

PM's Manual

This contains the classified information that only PM's should know. PM's that become players later should just pretend not to know some to this stuff. This book contains alicorn spells, stats for all the creatures, the real effects of the Elements of Harmony, and some maps that are just useful for making a campaign. (Not really, right now. Just wing it.)

Magic

When players get to half their font volume, they will get more tired, and their spells will have a higher probability to fail.

This will especially have a large effect in higher levels, when players may use magic circles to store large amounts of energy for the spells they would not be able to cast in one go otherwise.

Elements of Harmony

Laughter: Can store commonly used objects in an unexplained rip in time-space. Also can perform small violations of physics when very emotional or it just would be funny.

Kindness: Can calm any animal. Stare (you know the one) can only be used when it is a kindness to all involved.

Loyalty: Physical, mental, and magical abilities get a boost when a friend is in great need.

Honesty: Infallibly detects deceit-not just lies

Generosity: Has an instinctual sense of a pony's true desires

Magic: All spells are 50% cheaper or have twice the effect - player choice, unless spell cannot have a doubled effect.

Additional Race Information

When a player picks a character out of the base 3 pony types, there is a 1/100 chance that they will be a hybrid race. There is another 1/100 chance that the character will know about this. Since Earth Pony hybrids always have a feature of another race, if a player picks an earth pony, they cannot be a hybrid. Instead, they have a 1/100 chance of a 25% increase in font width and depth, and have limited knowledge of active Earth pony magic. This kind of magic will depend on backstory/cutie mark.

Notes on hybrids:

After success on 1/100 chance (two 10-sided dice):

Pegasus or Unicorn: Roll a 1 on a 6-sided die. Hybrid will be immediately apparent, as the pony will have both horn and wings (yet not be an alicorn.) Such a "Pegacorn" will have stat adjustments as follows: Font width +50%, Font depth -50%

Earth Pony: Roll a 2-6 on a 6-sided die. Hybrid will most likely not be apparent until the character does something like break a shield easily. Such Earth unicorns or Heavy pegasi have adjustments as follows: +25% Strength, -10% spell/ability success rate (90% efficacy)

All hybrids can use magic from both races, as well as mix magic types if player is ingenious enough.

Alicorn Spells

Note: These Control spells, in reality, cost less than this for Celestia and Luna, as they raise them in a different method, one that is more instinctual.

Sun Control (Legendary)

Difficulty: Super Hard (1/8 x chance to learn)

Font Cost: 4,000

Description: Raises/Lowers the sun

Star Control (Legendary)

Difficulty: Super Hard (1/8 x chance to learn)

Font Cost: 2,000

Description: Arranges the stars

Moon Control (Legendary)

Difficulty: Super Hard (1/8 x chance to learn)

Font Cost: 3,000

Description: Raises/Lowers the moon

Alicorn Teleportation (Legendary)

Difficulty: Super Hard (1/8 x chance to learn)

Font Cost: 1,000

Description: Unlimited range teleportation that is completely silent, but has to be near a magical leyline

Monsters/Creatures/Species

I'm being kind of vague here. Not all of these are necessarily enemies, but should have stats nevertheless. EXP values are not really physical numbers to be used in a chart, but they are guidelines for the difficulty level, as well as a proportion that will help guide the allocation of actual experience to the different stats of a character.

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|-------------------------------|--------------------------------|----------------------------------|--------------------------|
| <u>Timberwolf</u> 50EXP | <u>Manticore</u> 70EXP | <u>Cockatrice</u> 100EXP | <u>Hydra</u> 200EXP |
| Hit Modifier: 0 | Hit Modifier: +2 | Hit Modifier: 0 | Hit Modifier: -2 |
| HP: 4-10 | HP: 20 | HP: 20 | HP: 100 |
| Damage: 1d6 | Damage: 1d8 | Damage: 1d4 | Damage: 2d12 |
| To Hit: 7 | To Hit: 6 | To Hit: 7 | To Hit: 5 |
| | Damage Modifier: -10% | | Damage Modifier: -25% |
| Attack in packs | Solitary | Petrification | Use fire to stop growth. |
| <u>Changeling Drone</u> 50EXP | <u>Changeling Worker</u> 90EXP | <u>Changeling Soldier</u> 200EXP | <u>NPC Griffin</u> 70EXP |
| Hit Modifier: 0 | Hit Modifier: +2 | Hit Modifier: +4 | Hit Modifier: +2 |
| HP: 4-10 | HP: 15-20 | HP: 20-25 | HP: 15-20 |
| Damage: 1d6 | Damage: 1d8 | Damage: 1d8 or weapon | Damage: 1d8 or weapon |
| To Hit: 7 | To Hit: 6 | To Hit: 5 | To Hit: 6 |
| | | Damage Modifier: -25% | Depends on armor |

Any others are up to you (the PM) or me (the designer) to come up with. This gives a good standard base.

As a PM, you should be sending private notes to the players a lot. They decide whether to notify other players in-game. This especially is useful when a changeling attacks and replaces a character. You tell the player how their character's replacement should act without being too suspicious.

Final Note: When the Elements are being used, they only restore harmony and balance, not necessarily just what the ponies using them want.