



THE FESTIVAL OF LIGHTS



An Adventure for





Tails of Equestria



**"Far below the grass and stone,
Under silver summit high,
To wind by sea or sky unknown,
In haven home-away they lie."**

Step into Umberfoal, an ancient city beneath the Badlands in the southern reaches of Equestria. Umberfoal is sheltered from the world, but plagued by threats from deeper in the darkness - and it needs your help! Can you delve into deepest lakes and darkest cave to face the dangers within? Will you be able to help the ponies of Umberfoal hold their ancient and magical ritual, the Festival of Lights?

Players will encounter new creatures, new friends and lots of classic dungeon delving adventures all in the exciting and perilous depths beneath Equestria.



Perfect for
ponies level

2-5

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



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An Adventure for **Tails of EQUESTRIA**

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IT FELT so still. The air wrapped around her like the touch of a cool bed sheet. Below, the lake surface lay shining and perfect as a mirror. Blue lights danced around the cavern, reflected by the water.

Lady Alethea closed her eyes and let out a deep breath. As if she was slipping gently to sleep, the world seemed to shrink around her. She felt not a breeze and heard not a sound. A jumping cave fish shattered the silence; a resounding splash echoed up from the lake and set the mirror surface to shimmering. Silence left her as quickly as it had come and she once again heard the sounds of the ceremony from the city above. Alethea sighed, cleared her mind, and continued down the long spiral staircase that led to the Tomevault. She had work to do and this would be her last chance in a very long time.

Inside the Tomevault, Alethea hurried to the central chamber and readied the Crucible. The angular stone inside seemed to catch the light from the room and cast it out again like a prism. As she had done many times before, Alethea removed the stone from the Crucible and replaced it with another. She stared for what felt like an age into the white gem – such a vast wealth of knowledge inside, and it had kept them safe for all these years.

“And yet not safe enough,” she said aloud without meaning to.

“I know you wish it hadn’t come to this, Lady Librarian.” A voice from behind called out to her, catching her by surprise. It was Evenlight; how long had she been there? “I feel the same way, but it is for the best. For all of us.” The white mare smiled at her. Alethea looked from Evenlight down to the stone in her hoof which cast reflected light across her eyes.

“All the knowledge in here, all of our history, our tradition. Will it all be forgotten as Umberfoal will be?” Alethea gestured toward the stone and looked back at her friend. Evenlight was the younger of them by far, but Alethea noticed for the first time the creases beneath her eyes. Perhaps time was catching up?

“Perhaps,” Evenlight said, “but this is not forever, my friend. To us the years will pass in but a peaceful moment. What is forgotten can be remembered.”

“You’re right,” conceded Alethea, “as always.” She smiled back. “You should return to the plaza for the final preparations. I will be with you soon, after I have attended to the Crucible.” Agreeing, Evenlight trotted away and Alethea heard her begin the winding ascent back to the city. She stood still by the tall archway and listened until she could no longer hear the hooffalls, then hurried back into the main chamber.

Pulling away a cloth, Alethea revealed an intricate device sitting on a stand. It seemed at first to be full of water – black and inky as the Deepwell, but it soon started to shift and turn. Shapes began to appear in the device; a single strand of silk wove its way out of the blackness, framed by the image of eight long legs that almost seemed as if they would reach out and grab her, but instead curved and distorted around the thread. A slowly rising hissing and clacking began to fill the room as the silk began to resonate, and a singular voice echoed out toward Lady Alethea.

“Have the final preparations been made?” it whispered through the vibrations. Alethea closed her eyes tight and took a deep breath. Breathing out, she looked around at the library that was her home. She plucked at the thread to reply.

“Yes,” she said. “They have.”



Introduction

Far below the Dustmane Ridge on the border of the Badlands, a lost piece of Equestria's history is coming to light.

Equestria is a magical land filled with joy and wonder; it is a place that many call home. Any creature, be it pony, dragon, woodland critter or draconequus, will find a warm welcome in Equestria so long as they have friendship in their heart. Yet even a land such as this has its secrets. Those who scratch the surface might find lost tales of Equestria's history, traditions long forgotten, songs no longer sung, stories no longer told. What secret knowledge lies waiting to be learned? What hidden places sit just out of sight and sound? Few adventurers are keen enough to brave the dangers of the unknown – will you be among them?

The lost city of Umberfoal is waking up after a magic slumber that lasted a thousand years. As the first ponies to step foot in the newly discovered city, the Pony Characters (PCs) will brave the dark unknown caverns that sprawl beneath Equestria's surface. In Umberfoal they will meet the city's denizens and leaders, learning of their history including the 'Festival of Lights,' a tradition that leads back to the creation of Umberfoal itself. Before the festival can be held, disaster strikes and the PCs will be swept up in an adventure that will take them far below even Umberfoal. Unexplored chambers, dangerous dungeons, and ancient caverns await them in the 'Umber Depths'!

In the deep dark the PCs must face an alien environment unlike anything else in Equestria. They must use all of their skills to avoid the hidden traps, navigate the winding tunnels, and contend with the many strange monsters that make the Umber Depths their home. Seeking out lost clues, the trail will lead the PCs back to Umberfoal, where not everything's as it seems...





This is an adventure module for My Little Pony: *Tails of Equestria*. It is intended to follow on from the end of the previous adventure, *The Curse of the Statuettes*, which is available in a separate adventure box. It is not essential to have played *The Curse of the Statuettes* or any other adventures prior to playing *The Festival of Lights*, though if it's your first game it might be a good idea to play through *The Pet Predicament*, a short introductory adventure found in the *Tails of Equestria* core rulebook, as this will help you learn the rules quickly. *The Festival of Lights* works best with PCs that have had some adventuring experience already, so if you haven't played any previous adventures consider spending a bit of time discussing the history of the characters with your group. When did they meet? What kind of trouble have they got into previously? Where have they traveled to together? This will help to get the ball rolling before moving on to the *Festival of Lights* adventure.

The Festival of Lights is for pony characters of Level 2 to 5. Characters of a considerably higher level may find themselves overcoming many of the challenges in this adventure easily, so if your group has higher level PCs, the gamemaster should increase the difficulty of the tests and challenges, or make them more frequent. Adding one or two levels of difficulty will make for a tough challenge, but bear in mind the PCs' current dice values (i.e. what they are likely to roll on average, and what their maximum roll is). If the adventure seems too easy or hard and you think it's affecting the players' fun, then feel free to adjust difficulties as you play.

This book is intended to help you (the gamemaster) tell an exciting story with your players. You will find lots of helpful information to make running the game more straightforward, but not everything needs to be done exactly as written! Adding a little personal flavor and improvisation can make the game that much more fun, so we encourage you to experiment. It will help to be familiar with the main rules of *Tails of Equestria*, so read through the crucial parts of the core rulebook before you start. Make sure to read the full adventure before you start playing in a group so you're familiar with the storyline and characters. This makes improvising easier, as you can judge what effect the PCs' actions will have on the story as a whole. Take a look at the adventure overview to get started.

Most importantly, remember that the goal of playing *Tails of Equestria* is to tell a great story with your friends and have fun!

Adventure Overview

The Festival of Lights is an adventure featuring plenty of dungeon delving elements. The primary objective for the PCs is established early on: holding the Festival of Lights in Umberfoal. Of course there are plenty of complications along the way they'll have to contend with. Unbeknownst to anypony the Chief Librarian of the 'Tomevault,' an expansive archive in Umberfoal, has made plans with a powerful deep-dwelling creature called the Spider Queen. The librarian, Lady Alethea, plans to stop the Festival of Lights and let the Spider Queen's cluster into Umberfoal.

When the Spider Queen's cluster attacks Umberfoal, an emergency failsafe spell goes off, closing the main door to Umberfoal from the surface. In the process Lady Alethea and the Spider Queen manage to corrupt a magic item crucial to the Festival of Lights called an Arcast. As the spiders transform the city into a new nest web, the PCs make their escape into the sprawling network of caverns and tunnels beneath Umberfoal, known as the 'Umber Depths.' By traversing the depths, the PCs can piece together the missing parts of the Festival of Lights and restore power to the Arcast. They will learn of the festival's origins by visiting the Agaricus Forest, home of intelligent fungus-like creatures called the Agari, and even in the deep dungeons they will find allies to help them.

The PCs must work quickly to gain this knowledge, as the Spider Queen's cluster will be after them. They want the Arcast back, believing that this will give them the power they need to transform not just Umberfoal, but also the surface of Equestria into a new home for them. Gathering what resources, information, and allies they have found, the PCs must eventually make their way back to Umberfoal to perform the Festival of Lights. It may be the only way to save Umberfoal!

If the PCs are successful, the adventure will end with the Festival of Lights being held, Umberfoal being restored, the librarian realizing the error of her ways, and perhaps even an accord bringing peace between the ponies of Umberfoal and the Spider Queen's cluster.

FAR BELOW the grass and stone,
Under silver summit high,
To wind by sea or sky unknown,
In haven home-away they lie;
Under land where chaos reigns,
Where neither sight nor wayward sound
Disturb that peace which still remains
In Umberfoal far underground.
In the deepest darkest place,
Now glowing dim now shining bright,
Each pony comes with smiling face
To join the Festival of Light.
Cast aside the dark and cold,
And place a seal upon the door;
A peace this magic will uphold
In Umberfoal forevermore.

'Umberfoal' from 'Into the Deep'
one of the lost books of Pondor the Bard





The Lost City of Umberfoal

The mountains of the Dustmane Ridge sit atop a vast network of tunnels and caves which have not been explored by ponies for over a thousand years. In the upper parts of these caves is an enormous cavern which houses the lost city of Umberfoal. Built upon a towering stone platform over a subterranean lake, Umberfoal is sustained by powerful magic. Long ago the city was built as a sanctuary; it was a safe place to escape the chaos of Discord who reigned over the lands of Equestria at the time. As things became more desperate, the ponies of Umberfoal sought further protection. To ensure their safety, a spell was cast to put them into a state of suspended animation. In the form of tiny statuettes, the ponies of Umberfoal slept for over a thousand years. Now the door to Umberfoal has been opened and the city is waking from its long slumber!

At the center of the city is a great circular plaza. From here a steep spiral staircase leads down to the 'Tomevault,' a library built down into the rock which is home to many ancient books, scrolls, and magical relics. One of the most important artifacts in the Tomevault is the '**Crucible**.' It is crucial in sustaining the magic power of Umberfoal. The Crucible plays a central role in the Festival of Lights; it is able to store and crystallize information into a crystal-like stone called an **Arcast**, almost like a highly sophisticated book. These Arcasts can only be 'read' by putting them into the Crucible.

The Festival of Lights

The Festival of Lights is a tradition of the Umberfoal ponies in a similar vein to the 'Grand Galloping Gala' of Canterlot, the 'Crystal Faire' of the Crystal Empire, or the 'Winter Wrap-Up' of Ponyville. It is a ceremony that commemorates the founding of Umberfoal and renews the city's magical safeguards, reminding the ponies who live there that each of them plays an important role in supporting the others, and the city as a whole. The 'Lights' of the festival are not only the physical glowing gemstones that illuminate the city, but also the ponies of Umberfoal themselves.

A Conspiracy of Shadows

Before the statuette enchantment was cast over Umberfoal, the Chief Librarian Lady Alethea made a deal to work with the Spider Queen in secret. By exploiting her commitment to all things ancient the Spider Queen convinced her that they have been wronged and forgotten much like the ponies of Umberfoal. Now that Umberfoal has reawoken, Lady Alethea plans to let the Spider Queen's cluster into the city and use the power of the Crucible to help them each get the recognition she believes they deserve. If the Spider Queen is able to corrupt the Arcast and perform her own dark version of the festival, it could mean the end of Umberfoal!