



# Tails of EQUESTRIA

## Mini-Adventure

### The Gift Horse

This mini-adventure for the *Tails of Equestria* storytelling game has been written so that a Games Master can use it as a scene within a main adventure he or she is running. *If you want to take part in this adventure as a pony character, do not read on as you will spoil your enjoyment of it for you and your friends. Everything written below is for the eyes of the GM only!*

The adventure involves the pony characters meeting a practical joker whose pranks unintentionally cause mayhem and endanger everyone around. The PCs must try to repair the damage caused and make the prankster realise that sometimes a joke can have unintended consequences.

#### Introducing the Prankster

This encounter should take place when the PCs are in quite a crowded area, such as a bustling market place or busy street. When you want to introduce this mini-adventure into your game, read the following text out aloud:

As you are walking along the street, a dark gray colt with a green mane and tail steps in front of you. The pony's cutie mark is three small, round golden bells. He smiles and offers a paper bag full of brightly-colored sweets. "Hi there, friends," he grins. "Wanna share some of my candy?"

#### Suspicious?

If any PC says he or she is suspicious of the pony, that PC can take a Mind test. A PC with Pony Sense can take advantage of that talent. The Difficulty is 4, but of course you can adjust this to suit the level of your ponies. Anypony passing the test notices a mischievous glint in the pony's eyes.

#### Eating the Sweets

Anypony eating a sweet enjoys the delicious caramel taste... well, for a few seconds, at least! Then they experience the strange sensation of slowly getting bigger and rounder, like a balloon! Soon they are floating above the street, round and inflated, unable to control their movements as the breeze gently wafts them higher and higher! (Pegasi affected by the sweets cannot fly and have no control over where they float). Other ponies in the street below stop in astonishment and point and gasp. The pony who gave them the sweets runs away, laughing hysterically.

The PCs must figure out a way to get back to normal and back on firm ground. The effect of the magic sweets doesn't last long – about five minutes. Anypony who is clever enough to say that they are thinking heavy thoughts, such as about elephants or anvils, will get heavier and shrink back to their normal shape much quicker.

The prankster is difficult to catch (impossible for floating ponies). Any chasing pony must make a Body test (Difficulty 8). If caught the prankster will apologize sarcastically, constantly stating that it was "just a prank!" and promise anything to be let go. A Mind test (Difficulty 6) will inform a PC that he is not sincere in his apologies.

#### Refusing the Sweets

If all the PCs refuse the sweets, the pony scowls. "Spoilsports!" he yells, throwing the bag at their hooves. The bag explodes in a cloud of green smoke, showering the PCs with sticky goo. When the smoke clears, a minute later, the pony is nowhere to be seen.

## The Prankster Strikes Again!

The PCs will meet the prankster again, a little later. Continue the story from where the prankster interrupted it, but bear in mind you'll need to reintroduce him again at a suitable point—maybe later that day, or in the evening. The location where they meet the prankster must be a street bustling with ponies elsewhere in the village, town or city. When you are ready to bring the prankster back, read the following text out aloud:

In the crowds ahead, you see a mare wearing white overalls and a chef's hat, carrying a large cream cake. Approaching in the opposite direction is a coach containing two young filly passengers that is pulled by a strong stallion. In front of the chef you see a familiar figure: the green-maned prankster you met earlier. He is eating a banana, and looking at the chef with a smirking smile and eyes full of mischief. He has his back to the approaching coach, and hasn't seen it.

### Doing Nothing

If the PCs don't do anything, what will happen is this: *The prankster will gulp down the rest of his banana and throw the skin in front of the chef, who will slip and accidentally hurl the cake into the air. The prankster will laugh manically. The cake will splat into the face of the strong pony pulling the coach, who will rear up in alarm. His harness breaks and the coach rolls past him, its little passengers screaming. The prankster stops laughing and watches in alarm as the coach trundles faster and faster down the street, ponies in the way leaping to safety.*

### Early Intervention

The PCs have plenty of opportunities to stop the prankster from causing mischief. Reward quick-thinking and inventive plans to stop the trouble before it starts.

### To the Rescue?

If the coach goes careering out of control, the PCs will have to think about whether they should save themselves or risk themselves to save the passengers and everyone in the path of the coach. They must make a split-second decision, as they stand in the way of the coach themselves.

You, as GM, will have to think on your feet, deciding what tests the PCs should take in order to carry out their decisions, and what Talents are applicable. For example, stopping the cart with Telekinesis might require a Difficulty 10 test!

There is a good chance of them being hurt by the coach if they don't jump out of the way, or if they fail any tests you ask them to make in order to try to save the day. If they make any serious mistakes, they could lose D6, D8 or even D10 or more Stamina, depending on the seriousness of their situation. Other ponies in the way of the coach might get hurt too, and PCs who stop to help them should be rewarded with Tokens of Friendship.

### Failing to Stop the Coach

If the PCs can't stop the coach, all is not lost. A Unicorn (or perhaps Twilight Sparkle!) steps in front of the coach and blasts it with power from her horn, stopping the coach in its tracks. Give the PCs every opportunity to try to stop the coach themselves though before bringing the Unicorn in to intervene.

### The Prankster

The PCs might want to catch the prankster to make sure he pays for the trouble he's caused. He will try to run away at first, and PCs will have to give chase. All ponies chasing must make a Body test, Difficulty 8, similar to the last time he tried to escape. If they fail, all is not lost however—the prankster doesn't look where he is going and slips on his own banana peel, making him easy to catch.

If caught, he bursts into tears, and is deeply sorry for the harm he's caused. He only wanted to have some fun. The PCs might want to make him clear up the mess he's caused and apologise to the ponies he's endangered. His name is Bellbright, and he promises to be good from now on. This time he is most certainly sincere.

**Rewards:** Give out small rewards depending on what the PCs achieved. Tokens of Friendship are good rewards if they put the safety of others before their own. The chef might give them some food supplies to thank them for helping him, and the rich parents of the rescued fillies might give their rescuers 50 bits each, or whatever reward you think is suitable.