 2: HARVEST TIME

After the fifth sign of the Zap Apple harvest, Candy Apples makes a call: there's no time left to prepare. Zap Apples need to be picked or bucked out of the trees and hauled to the kitchen. There, the Zap Apples need to be jammed, baked, or prepped to be sold as is. Meanwhile somepony has to deal with the customers. It's harvest time.

In the *Harvest Time* step of *The Harvest Challenge*, the player characters and their allies can put aside the oddly specific special rules and just work as hard as they can harvesting Zap Apples. *Harvest Time* works just like *Last-Minute Preparation*. The player characters have 3 turns to fill as many columns as they can. The more columns they fill, the happier their customers are. Remember that Candy Apples, Apple Tea, and Rocky Road can be assigned tasks which they automatically succeed at. Tasks include:

Pick Zap Apples: Zap Apples zap away if you don't pick them all in one day. And they zap anypony who picks them without being careful to touch only the fruit's jagged stem.

A PC must pass a **DIF 10 Finesse Skill Test** to successfully *Pick Zap Apples*.

Buck the Zap Apple Trees: Zap Apples may be magical and electrified, only blossom for a few days and under mysterious circumstances. But they're still apples, and every apple rancher knows the fastest way to get apples out of the tree is to buck the trunk.

A PC must pass a **DIF 10 Might Skill Test** to successfully *Buck the Zap Apple Trees*.

Haul Zap Apples: Whether picked or bucked, once the Zap Apples are out of the trees, somepony strong needs to cart them off.

A PC must pass a **DIF 10 Brawn Skill Test** to successfully *Haul Zap Apples*.

Jam Zap Apples: The only way to get Zap Apple jam is to jam Zap Apples.

A PC must pass a **DIF 10 Alertness, Culture, Science, or Performance Skill Test** to successfully *Jam Zap Apples*.

Bake Pastries: Zap Apple purists scoff at the idea of eating the scintillating fruit in any way other than whole or jammed. Bakers, on the other hoof, know that Zap Apples are also rare as an ingredient for making unique pastries and other baked goods.

A PC must pass a **DIF 10 Alertness, Culture, Science, or Performance Skill Test** to successfully *Bake Pastries*.

Handle Customers: Somehow being this close to getting to sink their teeth into a Zap Apple is making the tourists more ornery than they were when they didn't think they would get even a taste.

A PC must pass a **DIF 10 Persuasion or Streetwise Skill Test** to successfully *Handle Customers*.

CONCLUDING THE HARVEST CHALLENGE

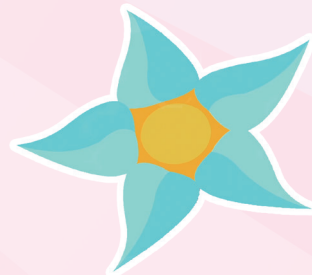
At the end of the fifth *Harvest Time* turn, ask the players if they think they might have a Perk or Power that could still contribute to the harvest. Also, inform them that any unspent Friendship Points are wasted. Once you and they are sure they've done everything they could in the time they had, read or paraphrase the following:

With a sudden fizzle, all at once the Zap Apples in the trees disappear, gone for another year. Candy Apples bangs a pot to get the crowd's attention.

"That's it for the harvest," she hollers. "Y'all have five days to eat your treats. After that, they'll be gone too. We've still got some jam and pastries if any of y'all are still lookin', but when they're gone, they're gone. And if any of y'all are rude to me and my hard-workin' folks, you're gone too."

As the crowd nervously shuffles in place, Candy Apples looks back at you all. She tips her hat.

Note how many Harvest Time columns the player characters filled out completely, then move on to **Part 5: Wrapping Up** when you're ready.



PART 5: WRAPPING UP

Estimated Duration: 60 Minutes

Story Objective: Time to check on the customers and see how they enjoy the jam you made!

How *In a Jam* wraps up depends on how satisfied the player characters made Candy Apples' Zap Apple customers. Find the reward related to how many *Harvest Time* columns the player characters filled out during *The Harvest Challenge* in **Part 4: Good Old-Fashion Zap Apple Jammin'!** and read or paraphrase the accompanying text.

CONTENTED CUSTOMERS

Although you hear mumbled complaints and backhoofed compliments, for the most part the tourists and citizens of Whinnypeg seem ready to put the recent unpleasantness behind them.

After watching the last customers wander off, Candy Apples takes you aside. "I don't know what y'all expected from this trip, but I'm sure it wasn't all this hardship. I'm sorry for all that."

Candy Apples looks around once more. When she's sure the coast is clear, she pulls out a crate. It rattles with the telltale clink of glass jars. "This probably won't make it up to y'all, but it's all I got. And I mean all. After Apple Tea and Rocky Road got their share, this is the last Zap Apple jam on the farm. I want you to have it, and I won't take no for an answer."

The player characters each gain a jar of Zap Apple jam. See *Rewards*, page 32, for more.

GRATEFUL CUSTOMERS

You watch as the last customers leave the Zap Apple jam booth. Most walk, but some have a skip to their gate. A few even apologize for their earlier rudeness.

After watching the last customers wander off, Candy Apples takes you aside. "Let me just say, that could have gone a lot worse. Y'all really pulled me out of hot water. Thanks for that."

Candy Apples looks around once more. When she's sure the coast is clear, she pulls out a crate. It rattles with the telltale clink of glass jars. "I managed to squirrel a few jars away, enough for me, Apple Tea and Rocky Road, and all y'all. Take it, you earned it. And if there's ever anything I can do, don't be a stranger."

The player characters each gain a jar of Zap Apple jam, and they gain Candy Apples as a temporary Contact they can summon in the future. See *Rewards*, page 32, for more.





HAPPY CUSTOMERS

Customer after customer gleefully trots away with their purchase. A few cannot wait to get home and shove some Zap Apple jam into their mouths. As rainbows pulse in their eyes, you hear them say with a happy sigh, "Worth it."

After watching the last customers wander off, Candy Apples takes you aside. "Are you sure y'all ain't Apples yourselves? You've got the vim of cousin Applejack and the vigor of cousin Big Mac, I tell you what."

Candy Apples looks around once more. When she's sure the coast is clear, she pulls out a crate. It rattles with the telltale clink of glass jars. "I hope you didn't think I was letting you go with nothing to show for your hard work."

"This is the only Zap Apple jam I managed to hold onto, but y'all have an open-door invitation to Crisp Apple Farms. I can't promise the cupboards will always have Zap Apple jam in them, but I'll do everything I can to make you feel welcome."

The player characters each gain a jar of Zap Apple jam, they gain Candy Apples as a permanent Contact they can summon for assistance in the future, and they gain the Honorary Apple Bonus Perk. See *Rewards*, page 32, for more.

JOYOUS CUSTOMERS

The excited customers can't give their bits to Candy Apples fast enough. They all throw in a kind word, a smile, or an embrace.

After watching the last customers wander off, Candy Apples takes you aside. "If I honored every promise to give my staff somepony's thanks, we'd be hugging until the next Zap Apple harvest."

Candy Apples looks around once more. When she's sure the coast is clear, she pulls out a crate. It rattles with the telltale clink of glass jars. "Can you believe we managed this much Zap Apple jam? I feel like I served all of Equestria today, and y'all still churned out extra. I hope this is a fair share of what's left; I needed to make sure Apple Tea and Rocky Road got some too."

The player characters each gain two jars of Zap Apple jam, they gain Candy Apples as a permanent Contact they can summon in the future, and they gain the Honorary Apple Bonus Perk. See *Rewards*, page 32, for more.

OVERJOYED CUSTOMERS

Somehow, press across Equestria caught wind of Whinnypeg's Zap Apple harvest and arrived by train, by hot air balloon, and by spell. And, as if by magic, Mayor Standing Ovation arrived on the scene just as the flash bulbs start going off.

"This year's Zap Apple Festival was such a success, I declare Whinnypeg the official Canterdian home of the Zap Apple," he says, mugging for the press with the same determination as Candy Apples trying to stay out of the limelight. Before she can slink all the way away, Mayor Standing Ovation pulls her in for the photoshoot. "And I couldn't have done it without the help of Candy Apples and her farmhooves. As thanks, I hereby award them the ceremonial Key to Whinnypeg."

The crowd of tourists cheers. Candy Apples grunts as the mayor slams the key into her chest. They pose for pictures, take questions from the press, and receive endless compliments.

After watching the last customers wander off, Candy Apples takes you aside. "Granny Smith pulled off another Zap Apple harvest miracle when she found y'all. A few days ago, I thought I'd have to sell my farm and move to a cave to live down this failure. Then y'all showed up and did everything ya did. Now I have this to show for it."

Candy Apples tosses the Key to Whinnypeg on the table, then looks around. "And this," she adds when she's sure the coast is clear. She pulls out a crate. It rattles with the telltale clink of glass jars. "I hope y'all like Zap Apple jam!"

The player characters each gain two jars of Zap Apple jam and the Key to Whinnypeg. They gain Candy Apples as a permanent Contact they can summon in the future, and they gain the Honorary Apple Bonus Perk. See *Rewards*, page 32, for more.



NEXT STEPS

With the Zap Apple harvest a success and the Zap Apple Festival over, there's nothing keeping the player characters in Whinnipeg. However, there's also nothing forcing them out. If the player characters don't want to hop on a train anytime soon, they could look into buying a house in Whinnipeg. Whinnipeg has a lot in common with Ponyville, so if the player characters choose to make it their new home, most adventures set in Ponyville can be moved to Whinnipeg without making many changes.

FUTURE TOIL AND TROUBLE

The future of Miss Toil and Trouble Bubbles depends on how **Part 3: Trouble Bubbles in the Whitetail Woods** ended. Because they could be Contacts or enemies of the player characters after *In a Jam*, they likely won't appear again in future *My Little Pony Roleplaying Game* published adventures. That doesn't mean you can't include them as NPCs.

If the player characters well and truly thwart the pair, Miss Toil and Trouble Bubbles go out of their way to avoid them going forward. When they can't avoid the player characters, they buckle to any PC demand, acting as unwilling allies until an opportunity opens up for them to exact revenge.

If Miss Toil and Trouble Bubbles can justify their failure as the player characters' fault, they could vow to get back at these nuisance do-gooders. They can return as henchponies or a troublemaking distraction in a future adventure.

Conversely, if the player characters made peace with Miss Toil and Trouble Bubbles, that puts the pair on the road to redemption. They might even be willing to help the player characters out in the future. Either way, this probably isn't the last the player characters see of Miss Toil and Trouble Bubbles.

REWARDS

Even if they failed to help Candy Apples with her problems, by completing the *In a Jam* adventure, the player characters gain a level.

Additionally, depending on how well the player characters satisfy the customers at the Zap Apple Festival with their work on the harvest, they can gain some or all of the following rewards.

NEW MAGIC OBJECT

ZAP APPLE JAM

d8, Instant, Reach

This electrified rainbow applesauce is the ultimate magical comfort food. A jar of Zap Apple jam contains three cups of jam. A cup of Zap Apple jam has multiple magical effects:

- By eating this jam, you heal all damage to your Essence Scores and gain Edge on Skill Tests for 1 Scene.
- By using this jam as an ingredient in a recipe, you portion out the benefits. You gain 6 Zap Apple jam pastries. Eating a Zap Apple jam pastry heals 1 point of damage to an Essence Score and grants Edge on Skill Tests for 1 turn.
- Zap Apple jam is rare and highly sought after. It can be bartered to automatically pass a Wealth Test, regardless of the difficulty.

Zap Apple jam has a drawback: an incredibly short shelf life. If the Zap Apple jam isn't used before the end of the following adventure or session of play, it disappears in a flash.

NEW CONTACT

CANDY APPLES

Being an Apple means being part of one of the largest and most loving families in Equestria. It also comes with high expectations. Now, not every Apple needs to get into the family business. Those who do, like Candy Apples, are expected to be farming experts from their first rodeo. She does what she can to live up to the Apple name, including buying Equestria's second Zap Apple farm as soon as she heard it was available.

GAINING CANDY APPLES AS A CONTACT:

Apple to the Core: The Apple family sticks together. If the player characters gained any other contact who is Apple to the Core, then once per campaign they can summon Candy Apples to help, even if they haven't done anything to gain her as a contact.

Helping Her Out of a Jam: Candy Apples remembers those who were there for her when she needed them. Player characters gain Candy Apples as either a temporary or a permanent contact by playing through the *In a Jam* adventure, as long as the customers at the end are at least content.



Farmhooves: Candy Apples doesn't just think of those who work for her as employees. She treats them like friends and does them any favor they ask. For every basic challenge the player characters completed while working on Crisp Apple Farms, they gain Candy Apples as a temporary contact they can call on once per campaign.

Allegiance Points: 3

Contact Perks:

In the Farm Business (1 Allegiance): Candy Apples isn't just a farmer, she's a farm owner. If the Wealth Status of the player characters is below Average, they treat their Wealth Status as Average for one Wealth Test.

Understands Stress (1 Allegiance): As a pony with a family legacy to live up to, Candy Apples has picked up a lot of tricks for handling pressure. A player character heals 1 Stress.

Zap Apple Farmer (3 Allegiance): Zap Apple jam is hard to come by, so it helps to know somepony who makes it. Once per campaign, the player characters can receive a jar of Zap Apple jam each from Candy Apples.

NEW GEAR

KEY TO WHINNYPEG

Spoiler Alert: This gigantic key doesn't fit in any gigantic lock. It's a metaphor for the opportunities unlocked by earning it. You gain $\uparrow 2$ on Social-based Skill Tests when dealing with Whinnypeg politicians, business owners, and influencers, and $\uparrow 1$ on Social-based Skill Tests when dealing with non-Whinnypeg politicians, business owners, and influencers.

NEW BONUS PERK

HONORARY APPLE

Not only does the famous Apple family of Equestria appreciate the hard work you put in helping them, their philosophy and work ethic rubbed off on you. You gain Edge on Social-based Skill Tests with members of the Apple family. Additionally, as a Free action, you can gain Edge on a Skill Test related to agriculture per session.



APPENDIX: THREATS

MISS TOIL

This Earth Pony puts a lot of effort into appearances and not much else. Getting her hooves dirty stresses her out, and she'll do whatever she must to avoid manual labor. Fortunately for her, her partner Trouble Bubbles does whatever it takes to make Miss Toil happy.

MISS TOIL

THREAT LEVEL: 1

SIZE: Common **HEALTH:** 1

MOVEMENT: 30ft Ground

STRENGTH: 1 **SPEED:** 1
SMARTS: 2 **SOCIAL:** 4

TOUGHNESS: 11 **EVASION:** 11
WILLPOWER: 12 **CLEVERNESS:** 14

SKILLS

- Athletics +d2
- Culture +d4
- Deception (Lies) +d6*
- Infiltration +d2

PERKS

Quick Wit: Miss Toil is used to her lies getting her into trouble. If she targeted a creature with a Deception Skill Test, even unsuccessfully, and then a combat against that creature starts, she rolls Deception in place of Initiative. If she successfully used Deception against that creature before combat, she gets to roll with her Lies specialization.

ATTACKS

Buck (Might): d20 + Snag, Range Reach (1 blunt Damage)

POWERS

Toil with Trouble (Free): Miss Toil and Trouble Bubbles go together like a bad idea and a good time. They are so close, they usually know what the other is thinking, and what they can do to help. Miss Toil can Lend Assistance to Trouble Bubbles as a Free action.

Undermine Confidence (Standard): Miss Toils lies so naturally, even creatures who know not to trust her let their guard down. She can target a creature's Cleverness with a Deception (Lies) Skill Test. On a success, she gets to choose what Defense that creature uses against all attacks for 1 turn.

TALENTS

Cutie Mark Talent: Many see Miss Toil's "Wild Horses Daylily" Cutie Mark and assume it indicates a gardening talent. Miss Toil's Cutie Mark actually represents beauty, especially beauty that is either effortless or due to someone else's hard work. She gains ↑1 on Culture Skill Tests related to fashion.

GEAR

Adaptation Potion

d2, 1 day, Reach

By drinking this potion, a creature gains the benefits of the Adapt spell (*My Little Pony Roleplaying Game Core Rulebook* page 135).

HANG-UPS

Easily Frazzled: Miss Toil doesn't handle physical activity well. When she rolls a Strength- or Speed-based Skill Test, she suffers 1 Stress to her Social Essence Score. She recovers from 1 Stress each round, as long as she doesn't roll a Strength- or Speed-based Skill Test that round.

GAINING MISS TOIL AS A CONTACT

Miss Toil prefers employees over friends. Even then, she'd rather pay her friends when she needs help than have to worry about a full-time hire. She can be persuaded to spend time with another pony, though, and might even like their company. Trouble Bubbles is the perfect example.

Gaining Miss Toil as a Contact:

Reliable Assistants: Miss Toil only puts up with employees who prove their worth without being a pain in the flank. If the player characters succeed at a basic challenge involving physical work that benefits Miss Toil, such as carrying her groceries or fetching her windswept hat out of a tree, they gain



Miss Toil as a temporary Contact they can call on once. If the player characters succeed at a complex challenge involving physical work that benefits Miss Toil, such as tending to her garden or helping her move, they gain Miss Toil as a permanent Contact they can call on once per adventure

Save Her Face: Looking good matters a lot to Miss Toil. That includes her appearance and her reputation. If the player characters don't take an opportunity to make Miss Toil look bad or actively work to repair Miss Toil's reputation they have the opportunity to gain her as a contact. They need to succeed at a **DIF 14 Deception or Persuasion Skill Test** to convince Miss Toil that this isn't a trick, they gain Miss Toil as a permanent Contact they can call on once during an adventure.

Toil and Trouble: Miss Toil tolerates the company of Trouble Bubbles' other friends. If the player characters gain Trouble Bubbles as a permanent Contact, they gain Miss Toil as a temporary Contact they can call on once.

Allegiance Points: 2

Contact Perks:

Floral Accessory (2 Allegiance): The right flower can complete an outfit. The player characters gain $\uparrow 1$ on Skill Tests to make an impression for 1 scene.

Paid Employee (1 Allegiance): Miss Toil pays her employees adequately. The player characters treat their Wealth Status as one step higher.



TIMBERWOLF

These arboreal beasts, with their barkly skin and lupine posture, could be called weretrees. They see any creature other than fellow timberwolves as threats to their territory and hunt them aggressively. Somehow, the start of the timberwolf hibernation cycle lines up with the Zap Apples' blossoming, and their howling to prepare for winter is considered the first sign of Zap Apple harvesting season.

TIMBERWOLF

THREAT LEVEL: 3

SIZE: Large **HEALTH:** 5
MOVEMENT: 45ft Ground

STRENGTH: 4 **SPEED:** 4
SMARTS: 2 **SOCIAL:** 2
TOUGHNESS: 14 **EVASION:** 14
WILLPOWER: 12 **CLEVERNESS:** 12

SKILLS

- Alertness +d4
- Deception +d4
- Infiltration +d6
- Initiative +d2
- Intimidation +d2
- Might +d6

PERKS

Acute Sense (Smell): Like most canines, timberwolves hunt as much by smell as by sight. They gain Edge on Alertness Skill Tests that rely on scent or sense of smell. They also gain ↑1 on other Skill Tests when scent can be applied.

Nightvision: The unmistakable glowing green eyes of a timberwolf do more than just signal a sense of danger to their prey. A timberwolf can see in the dark as well as it sees in light.

Pack Hunters: Timberwolves are most dangerous in groups. Each timberwolf in a pack gains ↑1 on Alertness, Initiative, and Intimidation Skill

Tests. When there's more than one timberwolf in a combat, they roll their Splintering Fangs and Tripping Bite attacks as though they're specialized.

Plant Animals: Timberwolves count as both plants and animals. As plants, they're immune to effects that say they affect creatures, like spells. As animals, Persuasion and Deception Skill Tests targeting them suffer Snag. They can be affected by Animal Handling Skill Tests. Intimidation is both a Strength and Social Skill for animals.

ATTACKS

Splintering Fangs (Might): +d6, Range Reach (1 Blunt damage)

Tripping Bite (Might): +d6, Reach (Maneuver)

POWERS

Predator Rush (1/Scene, Standard and Move): Timberwolf packs hunt so effectively by cutting off their prey's exits. When a timberwolf uses Predator Rush, it moves up to three times its Movement.

Terrifying Snarl (Free): As if being big, strong, and fast wasn't enough, the grunting noise timberwolves make on the hunt reminds their prey that their mouths are closing in. Timberwolves can target a creature's Willpower or Cleverness with an Intimidation Skill Test. On a success, the target suffers Snag on Skill Tests for 1 turn.

HANG-UPS

Flammable: Like the trees they resemble, timberwolves catch fire easily. Attacks with weapons that deal Fire damage gain Edge against timberwolves.

Territorial: Timberwolves fiercely defend the borders of the land they've claimed. However, they only claim as much territory as they feel safe in. A timberwolf gives up chase if its prey escapes its territory.





TROUBLE BUBBLES

Like the brambles thatched into her mossy hair, this Unicorn connects with nature. She uses her spells to encourage plants to grow, provide food supplies for animals and insects, and dissuade parasitic businessponies who would put profits above plant life. She also uses her spells to help her partner Miss Toil.

TROUBLE BUBBLES

THREAT LEVEL: 3

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

STRENGTH: 1 **SPEED:** 2
SMARTS: 6 **SOCIAL:** 3

TOUGHNESS: 11 **EVASION:** 12
WILLPOWER: 16 **CLEVERNESS:** 13

SKILLS

- Animal Handling +d6
- Science +d6
- Spellcasting +d6
- Survival +d6

PERKS

Magical Talent-Kinesis: Unicorns learn to use their telekinesis to skillfully apply their talents, and the most powerful spellcasters have a Talent for magic. A wizard casts spells as a Move action and can manipulate objects related to magic and spellcasting at a range of 100ft.

Plant Magic: As a wizard of the green, Trouble Bubbles can use her magic on nature in ways most spellcasters can't. Trouble Bubbles can target plants with spells, even if the spell usually says it targets a creature (like Adapt) or object (like Automate). When she casts Automate on a plant, she can choose the type of object she wants the plant to act as. For example, she could cast Automate on a vine and have it act like a rope.

Spellcaster: Trouble Bubbles mastered the following spells: Adapt, Automate, and Energy Beam.

ATTACKS

Buck (Might): 20 + Snag, Reach (1 Blunt damage)

Energy Beam (Spellcasting): +d6, Range 30ft (1 Energy damage)
Requirement: ↓1 Spellcasting

POWERS*

Toil with Trouble (Free): Miss Toil and Trouble Bubbles go together like a bad idea and a good time. They are so close, they usually know what the other is thinking, and what they can do to help. Trouble Bubbles can Lend Assistance to Miss Toil as a Free action.

TALENTS

Cutie Mark Talent: As the cauldron on her flank suggests, Trouble Bubbles has a talent for creating potions. She gains ↑1 on Spellcasting Skill Tests related to creating magical elixirs. See Page 141 in the *My Little Pony Roleplaying Game Corebook* for the rules to creating magic baubles, including potions.

Talent for Nature: The more Trouble Bubbles learns about how the actions of others can hurt the environment, the more invested she becomes in protecting the natural world. Trouble Bubbles gains ↑1 on Science Skill Tests related to nature.

HANG-UPS

Urbaphobia: Trouble Bubbles can only stand so much society. If she's in a town or city more dense than a few dozen residents, she suffers Snag on Social-based Skill Tests.

Trouble Bubbles splits her time between her rural home and the forest. At home, she uses the kitchen to brew potions that help plants adapt to the evolving harshness of their environment. In forests, she enriches the soil with her potions and listens for nature's needs. She instantly bonds with anypony whose priorities she thinks line up with hers, like Miss Toil.

Gaining Trouble Bubbles as a contact:

Eco Friendly: Trouble Bubbles believes ponies are either working to improve the environment, or they're part of the problem. If the player characters succeed at a complex challenge related to helping nature, such as building an animal sanctuary or cleaning up a natural habitat, that involves at least one **DIF 15 Science or Survival Skill Test**, they gain Trouble Bubbles as a permanent Contact they can call on once per adventure, or three times for an adventure involving environmental protection.

Reforestation Effort: Trees benefit the environment in so many ways, Trouble Bubbles can't understand why anypony would willingly remove them. If the player characters succeed at a basic challenge involving planting trees, they gain Trouble Bubbles as a temporary Contact they can call on once.

Toil and Trouble: Trouble Bubbles trusts Miss Toil's judgment. If the player characters gain Miss Toil as a permanent Contact, they gain Trouble Bubbles as a temporary Contact they can call on once.

Allegiance Points: 3

Contact Perks:

Ecomancer (2 Allegiance): Trouble Bubbles believes that magic is perfectly natural, and

spellcasters are as responsible for helping the environment as everypony else. Trouble Bubbles casts a spell of the player characters' choice from the Aid, Enhancement, or Utility Circles of Magic at the Elementary or Superior Levels.

Expert Gardener (1 Allegiance): Brewing potions taps out Trouble Bubbles' spellcasting abilities, but she still knows how to treat plants right. The player characters gain Edge on a Science or Survival Skill Test related to helping plants.

Healer's Salve (3 Allegiance): Sometimes, Trouble Bubbles helps ponies. The player characters gain a Healer's Salve. Rules for Healer's Salve can be found on page 142 of the *My Little Pony Roleplaying Game Core Rulebook*. They must use it by the end of the adventure.







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