



THE CURSE

OF THE **STATUETTES**



An Adventure for

Tails
of
EQUESTRIA



Equestria is in trouble and desperately needs your help!

All over Equestria, ponies have started to turn into statuettes, figurine versions of themselves. No pony knows why, no pony knows when and, to make it all worse, no pony knows where the Mane Six have gone! It looks like it's up to you to travel to distant lands, overcome terrifying danger, and save Ponyville, neigh the world!

Players will need to find ways to befriend or outfox the many ponies and creatures they encounter. Meet the roc, a mythical bird that uses its massive size and slate-like feathers to intimidate any pony who gets in its way, and the greedy Dr Caballeron, who cares more for wealth than for the good of ponykind!



Perfect for
ponies level

1-3

*This book is an expansion for: *Tails of Equestria - The Storytelling Game*



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ISBN:
978-1-9160115-1-9

www.riverhorsegames.com



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Hugo Pritchard-Law, Criz Jamers, and the ponytesters

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Starlight shone through the clouds, spilling a pale glow across the Badlands. As she stood amongst the jagged silhouettes of cliffs and crags, a cool breeze fluttered through Moonbeam's cloak and mane. The Unicorn pony did not move. She had not moved for five minutes.

Her eyes were closed, her head raised, the hood of her cloak sliding back over her ears. Fwoosh. The soft crackling of Unicorn magic broke the night's silence as her horn ignited in shimmering electric blue.

"There it is again," Moonbeam whispered to herself. "The strange magic energy... it's coming from that cave!" She opened her eyes. Set deep into the base of the Dustmane Ridge, the mouth of the cave loomed before her, and a powerful magic presence pulled her towards it.

A brilliant ray of light from Moonbeam's horn pierced the pitch black interior of the cave, casting strange flickering shadows against the rock walls. Illumination did nothing to make the cave look more inviting.

Moonbeam felt a flicker of doubt, but quickly dismissed it. "No, I can't stop now; not after everything I've been through," she thought. "I have to find the source!" The clapping of her hooves against stone echoed down through the cave as she crossed the threshold.

Moonbeam soon lost track of how much time she was spending in the cave. Wandering through countless caverns and passageways, she descended deep beneath the mountains, stopping every few minutes to pick up the trail of the magic source. Deeper and deeper she went, passing pools of inky water and thick patches of unfamiliar fungi. She began to find small trinkets and stone artifacts engraved with strange carvings.

"These look old, ancient even," she whispered. "Looks like nopony has been here in hundreds of years!"

Her horn lit up once more as she felt the magic drawing her near, more powerful than ever. "Soon that power shall be mine, and then nopony will be able to refuse me!" Her determination bolstered, Moonbeam pressed on into a deeper cavern.

Suddenly she gasped and stopped dead in her tracks. Towering before her, built into a high cavern wall, was a great circular stone door carved with intricate patterns. Standing before it, Moonbeam could almost feel magic power humming in the air around her. The door glowed gently as if in greeting. A grin spread slowly across Moonbeam's muzzle and her eyes grew wide.

"I've found it..."

Introduction

The magical land of Equestria is a place filled with friendship and wonder, but recently it has been afflicted with a strange problem. All across the land, ponies have been suddenly transforming into miniature statuettes of themselves with absolutely no warning or obvious reason.

To determine the magical source of the so-called 'Curse of the Statuettes,' Princess Twilight Sparkle and her closest friends have left Ponyville for the distant Badlands, a barren, rocky region of Equestria. Despite their best efforts, they have gotten into big trouble, and the Pony Characters (PCs) will need to launch a rescue mission, racing after them into the Badlands.

While there, they will have to contend with the harsh landscape, unpredictable weather, and a menagerie of dangerous creatures! They'll also have to deal with ancient magical artifacts, relics of Equestria's forgotten history, and mysterious shadowy figures—not to mention nefarious archaeologists!

This is an adventure module for *My Little Pony: Tails of Equestria*. It is intended to be a direct follow-on from *The Pet Predicament*, an adventure found in the main *Tails of Equestria* rulebook. However, it is not essential to have played *The Pet Predicament* first (though that is a great way for the game master (GM) and players to learn how to play!) *The Curse of the Statuettes* can also be used as a standalone adventure, or as part of a longer series—whatever your gaming group prefers!

The Curse of the Statuettes is for pony characters of Level 2—characters of a higher level may find themselves overcoming many of the challenges in the adventure easily, so if you want to play with higher level ponies, the game master should increase the difficulty, or frequency, of the tests and challenging encounters. Try raising test difficulty by one or two levels for a more difficult adventure, but bear in mind the PCs' current dice values—making it too hard won't be fun for the players! Feel free to adjust the difficulty as you play.

This book is intended to help you—the game master—tell a story with your players, but it's not meant to be the be-all and end-all! We encourage you to customize and improvise as you go, reacting to the actions of the players. It will help to be familiar with the rules of *Tails of Equestria* so you don't have to stop and look up anything in the middle of the game—if you forget a rule, make a decision on the fly and keep the story moving. That way it will be more fun for everyone! You should make sure to read through the whole adventure before you start playing so you're familiar with the storyline; this will help you understand how the actions of the players will affect the bigger picture.

Reading the 'Adventure Overview' is a good place to start, as it will outline the main progression of the storyline including important characters, locations, and events, as well as tips on how to run the game.

Before you start, remember this: There is no winning or losing in a game of *Tails of Equestria*. The goal is to tell a great story with your friends and, most importantly, to have fun!

Overview

The Curse of the Statuettes sets the Pony Characters on a wilderness adventure that could have come straight from the pages of a Daring Do book! From the moment they arrive in the Badlands, the PCs will start to uncover the truth behind the source of the titular curse. Investigating the camp site of the Mane Six, they will encounter the powerful Unicorn Moonbeam, who is manipulating the magic of the curse to transform ponies into figurines so she can play with them. As the PCs will find out, this is what has happened to the Mane Six.

They will meet with members of an archaeological expedition working in the area, eventually discovering it is being led by the villainous Dr. Caballeron, a greedy and selfish treasure hunter. Despite this, the expedition dig site will prove a useful source of resources and information for the players. Following the trail of a runaway professor, the PCs will embark on the Trials of the Badlands, a rite of passage that will lead them closer to the source of the curse.

Learning of the existence of an ancient city called Umberfoal, the PCs will descend into caverns far below the Dustmane Ridge to seek out the forgotten pony sanctuary; clues indicate that it might contain the source of the curse. In fact, the magic behind it was originally cast as a form of protection to keep the ponies of Umberfoal safe from the chaotic reign of Discord over a thousand years ago. Recently the tampering of Moonbeam has released some of this magic, spreading it across Equestria without control (though Moonbeam herself has not realized this).

The adventure will (hopefully) end with the PCs making their way to the great door of Umberfoal to stop the curse, showing Moonbeam the error of her ways, and rescuing the Mane Six.



IN THE TIME AFTER THE GREAT WIZARD WAS LOST, WHEN DISHARMONY'S REIGN WAS CAST ACROSS ALL LANDS AND NOT EVEN THE TWO SISTERS COULD SAVE US, TO SILENCE AND SAFETY WE RETREATED, AND THERE WE WILL SLEEP UNTIL AWOKEN.

Writings from an ancient stone tablet found in the Badlands

The Lost City

Unbeknownst to the ponies of Equestria, deep below the mountains of the Dustmane Ridge there lies a hidden city, lost in the forgotten history of Equestria. Built within vast underground caverns, the city was a sanctuary for all ponies; a safe haven against trouble and strife. It was called 'Umberfoal,' though nopony remembers it now.

Long ago in Equestria's history, the land was not the same peaceful place that it is today! Before the Elements of Harmony were located, many threats troubled the ponies of Equestria, including the chaotic reign of the Draconeus Discord. In this time, a community of ponies in south Equestria decided to build a new home underground within a series of massive interconnected caves. Calling it 'Umberfoal,' they retreated almost entirely from the world above. Without ponies to tend the land and sky, the once verdant region became a harsh, inhospitable, rocky landscape known as the Badlands.

In order to protect the ponies of Umberfoal further, and allow them to re-emerge when Equestria was once again safe, powerful artifacts were assembled and a great enchantment was cast over all the ponies gathered there, transforming each of them into a miniature statuette of themselves. In this form they would always be safe and never hungry, and would sleep peacefully until it was safe to wake up.

Scratching the Surface

Recently an archaeological expedition, led by the nefarious Dr. Caballeron, set out into the Badlands to search for lost treasures. Caballeron has a team of workers at a dig site looking for treasure; he also has his henchponies searching for somepony in the Badlands.

A former colleague and senior expedition member, Professor Gully Trotter, has disappeared after discovering an ancient stone tablet at the expedition dig site. Professor Trotter learned of Dr. Caballeron's selfish motives and, believing the tablet to be of great historical importance, fled into hiding in order to keep the tablet (and its knowledge) out of the wrong hooves.



The Curse Revealed

The source of the 'Curse of the Statuettes' is actually the hidden city of Umberfoal and the enchantment that was cast upon it long ago. The great stone door that leads into the city acts as a magic seal, containing the enchantment within the city. Over time this magic seal has become weaker, and recently a Unicorn called Moonbeam has partially broken the seal. Without proper control, the enchantment from Umberfoal is spreading across Equestria, causing ponies to pop in and out of statuette form seemingly at random. As the magic seal is not fully broken, the enchantment is weak outside of Umberfoal; it can only transform ponies temporarily. With the seal getting weaker and weaker, the enchantment is spreading further across Equestria every day. The ponies of Equestria have started calling it the 'Curse of the Statuettes,' having no idea of its true origin.

Moonbeam has a great talent for and sensitivity to magic. Recently, she has found herself drawn towards the Badlands and the powerful magic she sensed coming from that location. She tracked the source to the cave where the hidden door to Umberfoal lies, though she didn't know of the city's existence beforehand.

Within the cave she found fresh flowing water (a rarity in the Badlands) and flourishing vegetation, as well as strange carvings, trinkets, artifacts, and a great stone door.

Sensing the magic that had lured her there was coming from the door, she began to study it to try to gain entry. Through manipulating the ancient magic, she gained access to some of its power, but at the same time cracked the seal that had been placed on Umberfoal to contain the enchantment.

