

What's All This Then?

This book is a compilation of magic items compatible with the 5th Edition Dungeons and Dragons game, especially games set in the land of Equestria, the setting of the My Little Pony: Friendship is Magic TV show. It is a supplement work to [MLP:45e, a compilation of game rules](#) which let you play D&D in Equestria using Pony and other characters appearing in the show. It is also available for free download. Any names used in either work which are trademarks of Hasbro Inc. are not to be taken as a challenge to those trademarks.

Is It Done?

No! This is a first draft. Rather than keep releasing previews, I wanted to get the items out into the hands of players who were interested. There's still a long way to go. Things like item pricing are still not implemented, the index isn't hyperlinked, and I want to get the total up to at least 100 major items (at around 70 currently). There may be additional add-ons such as new backgrounds or feats for the new organizations mentioned in some of the item descriptions, and maybe even stats for the Elements of Harmony themselves (for games set in the past or alternate timelines) and other artifacts.

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A Brief Discussion on Magic Items

Since MLP:45e is an adaptation of a game based on the assumption that humanoid characters are the default, some assumptions have to be made regarding magic items.

Not every character has fingers (or four legs)

In Equestria, ring magic items might instead take the form of an earring, nose ring, or bracelet/anklet. In the case of a bracelet or anklet, a character should still be able to wear them along with a pair of bracers a pair of gloves, and a set of horseshoes. Boots might take the form of a set of horseshoes. Gloves and gauntlets might be more like sleeves that fit over a character's forelegs, or become bracers. Cloaks, robes, weapons, armor, headgear, shields, bracers are largely unchanged.

As stated in the 5th Edition Dungeon Master's Guide, characters can't normally wear more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armor, one item of headwear, and one cloak. Exceptions can be made, however, with the GM's approval. The game has mostly done away with hard limits on the amount of magic items worn, because the assumption is that characters will own far fewer magic items than they did in 3rd- or 4th-edition D&D.

The GM will also need to decide whether items resize to fit their wearer. The default assumption is that items don't resize automatically. Since Equestria is high fantasy and cartoon logic is prominent, the GM may want to consider letting anyone with the appropriate tool proficiency resize a magic item to fit another character during a short rest. If there's a size difference involved (resizing a minotaur's greatsword for an earth pony, for example), it might take longer, or characters could make use of options like the *perfect fit* spell introduced in MLP:45e Chapter 5.

Alternately, for a high-magic feel, magic items can just automatically resize to fit the wearer. A set of magical horseshoes might turn into a pair of boots for a dragon or griffon wearer, or a magic helmet fitted for a pug diamond

dog might grow to fit a unicorn (and a hole would appear for their horn, of course).

Player characters aren't mounts

Magic items from standard D&D designed for mounts should be examined carefully before using them in a game set in Equestria. *Horseshoes of Speed* (a permanent 30-foot boost to speed) are right out as anything other than a legendary item. *Horseshoes of a Zephyr* aren't quite as bad, but would still be very powerful in their own right. The game already rates them as *very rare*, so they can probably stay that way. Items adapted from other sources should be given a sanity check before proceeding.

Items should be an exciting reward

The default 5th Edition D&D rules don't assume that magic items are actually a part of the game, unlike previous editions. Therefore, every item the GM allows the group to receive will tilt the power balance in their favor. This is especially true of many of the magic items in the Dungeon Master's Guide, as these can be quite powerful. Try to limit the access players have to items. Finding a new magic item should be exciting and mysterious, not an everyday occurrence.

MLP:45E's items will be less powerful, but still fun

Items designed for MLP:45e will range toward the lower-power end of the item scale, mostly common, uncommon, and rare, so that a GM using them can be a little more generous when it comes to doling them out, and doesn't need to be afraid of wrecking their campaign by adding a few too many.

Item prices aren't really for buying

Prices listed for MLP:45e items will be based on the "Sane Magic Item Prices" list written by Saidoro on the Giant In The Playground forum:

<http://www.giantitp.com/forums/showthread.php?424243-Sane-Magic-Item-Prices>

These prices are given only so that the item can be compared in relative value to other items. The GM should only allow items to be purchased with careful consideration, and even then the opportunity should be rare. Especially since it's usually more fun to find an item as treasure or have it awarded for a job done well than it is to plunk down a bag of gold bits on a countertop.

Renaming DM's Guide Items

The *5th Edition D&D Dungeon Master's Guide* contains numerous magic items that need a little bit of conversion to fit in Equestria, which lacks dwarves, elves, and other similar species. Here are some suggestions:

- Belt of Dwarvenkind: Belt of the Yak-Kin
- Boots of Elvenkind: Breezie Boots (or Horseshoes/Bracers)
- Boots (any): Horseshoes
- Cloak of Elvenkind: Cervine Cloak
- Dwarven Plate: Canine Plate
- Dwarven Thrower: Griffonstone Hammer
- Elven Chain: Cervine Chain
- Gloves (any): Bracers
- Ring (any): Bracelet or Earring

Final Notes About Items

- Magical weapons and armor in 5th-edition D&D don't automatically have a +1 bonus to attack and damage rolls. In previous editions the bonus ranged from a +1 to a +6. In this edition, many items have no bonus, while some of the more powerful ones have a +1, +2 or a maximum of +3 for the truly legendary items.

- If the GM wants to upgrade a weapon with no bonus to a +1 to attack and damage, it will raise the rarity one grade (from uncommon to rare, or from rare to very rare).

Minor Magica

In this section are a number of lesser magic items. They are intended to provide a convenience rather than a major mechanical benefit. They are all considered to be *common* items. Their value could be anywhere from 100 to 500 gb.

Automatic Armor Strapping

These cords, belts, and straps replace those of a suit of armor you own. When you're within 50 feet of a suit of armor modified with this item, you can use your action to command it to come to life. The armor pieces automatically equip themselves on your body, fully armoring you by the end of your turn.

Beneficent Bedroll

This superbly comfortable bedroll sleeps like a fully-stuffed mattress. It keeps you warm in cool weather, cool in warm weather, and dry in wet weather. If you take an extended rest while sleeping in the bedroll and you have one or more levels of exhaustion you recover two levels of exhaustion instead of just one. If you did not have any levels of exhaustion, you instead recover one additional missing Hit Die, and once in the next 24 hours you can re-roll one ability check.

The bedroll's magic only affects the first creature to use it each day.

Everfull Rainbow Inkwell

This ordinary-looking inkwell changes its ink to whatever color you can see or imagine. The inkwell itself changes color to match the current shade of its ink. Moreover, it never dries out or runs out, but if you dump out the ink it only produces one cup of ink before its magic is exhausted for the day.

Fishing Bear's Tentpole

This buffalo-crafted item can be a staff, spear, pike, or lance in its normal form. When you use your action to say the command word, the weapon's pole extends to 20 feet in length. If the pole was thrust into the ground when activated, it also opens like an umbrella to form a cozy, open-topped tipi tent suitable for housing three large creatures or six medium creatures comfortably along with a campfire. Repeating the command word returns the long pole or tent back to its normal form.

Flim-Flam's Fabulous Faithful Fool-Proof Finish

This polishing wax is one of the more successful items produced by the Flim-Flam brothers, but they decided that adventurers were too small a market and moved on to other enterprises. When used regularly, one bottle will protect weapons and armor from all damage caused by creatures such as oozes, slimes, and rust monsters. Each bottle contains enough to protect one suit of armor and one weapon for a year.

Floating Fan

This folding paper wind fan levitates and flutters under its own power when you release it, providing you with a cooling breeze for sunny days. It always moves to stay within 5 feet of you.

Hayward's Handy Bandoleer

This bandoleer sash stores up to ten small items such as wands, daggers, potions, scrolls, and the like. Any item stored on the bandoleer can be drawn for free, even if you've already used your one free object interaction for the round.

Lifesaver Canteen

This 2-pound canteen produces up to 50 gallons of clean, ice-cold water per day.

Mug of Plenty

This ornate ceramic tankard provides you with one pint of a hot or cold drink of your choice 6 times per day. It can only produce potable liquids such as water, beer, cider, juice, coffee, milk, or liquor.

Nifty Notekeeper

This 3-ring binder stores an infinite number of pages (which you have to add yourself). The binder itself has 50 hit points, and its contents are protected from water and all other damage until the binder itself is destroyed.

Party Bomb

This tiny, brightly-wrapped box has a curly bow on top. When opened, it explodes in a burst of confetti and streamers. All creatures within 30 feet are *dazzled* (see new conditions in MLP:45e chapter 7) until the start of your next turn.

Photo Crystal

This polished crystal is about 6" across. On command, the crystal captures a panoramic image of everything around it. You can later recall any stored image and zoom in or out on it, to a maximum level of detail equivalent to if you were standing in the same spot as the crystal (so if you want to capture fine detail such as writing in a book, you must hold it within a foot or two of the surface). The stone can hold up to 100 different scenes.

Preserving Rucksack

This item comes in either a pair of 30-lb. capacity saddlebags or one 60-lb. capacity backpack. Nonliving, perishable items placed in the rucksack age at only 1% the normal rate, so, for example, a bunch of bananas or cluster of tomatoes might stay fresh for 300 days rather than 3 days. Such items are also protected from bruising and vermin while inside the rucksack.

Primping Perfume

A shot of scent from this spray bottle not only gives you a pleasant scent, but it also removes all dust, dirt, and grime from your body, and drives away mundane parasites as well.

Purloin-Proof Purse

This small drawstring coin purse has a loop to attach to your belt. Despite its size (barely large enough to fit a hoof inside), it easily holds up to 5,000 coins yet never weighs more than 1 pound. Even when full, outwardly it only looks and feels like it holds a few dozen coins. When you reach inside, you can always pull out exact change on the first try (assuming the purse contains enough coins).

The purse's strings are so strong only a heavy-duty bolt-cutter can put a dent in them. If someone else tries to unhook it from your belt or loosen the strings, a *magic mouth* appears on the purse and begins screeching *thief* in a loud voice until you will it to stop.

Quill of Dictation

This feather quill pen automatically records your spoken words when provided with ink and paper. You can command it to record another character's words as well, if they are within 30 feet.

Returning Ribbon

This unassuming ribbon is often a bright red, gold, or blue color, typically about 18" long. Each ribbon has a secret command word associated with it that is only revealed when an *identify* spell is cast on it. When wrapped around a non-living item weighing at least one pound but no more than 15 pounds, the ribbon holds tight but can be removed as an action. If you whisper the ribbon's command word (a bonus action), the wrapped item teleports to your hand, claw, or mouth, or drops in front of you if your limbs are occupied. The ribbon's item can only be summoned three times per day.

Scintillating Spool

This spool of thread seems to produce whatever color of thread you desire. It never seems to run out either, but if you unwind it, a maximum of one mile of thread is produced before its magic is exhausted for the day. Handy for finding your way back through a maze.

Sharpening Sheath

This weapon sheath automatically adjusts itself to fit any edged weapon placed in it. A weapon that's been stored in it for at least an hour is automatically cleaned, polished, and sharpened, and protected from all rust and damage (even from creatures such as oozes or rust monsters) for the next 24 hours.

Magic Items, A-Z

This section lists the major magical items alphabetically.

AEGIS OF EQUESTRIA

Shield, rare (requires attunement)

The Aegis of Equestria is well-known throughout its lands as a symbol of the nation's heart and unity. According to legend, its metal came from a meteor gifted to Princess Luna by the Zebra folk after assisting them in repelling a griffon incursion. The castle's best blacksmiths couldn't even scratch it, so Luna turned to Star Swirl the Bearded to help develop a unique spell that would allow it to be worked. The task was difficult, and would take years to complete.

In the meantime, Luna became jealous of Celestia. As Nightmare Moon she attempted to depose Celestia and become sole ruler of Equestria, which resulted in her banishment in the moon. Distraught, Celestia needed a symbol to inspire and unite the fragile nation which was still reeling from the attempted coup. She asked Star Swirl to focus all his efforts on finishing his work on the metal. Eventually, he and the blacksmiths of Canterlot forged a circular magical shield which was carried into battle by Equestria's mightiest warriors. Tales of its many owners and their exploits are known by heart by many Equestrian citizens.

The Aegis of Equestria is lightweight (3 pounds) and seemingly indestructible. It doesn't transfer heat, cold, or electricity like most metals, and has come through unscathed after being stepped on by the largest of dragons more than once. It's beautifully painted with a scene of a forest clearing. A magically-animated sun and moon rise and fall in the scene's sky, accurately depicting the current state of the solar/lunar cycle. Any scratches in the paint are magically repaired within moments. Owners attuned to the Aegis can use the following abilities:

- While you have the shield equipped, you can use a bonus action to project a 150-foot cone of bright light from the sun or moon on the shield. A second bonus action douses the light.

- You can treat the shield as a (proficient) thrown weapon with a range of 30/90 feet that deals 1d8 bludgeoning damage. If you successfully hit the target you can also initiate a *shove* attack against the target as a part of the attack (see page 195 of the 5th Edition D&D Player's Handbook). The shield returns to your forearm/foreleg and is re-equipped automatically at the end of your turn.
- While the shield is equipped, you can use your reaction to reduce the damage of an incoming attack by half. If you use this ability against a ranged attack, roll 1d20. On a result of 18 or higher you can instead deflect the attack against a different target of your choice within 30 feet of you. The attacker re-rolls the attack roll at the same bonus against the new target. You can add your Intelligence bonus (if any) and proficiency bonus to this roll. On a hit, the new target suffers the attack's full effect.

ALCHEMIST'S APPAREL

Armor, rare

This armor is often crafted as a suit of studded leather armor, a breastplate, or even a simple cloth robe. It's most common among zebras, but has made its way into Equestria as well. It includes numerous small belts and bandoleers with dozens of small holders, hooks, and pockets for small items. The armor has charges, and every day at dawn it regains 1d4 spent charges. The armor has a number of items you can pull from its pockets, each costing one or more charges. Items produced by the armor disappear if not used within 10 minutes.

- **Acid:** As the acid found in the *5th Edition D&D Player's Handbook* except that it deals 1d6 damage for each point in your proficiency bonus (starts at 2d6, to a maximum of 5d6). Costs 1 charge.
- **Alchemist's Fire:** As the alchemist's fire found in the *5th Edition D&D Player's Handbook* except that it deals 1d4 damage for each

point in your proficiency bonus (starts at 2d4, to a maximum of 5d4). Costs 1 charge.

- **Antitoxin:** As the antitoxin found in the *5th Edition D&D Player's Handbook*. Costs 1 charge.
- **Grease:** As the ball bearings found in the *5th Edition D&D Player's Handbook* except its save DC is 8 + your proficiency bonus. Costs 1 charge. Can also be used to loosen up mechanical objects.
- **Poison, Basic:** As the poison found in the *5th Edition D&D Player's Handbook* except its damage is equal to your proficiency bonus times two (starts at 4, to a maximum of 10). Costs 1 charge.
- **Potion of Healing:** As the potion found in the *5th Edition D&D Player's Handbook*. Costs 1 charge.
- **Sovereign Glue (1 ounce):** As the magic item found in the *5th Edition D&D Dungeon Master's Guide*. Costs 4 charges.
- **Universal Solvent (1 ounce):** As the magic item found in the *5th Edition D&D Dungeon Master's Guide*. Costs 2 charges.

The armor also includes a full set of alchemist's supplies (tool kit), a box of matches, a flashlight, and 20 empty flasks with stoppers.

ALICORN CHARM

Wondrous item, uncommon

From time to time, alicorn rulers grant these magical charms to their subjects as rewards for heroic deeds or other exceptional service. They become prized possessions within the recipient's family and are handed down from generation to generation. Inevitably some are lost, stolen, or pawned off, and find their way to all corners of Equestria.

These small (about 1" in size), simple tokens come in a wide variety of shapes and materials which might give a hint to their function. Most recipients wear the charm as a badge on their shirt breast or collar or on a sash or cloak, but they can also be worn on a bracelet or necklace, or even as an earring. Some owners mix the charm in with additional non-magical

charms on a bracelet both for decoration and to help hide its power, while others wear their charm proudly as a badge of their family's honor.

It's said that when an alicorn charm is initially gifted, it has the appearance of the alicorn's cutie mark, but once it's accepted it magically changes its form and its power to complement the recipient's strengths and talents. In game terms, if a player character is awarded an alicorn charm, they can choose one of the below charms, or work with the GM to design a new one. Alicorn charms that are found or inherited do not change form or power, although it's possible that, should an alicorn be persuaded, they could use their magic to "reset" the charm to its initial state, allowing it to change form once again.

Below is a list of known alicorn charms and their abilities:

- **Charm of Alacrity** (platinum feather): You gain a +2 bonus to Initiative and your ground and flying speed (if applicable) increase by 10 feet.
- **Charm of Awareness** (copper deer): You gain a +1 bonus to Wisdom checks and Wisdom saving throws. You treat any Wisdom (Perception) check result of lower than 10 as a 10.
- **Charm of Brawn** (oak mallet): You gain a +1 bonus to Strength checks and Strength saving throws. If you are forced to move against your will or are knocked prone, you can roll a DC 15 Strength saving throw to prevent it.
- **Charm of the Cheetah** (gold cat's paw): When you take the Dash action, you can make a single melee attack with a natural weapon as a bonus action.
- **Charm of Finesse** (silver cat): You gain a +1 bonus to Dexterity checks and Dexterity saving throws, and a +2 bonus to AC against opportunity attacks.
- **Charm of Forbearance** (sapphire shield): You can exclude one ally from the effect of a harmful spell that you cast. You regain this ability after completing a short rest.
- **Charm of Luck** (malachite four-leaf clover): Once per day, the you can re-roll any d20 roll, including a friend's or opponent's roll.

- **Charm of Mettle** (ruby heart): Once per day, when you roll a successful death saving throw, you can immediately spend one hit die and recover double that many hit points.
- **Charm of Mysteries** (sapphire star): Once per day, you can regain an expended level 1 spell slot after you complete a short rest.
- **Charm of Night** (onyx owl): You gain darkvision to a range of 60 feet. If you already have darkvision, its distance increases by that amount.
- **Charm of Potency** (iron horseshoe): You gain a +1 bonus to attack and damage rolls with your natural weapons, which are treated as magical weapons.
- **Charm of Presence** (gold flower): You gain a +1 bonus to Charisma checks and Charisma saving throws. You treat any Charisma check die roll of lower than 10 as a 10.
- **Charm of the Moon** (opal crescent moon): You gain a +1 bonus to AC and saving throws against attacks and effects from beasts and monstrosities.
- **Charm of the Spider** (silver spiderweb): You have a climb speed equal to your walking speed during your turn, but if you end your turn on a vertical surface, you fall.
- **Charm of the Sun** (citrine sun): You gain a +1 bonus to AC and saving throws against attacks and effects from undead creatures.

ARCANIUM ARMOR

Armor (any medium or heavy), uncommon

Arcanium armor is embedded with numerous pieces of magically-reinforced arcanium crystal. The wearer of such armor can utilize its magic-absorbing properties to counter their enemies' magic and use it against them. Arcanium weapons and armor were first developed by crystal ponies to use against their magic-wielding enemies, but their use has spread throughout Equestria.

When you take acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage you can use your reaction to gain resistance against that damage type. For the next minute, any damage of this type you resist is added to a pool of hit points stored in the armor. The armor itself is charged up: it begins to glow and takes on the appearance of the magic type it has absorbed. Fire-charged armor bursts into flames, while lightning-charged weapon has electrical arcs playing across its surface, and so on. This effect is not harmful to you.

When an enemy makes a successful melee attack against you, they take 1d10 damage of the same type as the armor's charge and the charge pool is reduced by 5 points.

Any unspent damage in the pool dissipates after 1 hour. If you use the armor's *resistance* again while there is still damage in the pool, the original pool dissipates and a new one is created. Frequent discharge/recharge cycles can damage arcanium crystal. The armor's *resistance* ability can be used safely once per day. Each time after the first use there is a 10% (cumulative) chance that the crystals shatter, turning it into a normal, non-magical suit of armor.

ARCANIUM WEAPON

Weapon (any melee), uncommon

An arcanium weapon's blade or striking surface is made entirely of magically-reinforced arcanium crystal. The wielder of such a weapon can utilize its magic-absorbing properties to counter their enemies' magic and use it against them. Arcanium weapons and armor were first developed by crystal ponies to use against their magic-wielding enemies, but their use has spread throughout Equestria.

When you take acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage you can use your reaction to gain resistance against that damage type. For the next minute, any damage of this type you resist is added to a pool of hit points stored in the weapon. The weapon itself is charged up: it begins to glow and takes on the appearance of the magic type

it has absorbed. A fire-charged weapon bursts into flames, while a lightning-charged weapon has electrical arcs playing across its surface, and so on. This effect is not harmful to you.

When you make a successful attack with the weapon, you can choose to subtract 5 points from the damage pool and add 1d10 of the same damage type to your attack's damage total. If the attack was a critical hit, you can subtract 10 or 15 points to add 2d10 or 3d10 damage, respectively.

Any unspent damage in the pool dissipates after 1 hour. If you use the weapon's *resistance* again while there is still damage in the pool, the original pool dissipates and a new one is created. Frequent discharge/recharge cycles can damage arcanium crystal. The weapon's *resistance* ability can be used safely once per day. Each time after the first use there is a 10% (cumulative) chance that the crystal shatters, destroying the weapon.

ARCAS LUNAE

Weapon (shortbow), rare (optional attunement)

In the early days of Equestria when danger still lay around every corner, both the royal sisters recruited their own personal cadre of trained specialists. Princess Luna established the Sagittarii Lunae, the Crescent Moon Archers. Leaders among the Sagittarii were typically druids, rangers, or clerics. Those who were worthy were gifted by the princess with one of the Implements of the Moon. These included the Arcas Lunae: magical shortbows that exemplified the powers of nature, moonlight, exploration, and guardianship.

An *Arcas Lunae* (Bow of the Crescent Moon) is a finely crafted composite shortbow made from magically-reinforced wood and thin mithril wrappings to provide springiness and resilience. The metal portions are engraved with images of stars, the moon in its various phases, and nocturnal creatures of all sorts. It adds a +1 bonus to your attack and damage rolls made with the shortbow. If you are attuned to the bow, the

short range of the weapon increases from 80 feet to 120 feet. In addition, you gain the following abilities while you have the bow in your possession:

- You gain darkvision to a range of 60 feet. If you already possess darkvision, its range increases by 60 feet.
- Once per day, you can use the *find familiar* spell to acquire a nocturnal familiar such as a bat, ferret, owl, skunk, opossum, or nighthawk.
- Three times per day, you can choose to illuminate one target you hit with an arrow from the bow in the same manner as the *faerie fire* spell unless they succeed on a Dexterity save. The save DC is 16 or your save DC, whichever is higher. The duration is 1 minute.
- Once per day, you can use the *conjure animals* spell to summon up to eight creatures of the night to fight for you. Like the spell, you must maintain concentration on the summoning or the creatures disappear. If your GM approves, you can pick a mix of animals rather than all the same type:
 - **Group A** (each counts as 1 toward the 8 total): giant badger, giant bat, giant centipede, giant owl, giant wolf spider, panther, swarm of bats, swarm of rats, swarm of ravens, or wolf
 - **Group B** (each counts as 2 toward the 8 total): black bear or jaguar (stats of panther but 20 HP)
 - **Group C** (each counts as 4 toward the 8 total): brown bear, dire wolf, giant crow (stats of giant vulture), or giant spider

AVALANCHE HAMMER

Weapon (warhammer or maul), rare

In the rugged mountain peaks of Yakyakistan, the yaks must often intentionally start small avalanches in order to prevent large, devastating avalanches from occurring later on. To aid in that task, yak shaman created

avalanche hammers, which were able to deliver mighty blows to the snow pack, easily setting off avalanches more safely than the former method of jumping up and down repeatedly on snowy peaks. The fact that these weapons are handy against foes such as yeti, arimaspii, and dragons is an added bonus.

An avalanche hammer is stoutly-built and looks much heavier than it actually weighs. It's often carved with scenes of mountain ridgelines with snowy peaks. You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you are attuned to the weapon, you unlock the following additional abilities:

- On a critical hit with the weapon, you deal 1d10 bonus damage and is the target is stunned until the start of your next turn.
- Once per day you can use your action to deliver a *shattering blow* with the hammer. Creatures and objects in a 30-foot cone take 5d8 thunder damage, are knocked prone, and are deafened for 5 rounds. A successful DC 16 Constitution saving throw reduces the damage by half and prevents the other effects.

BEAST CALL

Wondrous item, uncommon

This rather large whistle is about the size of a kazoo or smoking pipe. Typically crafted of soapstone or wood, it is carved in the shape of one of the animal types it's associated with. Once per week, you can use your action to blow the whistle, which sounds like the call of the beast it's about to summon. In 1d4 rounds, one or more beasts of the associated type are magically summoned and appear within 30 feet of you. If the whistle has already been used within the last 7 days it makes no sound when blown.

Any beasts summoned are initially neutral to you and others nearby, though you may be able to convince them to help you perform some task. If summoned into combat, beasts seek to protect themselves first, either by fleeing or attacking, depending on their nature. The beasts remain for 1 hour or until reduced to 0 HP, after which they are magically

returned to wherever they came from (at full health). The exact type and number of beasts called is determined randomly each time it's blown. The following types of beast calls are known:

- **Bear:** 1d3+1 black bears, 1d3-1 brown bears, or one polar bear.
- **Bird:** 2d4+2 blood hawks, 1d4+2 axe beaks, giant owls, or swarms of ravens, or 1d3-1 giant eagles or giant vultures
- **Canine:** 2d4+2 mastiffs, 1d4+2 blink dogs or wolves, 1d2-1 dire wolves, or 1 orthros (custom)
- **Critter:** 2d4+2 giant rats, beavers (same stats as giant rats), or giant weasels, 1d4+2 giant badgers, giant bats, swarms of bats, or swarms of rats
- **Feline:** 1d4+2 panthers, 1d3-1 lions or tigers, or 1 saber-toothed tiger
- **Insect:** 4d4+4 giant fire beetles, 1d4+2 giant centipedes, 1d3+1 giant wasps or swarms of insects
- **Marshland:** 2d4+2 giant crabs, 1d4+2 giant lizards or giant frogs, 1d3+1 crocodiles, 1d3-1 giant toads
- **Monkey:** The monkey call has an equal chance of summoning 4d4+4 baboons, 1d3+1 apes, or 1 silverback gorilla (stats of a polar bear).
- **Savannah:** 1d4+2 cheetahs (stats of a panther), 1d3-1 giant vultures, 1 Hippopotamus (stats of a giant boar) or Rhinoceros
- **Snake:** 4d4+4 poisonous snakes, 2d4+2 flying snakes, 1d4+2 constrictor snakes or giant poisonous snakes, 1 giant constrictor snake, or 1 swarm of poisonous snakes.
- **Spider:** 1d4+2 giant wolf spiders, 1d3+1 swarms of insects, 1d3-1 giant spiders

BLESSED ARROW

Ammunition, uncommon

These arrows are created during special holidays in Equestria, such as Hearts and Hooves Day, Hearth's Warming Eve, the Summer Sun Celebration,

or crystalline ceremonies, when the positive emotions of ponies fill the air. Their heads glow faintly with a golden light.

A blessed arrow has all the same properties of a normal arrow. When fired, it is consumed by golden light mid-flight and deals 3d6 radiant damage on a successful hit, rather than its normal arrow damage. This item can also be found as a crossbow bolt or sling stone.

CANDY STRIPE'S SATCHEL

Wondrous item, uncommon (requires attunement)

During the Crystal Empire War, the forces of Equestria clashed with King Sombra's conscript armies. Among the front lines of Equestria's army was Candy Stripe, a pure-white pegasus mare with red and white striped hair. She bravely flew the wounded away from combat and tended to their injuries. She was such a visible presence on the battlefield that the soldiers began calling her their guardian angel. So miraculous were her healing talents that it's said her medic kit was spontaneously enchanted through the power of the belief of her patients.

You gain the benefit of the *Healer* feat. In addition, you can use a bonus action to produce a magical potion from the satchel once per day. Anyone drinking the potion recovers 4d4+4 hit points, is cured of all poisons and diseases, and recovers from one level of exhaustion. The potion becomes non-magical if not used within 1 minute.

CELESTIAL WARD

Shield, uncommon

In the early days of Equestria when danger still lay around every corner, both the royal sisters recruited their own personal cadre of trained specialists. Princess Celestia established the Comitatus Solarium, the Companions of the Sun. Leaders among the Comitatus were typically paladins, clerics, or wizards. Those who were worthy were gifted by the princess with one of the Implements of the Sun. These included the Celestial Ward, magical shields that exemplified the powers of the sun, radiance, and protection.

This heater-style shield is a gleaming white with polished golden trim. In the center is an insignia featuring the 8-armed sun of Princess Celestia's cutie mark. Equipping it marks you as a loyal agent of Princess Celestia.

The shield functions as a holy symbol. While it is equipped, you can use the cleric's *channel divinity: turn undead* or the light domain's *channel divinity: radiance of the dawn* once per day, even if you cannot normally use those abilities. Use your spellcasting ability to determine the save DC, or the higher of your Intelligence, Wisdom, or Charisma score if you have none.

If you use one of the above abilities (whether it's using your own power as a cleric or the shield's one daily use), creatures that fail the saving throw against it take 5 additional radiant damage. If you use the shield's ability to *turn undead*, the shield outright destroys undead creatures of CR 1 or lower that fail the saving throw (like an 8th-level cleric). If your cleric level is higher, you can use your level instead (per the *destroy undead* chart on page 59 of the *5th edition D&D Player's Handbook*).

Finally, if placed upright on the ground, touching the central holy symbol causes the shield to project a 3-D illusion of the current Equestrian sky in a 50-foot radius, including stars, planets, comets, the sun and moon, and other celestial objects. Known, named objects are labelled. Touching the symbol again connects some of the stars with shafts of light, revealing all the known constellations and labelling them. Touching the symbol a third time ends the illusion.

CHAIN OF APPROPRIATE ATTIRE

Bracelet, uncommon

This bracelet appears to be a simple gold or silver chain when first acquired, and can be worn as a bracelet or necklace. When you speak the command word, any clothing and effects you're wearing (other than the bracelet) disappear, absorbed into the bracelet. A small charm representing the outfit then appears on the bracelet. Repeating the command word while

touching one of the charms returns all the items to your body and equips them appropriately.

An outfit can include up to four weapons, one suit of armor, and suitable accessories such as shoes, gloves, bracers, a hat or helmet, jewelry, belts, and the like. A maximum of 20 pounds of other gear can be included in each outfit, such as a backpack full of food, or a belt full of smithing tools, etc.

The bracelet can learn up to six different outfits. Items can be a part of multiple outfits, but if you lose the item, it's removed from all outfits. Pulling a charm off the bracelet dumps all stored items from that outfit on the ground in front of you and removes that outfit from the bracelet's memory.

CHIEF QUICKCUFF'S PEGASUS CATCHER

Weapon (light or heavy crossbow), uncommon

In the rough-and-tumble early days of Manehattan, pegasus burglars and pickpockets were difficult to catch, and pegasus police officers were initially hard to find. Chief Quickcuff of the MPD turned to Canterlot for help, and commissioned a number of special crossbows that could restrain pegasi safely at range.

The crossbow has two brass buttons on the side. One is etched with a gumdrop symbol, and the other a spiderweb. When drawn without a bolt in place and the gumdrop button is pressed, the crossbow fires a glob of glue that gums up and weighs down the wings of any flying creature it strikes. Any such creature struck that is large-sized or smaller must immediately glide to the ground. The glue disappears after 1 minute. This ability is usable 5 times per day.

If the spiderweb button is pressed, the crossbow fires a glob of adhesive netting. Pressing the button a second time while the glob is in-flight expands it into an effect equivalent to the *web* spell at the chosen range. The DC to avoid or escape from the webs is 16. This ability is usable 3 times per day.

CLOAK OF THE UMBRUM

Wondrous item, rare (requires attunement)

This dark gray, hooded mantle cloak appears tattered while inactive, but when its powers are invoked it seems to swirl around you like a cloud of flitting shadows. It's said that these cloaks were given by the Umbrum (evil Fey creatures of shadow) to their traitor agents among the ponies of the Crystal Empire. Though the Umbrum are sealed away, their creations remain.

While wearing this cloak, you gain a +2 bonus to Dexterity (Stealth) and Dexterity (Acrobatics) checks. You can use your action to jump into the shadow of a creature adjacent to you. You are transported to the ethereal plane, but you are bound to the target and "ride along" with them: no one can see, hear, or touch you unless they are able to interact with ethereal creatures, but you are able to view a ghostly image of the real world. While in the ethereal plane you can take no actions other than using a bonus action to end the effect.

When you end the effect, you reappear within 5 feet of the original target, regardless of how far it has moved since you disappeared. This ability is usable three times per day.

CLOVER'S THINKING CAP

Wondrous item, rare (optional attunement)

Clover the Clever is well-known as one of the first apprentices of Star Swirl the Bearded, in addition to his role as royal advisor to Princess Platinum. What's not as commonly known is that he and his own apprentices are responsible for the creation of a large number of the first enchanted items that made life easier for the first generations of Equestrian citizens. Clover's Thinking Cap is one such item, which he created to help him remember important facts.

Clover's Thinking Cap is often a simple brown hood, but many copies of it have been created over the centuries, each in the style preferred by its creator. While wearing it, you gain a +1 bonus to Intelligence checks

and proficiency in Intelligence saving throws. If you are already proficient in Intelligence saves, you instead have advantage on them.

If attuned to the cap, you can recall with perfect clarity any information you have read, heard, or seen while wearing the cap, and you're always reminded of important events and appointments in advance. In addition, if you're concentrating on a spell and your concentration is interrupted, you can use your reaction to activate the cap, which continues the concentration on the spell for 1d4+1 additional rounds. A spell cannot exceed its normal maximum duration through the use of this ability. This power is usable once per day.

COMMANDER HURRICANE'S BATTLE-HELM

Wondrous item, rare (optional attunement)

Commander Hurricane, one of the founders of Equestria, was said to have a feather-plumed bronze helmet that was rather simple in appearance but instantly recognizable to his troops. The charismatic leader inspired such bravery in his soldiers that his helmet was spontaneously enchanted through the power of their belief in him. Over the centuries, several copies were created, each seemingly more ornate than the last--some with gold plating, others with fine engraving, inlaid jewels, or even golden laurel wreaths above the ears. They were all still recognizable to history buffs as Hurricane's Helm.

You gain the use of the *Inspiring Leader* feat. If your Charisma is below 14, it is treated as a 14 for the purpose of the feat's benefit only. If you are attuned to the item, the feat's benefit applies to up to 50 creatures, and if your Charisma is below 18, it is treated as a 18 for the purpose of the feat's benefit.

When attuned, you also gain a semblance of Hurricane's vigilance, and can re-roll any initiative die roll of 5 or lower.

CRAGADILE HIDE ARMOR

Armor, uncommon

Crafted from the scaly hide of a vicious cragadile, this armor is surprisingly supple while still providing ample protection (stats equivalent to a breastplate). Since it is not made of metal, this is a popular armor option for powerful druids.

While wearing this armor, you gain a +1 bonus to AC against spell attacks and to all saving throws against spells and magical effects. If you roll a natural "20" on a saving throw against a magical spell cast by a creature, the spell is reflected on the original caster, affecting them instead of you.

CROWFEATHER CLOAK

Wondrous item, uncommon (optional attunement)

This short black cape or shawl is decorated with a ring of crow feathers around the collar. The story of the first crowfeather cloak is told in the legend of Sky Fire, a great buffalo shaman. When she was young, barely an adult, Sky Fire received a vision from the Great Wind Spirit. It took the form of a crow, who spoke to her, urging her to travel into the desert. Unquestioningly, she set off at once, with little in the way of supplies or preparation.

Whether through luck or fate, every time Sky Fire was running low on food or water, needing shelter from a storm, or taking cover from desert predators, a crow always appeared, a sign that whatever she needed could be found nearby. Eventually she came to an enormous butte, so high its top was shrouded in swirling storm clouds. Sky Fire knew that this was the home of the Wind Spirit, and it had brought her here to speak with her.

After several days of searching, Sky Fire could find no way to ascend the butte--its sides were sheer rocky cliffs. Delirious with thirst, once more she saw the crow nearby, perched on a cactus. She approached, and this time it did not fly away. Instead, it spread its wings and collapsed into a cloak of black cloth with crow feathers. Donning the cloak, Sky Fire found that she could take the crow's form, and thanked it. Ascending into the sky, she soared into the maelstrom at the mountaintop. She never revealed to

her tribe what the Wind Spirit said to her that day, but since then other shaman have successfully duplicated the powers of her cloak.

While wearing the crowfeather cloak, you gain proficiency in the Survival skill. If you are already proficient, you add your proficiency bonus twice to determine your total bonus (similar to the *Expertise* ability of rogues and bards). While foraging for food and water, you remain alert to other threats. If you attune to the cloak, two other abilities unlock:

- Once per day, you can use your action to summon a swarm of crows (see the *Swarm of Ravens* stat block on page 339 of the *5th Edition D&D Monster Manual* or page 46 of the *Dungeon Master's Basic Rules*. The swarm follows your commands and can act on the same round that you summon it. The swarm disappears after 10 minutes or if it's reduced to 0 hit points.
- You can use your action to change into a crow, using the rules of the *polymorph* spell on page 266 of the *5th Edition D&D Player's Handbook*. The change lasts up to 1 hour and does not require concentration. You can cancel it before the duration expires as a bonus action. While in crow form, you can speak, but you are unable to cast spells or activate magic items. The change is taxing: when you activate this ability, you expend one of your Hit Dice but regain no hit points from it.

CRYSTAL ARROW

Ammunition, uncommon

These arrows deal 1d6 additional cold damage, and a creature struck by one has its speed reduced by 10 feet until the start of your next turn. If shot into an object, it creates an icy patch equivalent to the *grease* spell. The Equestria Games use a weaker version of this arrow in its archery event.

CRYSTAL SIGNET

Ring, rare (optional attunement)

Occasionally, the miners of the Crystal Empire come across a pure vein of magical crystal. Typically, these veins yield two or three strongly enchanted crystals. Artisans of the Empire have learned how to use these crystals to empower magical jewelry such as rings or earrings (or even a nose ring, at least once) with strong protective magic. These gems are typically cabochon-cut, and feature an etching depicting the Crystal Heart.

While wearing this ring, any time you take damage, reduce the damage taken by 1. If the damage was necrotic or radiant, reduce it by 5 instead.

If you are attuned to the ring, you unlock the following abilities:

- You can use the *dancing lights* cantrip.
- Once per day, you can cast the *crusader's mantle* spell. You do not have to concentrate to maintain it.
- Once per day, if you take damage that would reduce you to 0 HP or less, the ring surrounds you in a transparent shell of crystal and prevents the damage. You can't use any actions and you are immune to all harmful effects until the start of your next turn. Each time this ability activates, roll 1d20. On a result of 1, the crystal in the ring crumbles to dust, rendering the item non-magical.

CRYSTAL SPIDERSILK ARMOR

Armor, uncommon

This armor is made from the woven silk of crystal spiders. It provides the same protection as +1 studded leather armor (AC 13 + Dexterity modifier). It is light, weighing only 6 pounds, and can be concealed underneath clothing and slept in with no penalty.

DRAGONSACLE SHIELD

Shield, uncommon

It may be surprising, but the very first dragonscale shield was made by Princess Celestia herself, with the help of Star Swirl the Bearded. In the early days of Equestria, ponies had long known about the dragon migrations

but did everything they could to stay out of their way. Celestia, intensely curious (and perhaps a little reckless), liked to follow them. She often crept dangerously close to their roosting grounds, and listened in on their conversations with clairauidience spells.

Once they had passed, she collected shed dragon scales of all kinds. With Star Swirl's help, she created her first enchanted item, a shield that magnified the power of the naturally resistant scales. It's not recorded what she did with the original, but it was likely given to a Canterlot guard captain as a reward for distinguished service.

A dragonscale shield is made with a variety of colors of dragon scales: at least five different colors are necessary to get the proper balance. If you are proficient in shields, you can use your reaction when you or an adjacent friend takes fire, cold, lightning, or acid damage. Any damage you take is halved, and you can extend the same benefit to one other friend adjacent to you.

If you happen to have the *shield master* feat and you use the feat's third bullet point ability, you take only half damage on a failed save, and you can extend both this benefit and the feat's benefit to one adjacent friend as well (they take half damage on a failed save, or no damage on a successful save).

DREAMER'S DIADEM

Wondrous item, rare (optional attunement)

In the early days of Equestria when danger still lay around every corner, both the royal sisters recruited their own personal cadre of trained specialists. Princess Luna established the Sagittarii Lunae, the Crescent Moon Archers. Leaders among the Sagittarii were typically druids, rangers, or clerics. Those who were worthy were gifted by the princess with one of the Implements of the Moon. These included the Dreamer's Diadem: magical circlets that impart upon the wearer mystical powers of restoration and divination.

This elegant platinum headband is set with several small sapphires like stars around a large, central pearl nearly an inch across. The pearl's color changes from white to black, accurately reflecting the current phase of the moon (regardless of whether it's day or night). Wearing it marks you as a loyal agent of Princess Luna.

While wearing the diadem, you gain darkvision to a range of 60 feet. If you already have darkvision, its range increases by that amount. In addition, you recover all of your hit dice during a long rest (rather than half). If you are attuned to the diadem, you gain the following benefits:

Healthy Sleep: Creatures who you touch are cured of any mundane difficulty in sleeping, such as snoring, insomnia, or night terrors.

Restorative Nap: Once per day you can place a willing creature other than yourself in a restorative sleep for 1 hour. The creature recovers half of their maximum hit points, receives the benefit of a *lesser restoration* spell, and the full benefits of a short rest. If you spend three of your own hit dice (gaining no benefit from them), the creature also gains the benefits of a *greater restoration* spell.

Dream Reading: If you touch a creature who is sleeping, you can gain a sense of what they are dreaming about. The degree of success is determined by rolling a Wisdom (Insight) check. A 10 or lower reveals no information. A result of 11-19 reveals a small amount of random information. A result of 20 or higher lets you clearly experience the dream. Exactly what is revealed is up to the GM.

Creatures who do not explicitly grant you permission to use this ability are allowed a DC15 Wisdom save to unconsciously expel you from their dream. If they roll a 20 or higher, they are immediately aware of your presence and wake up. This ability was often used as a means of subtly interrogating prisoners, or for trying to help counsel someone who was experiencing psychological trauma.

Dreamwalking: Once per week you can use the *dream* spell, but you must choose yourself as the messenger. It's said that Princess Luna herself is aware of any dream created using this ability of the diadem, and can intervene if used for nefarious purposes.

DUSKWOOD STAFF

Staff, rare (optional attunement)

In the early days of Equestria when danger still lay around every corner, both the royal sisters recruited their own personal cadre of trained specialists. Princess Luna established the Sagittarii Lunae: the Crescent Moon Archers. Leaders among the Sagittarii were typically druids, rangers, or clerics. Those who were worthy were gifted by the princess with one of the Implements of the Moon. These included Duskwood Staff: an iconic staff representing Princess Luna's dominion over the night, nature, and natural creatures.

This staff is gnarled and twisted, crafted of strong oak. It is topped with a platinum crescent moon insignia. Wielding it marks you as a loyal agent of Princess Luna.

While holding the staff, you can use the *thornwhip* cantrip (use your dexterity or wisdom as the spellcasting ability). If you make a melee attack with the staff, you can use your Strength, Dexterity, or spellcasting ability for the attack and damage rolls. Finally, you gain darkvision to a range of 60 feet. If you already have darkvision, its range increases by that amount.

If you are attuned to the staff, you become fluent in the Sylvan language. You can use *all* druid cantrips, even if you are normally unable to cast spells. You gain a +1 bonus to spell attack rolls made while holding it. In addition, you gain three 1st-level spell slots that you can use each day on the following spells: *animal friendship*, *detect poison and disease*, *purify food and drink*, and *speak with animals*. If you do not have a spellcasting ability, use the highest of your Intelligence, Wisdom, or Charisma scores.

If you use your action to plant the base of the staff into soil, it grows into a fruit tree of your choice that's 20 feet tall. After 8 hours, the tree produces 4d6 pieces of fruit that function like the berries produced by the *goodberry* spell. The tree only produces fruit once per day, and any fruit produced spoils and loses its magic 24 hours after being picked.

ELIXIR OF POTENCY

Consumable, rare

This sweet, fizzy potion comes in six varieties. Consuming it increases both your Constitution score, as well as the associated ability score by 2 points each. You also have advantage on checks made against the affected ability scores, and gain the unique benefit listed under each variety's description. The rainbow elixir increases all six ability scores, grants you advantage on all ability checks, and grants all the additional listed benefits. All effects last for one hour.

If determining randomly, roll 1d100:

- **1-18: Red** (cherry flavor, Strength) - Carrying capacity doubles
- **19-36: Orange** (orange flavor, Dexterity) - When you fall, reduce the distance fallen by 20 feet before determining how much damage (if any) you take.
- **37-54: Green** (lemon-lime flavor, Intelligence) - You remember everything you see and hear with precise detail.
- **55-72: Blue** (blueberry flavor, Wisdom) - Your passive perception increases by 5.
- **73-90: Purple** (grape flavor, Charisma) - Non-hostile NPCs are initially friendly to you.
- **91-100-: Rainbow** (rotating flavors, All ability scores)

ENRAPTURING EARRING

Wondrous item, rare (requires attunement)

In the early days of Canterlot, Crystal Coiffure was a unicorn noble, the overbearing wife of a prominent silk merchant. Not surprisingly, her arrogance and greed won her few friends and many enemies. Since she was blind to her own problem and refused the pleas of her own husband to change her ways, she instead turned to magic. Crystal began to study the writings of Star Swirl the Bearded, Clover the Clever, and Snowfall Frost. She seemed to be a natural talent, and others were quick to offer her help in her insatiable quest to learn.

After three years of work she completed her masterpiece - an earring that would guarantee her all the attention she could ever desire. Her work finally done, she had an urge to show it to others, proud of what she had accomplished. It was then that she had a sudden revelation--her professors, her study partners, the librarians who helped her find the books she needed--all were already kind to her and treated her as a friend, even though she was often less than gracious in return. Crystal broke down, crying, finally realizing that she was the reason she had no real friends. She looked at the earring, that thing that represented who she used to be, and cast it off the highest spire of Canterlot. No pony is ever sure what became of it. Crystal herself went on to become the first dean of students at the newly-completed Celestia's School for Gifted Unicorns, and a statue of her can be found at the school's wizardry practice field.

This gorgeous gold-set diamond earring seems to draw the attention of everyone around. It grants you a +2 bonus to Charisma (Persuasion) checks. In addition, it has 5 charges for the following spells. It regains 1d4+1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the earring loses all its magical powers.

Spells. While wearing the earring, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): *friends* (no cost), *charm person* (1 charge), *calm emotions* (2 charges), *enthrall* (2 charges), *hypnotic pattern* (3 charges)

EYE OF THE PHOENIX

Wondrous item, uncommon

This golden circlet features a flame and feather motif, centered on a large fire opal gemstone. While not literally a phoenix's eye, its magical powers emulate those of its namesake creature.

As a bonus action, you can cause a flickering tongue of heatless flame to appear above your head, illuminating a 30-foot radius in bright light and a 50-foot radius in dim light. As another bonus action, you can extinguish the light.

Once per day, you can use your action to cast either *scorching ray* or *color spray* using a 4th-level spell slot (5 rays for *scorching ray*, or 12d10 hit points for *color spray*). The attack bonus for the rays is +7.

If you die, at the start of your third round after dying, you receive the benefit of a *revivify* spell, which returns you to life at 1 hit point. If this power of the circlet activates, the circlet goes dormant for seven days. None of its abilities function until this time passes.

FIREPROOF BOOTS

Wondrous item (boots), uncommon

These black, thigh-high boots protect you from hot ground, typically found around hot springs, lava beds, or in areas of forest fires. While wearing them, you ignore the first 10 points of fire damage you take each round that's caused by hot terrain, and you resist other sources of fire damage.

You can even move across lava that's sufficiently hard to prevent you from sinking in entirely (per the GM), but each round of contact with it adds 2 points of heat to the boots. Each round spent entirely on cooler ground removes 1 point of heat. If the boots reach 10 points of heat, they melt.

FLORAL CROWN

Wondrous item, uncommon

When found, this appears to be no more than a laurel wreath, headband, or tiara made of dried reeds or vines woven together. When donned, the stems turn green within minutes. Within hours, buds and leaves grow from it. By the next day, seasonal flowers bloom among its leaves: crocus in winter, lilies in spring, daisies in summer, and chrysanthemums in fall are all flower types it's been known to grow, but the variety each year appears to be random. The deerfolk create these crowns as special gifts for the honored among them, and outsiders who do them a great service.

While wearing the crown, any time you take poison or necrotic damage, reduce the amount taken by 4. Once per day, if you are reduced to half your maximum hit points or fewer, the crown automatically heals you 1d10 hit points at the end of your turn each round for the next three rounds. It does this on its own without using your action. After using this ability, the flowers wither and die, but new buds form and bloom again overnight.

FLYING SQUIRREL CLOAK

Wondrous item, uncommon

The deer of Thicket equip some of their best scouts with these cloaks, which help them to quickly traverse great distances in the Everfree forest.

On command (using your reaction), this cloak billows out behind you into a simple wing in much the same way as the membranes between the legs of a flying squirrel. You gain the benefit of the *feather fall* spell with no duration limit. In addition, for each 5 feet you fall while under its effects, you can move 5 feet ahead or diagonally to your left or right. Some owners report cravings for acorns, but this is entirely likely to be hearsay.

FORGEMASTER BUDDY'S APRON

Wondrous item (gloves), rare

A little-known fact is that the diamond dogs are some of the best metalworkers in all of Equestria. One such legendary canine weaponsmith was Buddy, who lived centuries ago during the rise of the Griffon Empire. The weapons Buddy produced are highly sought-after to this day, and those bearing his paw-print signature mark sometimes fetch thousands of gold bits at auction (his average work is a +1 weapon). In exchange for his service to the defense of Equestria, Princess Celestia gifted him with a magical apron which protected him from fire, allowing him to have even greater control and precision in his craft, making it possible to craft even greater weapons.

Buddy's Apron is crafted of black cloth with a fire-resistant rubber coating. The fire resistance it imparts extends to all parts of your body, but it is especially effective in your paws and forearms (or hooves/forelegs). While wearing the apron, you resist fire, and you can pick up and handle things that are white-hot without significant discomfort. You ignore fire damage from a *fire shield* spell or similar effect that harms you when you attack or touch it, and you are also immune to the *heat metal* spell if it's cast on a weapon you're wielding.

HEART OF THE EMPIRE

Wondrous item, rare (requires attunement)

When a royal crystallizing ceremony takes place in the Crystal Empire, several flawless crystal samples are gathered, but only one is selected to be merged with the Crystal Heart. The remaining fragments still absorb a large amount of the positive energy generated during these ceremonies. A Heart of the Empire is one such use for these crystals. Set with a fragment of blue crystal expertly cut into a miniature replica of the Crystal Heart itself, this amulet has several magical restorative powers.

While wearing the *Heart of the Empire*, you gain a +1 bonus to all saving throws, a +2 bonus to Wisdom (Medicine) checks, and you resist necrotic damage. You can use the *spare the dying* cantrip even if you don't cast spells, and can use it at a range of up to 20 feet rather than touch. Finally, any time you roll dice to restore hit points with a magic spell, you can re-roll one of the dice.

HEART-BOUND BLADE

Weapon (any sword), rare (optional attunement)

In the time before King Sombra came to power, the Crystal Heart was the center of life in the Crystal Empire, much like it is today. Crystallizing ceremonies and crystal faire events frequently renewed the power of the Heart. When a deserving captain in the crystal guard was promoted to the rank of commander, the royal family gifted the officer with a heart-bound

blade, an enchanted sword which bore a small fragment of the Crystal Heart and was empowered by its magic.

A heart-bound blade is a magic sword with a blade of translucent blue crystal. Its pommel is set with a small fragment of the Crystal Heart. The pommel also serves as a photo crystal: viewing it from one angle, one sees an image of the emperor or empress presenting the sword to its recipient. From another angle, one sees an inscription with the officer's name, the date, and a short quote or motto from the royal that was given during the ceremony or the soldier's personal motto.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you are attuned to the weapon, you unlock the following additional abilities:

- Undead creatures and fiends take 1d6 additional radiant damage when struck by the weapon.
- Once per day, by holding the sword up in a brightly-lit area, you can use your action to cast the *searing light* spell as a 4th-level spell. Use your Dexterity or spellcasting ability (whichever is higher) for the spell's attack rolls. Rays that hit deal radiant damage instead of fire damage.
- Three times per day, you can use your action to touch an adjacent creature, healing it 1d10+4 hit points. In exchange, you spend one of your hit dice (gaining no benefit from it).
- If you drop to 0 hit points, your friends within 50 feet can use a bonus action on their turn and forfeit one of their hit dice to lend you some of their strength. You receive healing equal to the amount of hit points your friend would have received if they had spent the hit die to recover their own hit points. Each of your friends within range has one opportunity to lend their strength in this manner before the power expires. Once this ability is used, it cannot be activated again until you bring the sword to the Crystal Heart and recharge it in a short ceremony with a member of the empire's royal family or a designated *crystaller*.

HEMLOCK'S SPEAR OF THE EVERFREE

Weapon (spear), rare (optional attunement)

In ancient Equestria, the Everfree Forest was much like it still is today - wild, untamed, and frightening to pony-folk. One of the great deer rangers of those days was Hemlock the Elder, a wise, kind, yet stern buck who patrolled the forest for decades. After his eventual passing, it's said that his spirit lived on, inhabiting his spear, and guiding the actions of its owners toward helping animals and protecting the wilds.

Hemlock's spear appears to be a simple wooden spear with a polished steel head. Faint etchings in the head look like the twisting branches of a gnarled oak tree. Hidden among the decoration is the following inscription: "Protect those who cannot protect themselves. Speak for those who cannot speak for themselves." The spear possesses a subtle intelligence. Whether this is truly the spirit of Hemlock is up for debate, but the spear only reveals its true abilities to one who has proven themselves an ally to nature.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. As a bonus action, you can mentally command it to light up with pale blue light like moonlight equivalent to the *light* cantrip, or douse the light. When enemies of nature are nearby (within 5 miles), you may hear a faint whisper of warning or sense of dread, and an urge to move in that direction. If you help stop the threat, you can attune to the spear and gain the following abilities:

- As a bonus action, you can command the spear to lengthen, changing its stats into those of a pike. This change is permanent until commanded to change back again.
- You gain a +2 bonus to Wisdom (Perception) and Wisdom (Nature) checks.
- You always have the *speak with animals* spell active.
- Natural animals automatically treat you as a friend until you do something to betray the trust of the animal in question.
- The spear continues to warn you if threats to nature are nearby.

Spells. Finally, the spear has 5 charges. Each day at dusk it regains 1d4 charges. You can use your action and expend the listed number of charges to activate one of the spells below. Wisdom is the spellcasting ability, and it uses your Wisdom score or 14, whichever is higher. *Animal Friendship* (1), *Animal Messenger* (2), *Locate Animals or Plants* (2), *Pass Without Trace* (2).

HORSESHOES OF AGILITY (Silver Sting's Slippers)

Wondrous item, uncommon

These shoes (or ones like them) were owned by a mysterious, masked unicorn mare from Canterlot who went by the name of Silver Sting. She was notorious for pulling off many ingenious heists from the rich nobles of Canterlot, and giving the money entirely to the poor and downtrodden. Always a polite and gracious scoundrel, even to her victims, she always left a miniature silver dagger pin at the scene of her crimes as a trademark. Silver Sting's secret identity was never revealed, but many newspapers and rumormongers speculated that she was, herself, a noble, possibly bored and disgusted with the excesses of noble life and looking for thrilling adventure.

These elegant mithril horseshoes look almost too fragile to wear, but they are surprisingly strong. While wearing them, you have advantage Dexterity (Acrobatics) and Dexterity (Sleight of Hand) checks. You can make a standing or running jump the full distance of your walking speed. Any time you fall, reduce the distance by 50 feet before determining how much damage you suffer.

HORSESHOES OF MIGHT (Barleywine's Wolfbuckers)

Wondrous item, uncommon

These shoes (or ones like them) were owned by a stallion named Barleywine, one of the first settlers of Ponyville. Unicorn merchants from Canterlot were passing through the fledgling village and were attacked by timber wolves out of the Everfree. The magic bolts of the unicorns did little to deter the wolves. Luckily, Barleywine was within earshot and was able to buy the caravan time to flee with a few well-placed kicks. The unicorns had these

shoes commissioned as a gift of thanks. Barleywine called them his Wolfbuckers.

These extra-thick iron horseshoes pack quite a punch. While wearing them, you have advantage on Strength checks to make shove attacks, force open doors, break things, or do anything else that can be accomplished by bucking really hard. In addition, when you make a successful shove attack using your natural weapons (hooves), the target is pushed 10 feet *and* knocked prone, and takes damage as if you had hit with your hoof attack.

INCENSE OF CAPTIVATION

Consumable, uncommon

If you complete a short rest with this flowery incense burning nearby, you receive a +1 bonus on Wisdom and Charisma saves and checks for the next 12 hours. In addition, any tasks you're undertaking that require contemplation and conversation (such as negotiating a deal, or seeking out local gossip) progress twice as fast as normal.

INCENSE OF CONCENTRATION

Consumable, uncommon

If you complete a short rest with this herbal incense burning nearby, you receive a +1 bonus on Dexterity and Intelligence saves and checks for the next 12 hours. In addition, any tasks you're undertaking that require mental concentration or fine motor skill (such as researching in a library, cutting gemstones, or copying spells into a spellbook) progress twice as fast as normal.

INCENSE OF INVIGORATION

Consumable, uncommon

If you complete a short rest with this musky incense burning nearby, you receive a +1 bonus on Strength and Constitution saves and checks for the next 12 hours. In addition, any tasks you're undertaking that require

strength and stamina (such as crafting weapons and armor, building a house, or tending to farm work) progress twice as fast as normal.

JACINTH'S YOKE

Wondrous item, uncommon (optional attunement)

Centuries ago in the Hayseed Swamp, a river serpent named Summer Willow was attacked by a vicious hydra. Summer managed to escape, but was gravely wounded. Hiding in a desolate cave, she expected to die alone, and cried to herself, lamenting her fate, before she passed out.

Summer awoke to find that an earth pony turnip farmer from a nearby village had heard her cries and come to bind her wounds. Over the next month, the pony, named Jacinth, returned dutifully each day near evening, bringing food, water, and fresh bandages. Summer noted that she was rather small for an earth pony, so lugging all those supplies out into her swamp cave must have been quite a burden. Eventually Jacinth nursed Summer back to health, and the two became fast friends. Summer created this deceptively powerful farmer's yoke as a token of her thanks and their friendship.

This oaken yoke seems too thin and delicate to be strong and durable, but in reality it's as tough as steel and increases your mettle as well. While wearing the yoke (a necklace, technically), you can comfortably carry an additional 150 pounds of gear, you ignore any Strength requirements for wearing armor (if simplified encumbrance rules are in use), and your speed is not reduced because of wearing heavy armor. When attuned, you can use the following abilities:

- Once per day, you can use a bonus action to grant yourself temporary hit points equal to 4 times your proficiency bonus.
- Once per day, you can re-roll a Constitution saving throw.
- Whenever you roll Hit Dice to recover hit points, you re-roll 1s.

JAR OF SMOOZE

Wondrous item, uncommon

When Discord and his sometime friend The Smooze go carousing, frequently bits of its magic-nullifying slime get left behind. Enterprising ponies gather this slime up for its useful properties.

A jar of smooze is a ranged finesse weapon (range 20 feet / 50 feet) that breaks on impact, affecting its target as if a *dispel magic* spell was cast on it. If it needs to make an ability check, as a part of the spell, its bonus is +8.

LEMONADE'S HAT OF HOARDING

Wondrous item, rare (optional attunement)

In Old Manehattan, Lemonade Lace was a young mare from a poorer section of town. She often heard the phrase "when life gives you lemons, make lemonade," which other ponies thought was a funny joke considering her name. It was funny, the first twenty or thirty times she heard it. Eventually she vowed to never be in such a situation where all she had was "lemons." She saved, scavenged, and bartered, eventually becoming a successful general store manager who always seemed to have the right tool for the job available.

No pony is sure how or when her hat became magical, or if this item was created by another pony seeking to duplicate her uncanny resourcefulness. Since there's more than one hat of hoarding out there, it seems more likely to be the latter.

Using your action, you can pull any non-magical item worth up to 50gb that is no more than 8 cubic feet in size out of the hat. Each round you can continue to produce additional items, up to the limit of 50 gb. If a produced item is returned to the hat, then its value is restored to the hat's total. Items lost have their value permanently subtracted from the hat's available total until they can be replaced with a similar item.

If attuned, you can pull out a total of 500gb worth of items that are up to 27 cubic feet in size, including consumable magic items such as potions and scrolls.

LIBRAM OF ENLIGHTENMENT

Wondrous item, rare (requires attunement)

In the early days of Equestria when danger still lay around every corner, both the royal sisters recruited their own personal cadre of trained specialists. Princess Celestia established the Comitis Solarium, the Companions of the Sun. Leaders among the Comitis were typically paladins, clerics, or wizards. Those who were worthy were gifted by the princess with one of the Implements of the Sun. These included the Librams of Enlightenment, magical books that exemplified the powers of the sun, radiance, and protection.

This large book is bound in gleaming white with polished golden corner protectors and binding reinforcements. In the center of the cover is an insignia featuring the 8-armed sun of Princess Celestia's cutie mark. The book is filled with a thousand pages of arcane lore. It includes instructions on how to craft the other Implements of the Sun, and grants anyone using it a +2 bonus to Intelligence (Arcana) checks.

If you are attuned to the libram, you become fluent in the Draconic, Sylvan, and Old Equestrian languages. You can use *all* wizard cantrips, even if you are normally unable to cast spells. In addition, you gain three 1st-level spell slots that you can use each day on the following spells: *alarm*, *comprehend languages*, *detect magic*, *identify*, *illusory script*, or *unseen servant*. If you do not have a spellcasting ability, use the highest of your Intelligence, Wisdom, or Charisma scores.

Finally, when you are attuned to the libram it magically creates 100 additional pages that only you can access. Others who examine the book can't find these pages. Each page can store the normal amount of written information. If you use these pages as a spellbook, each spell takes one page, and copying spells into the book take half as much time and cost half as much as normal (1 hour per spell level and 25gb worth of materials). You can designate other creatures by name that are able to access these pages. If you are no longer attuned to the book the pages remain and you and the designated creatures (only) can still access them.

MISTY LAKE'S POND PRANCERS

Wondrous item, uncommon

It's said that the first pair of these simple, silvery horseshoes were made for a mailpony named Misty Lake, who was responsible for delivering mail to numerous small villages and farms encircling a large lake near Phillydelphia. They saved Misty Lake so much time, he was able to spend a few hours a day at his favorite fishing hole while still delivering mail twice as fast as before, when he had to use a rowboat.

While wearing these horseshoes, you can walk on water, ice, snow, mud, and other liquids without falling in, treating them as normal ground. Choppy water is considered difficult terrain. You can also cause a wagon or carriage you (alone) are pulling to glide across the surface just as easily.

NIGHTSTALKER GARB

Armor (studded leather, hide armor, or breastplate), rare

In the early days of Equestria when danger still lay around every corner, both the royal sisters recruited their own personal cadre of trained specialists. Princess Luna established the Sagittarii Lunae: the Crescent Moon Archers. Leaders among the Sagittarii were typically druids, rangers, or clerics. Those who were worthy were gifted by the princess with one of the Implements of the Moon. These included Nightstalker Garb: dark-hued magical armor that allows its wearer to stalk the shadows unseen and unheard.

This armor is crafted of thin, fine steel treated with a process that makes it black as the night sky. Its leather portions are of black crocodile or snakeskin. Dull gray crescent moon insignia at the shoulders mark you as a loyal agent of Princess Luna.

While wearing the armor or robe, you gain a +3 bonus on Dexterity (Stealth), Intelligence (Nature), and Wisdom (Animal Handling) checks. You gain darkvision to a range of 60 feet. If you already have darkvision, its range increases by that amount. Three times per day, you can use your action to teleport up to 20 feet to the shadow cast by any small-sized or

larger creature or object at least 2 feet tall (such as a table, chair, door, or vase). You regain all uses of this ability at sunset.

PERIAPT OF THE HEARTWARDENS

Wondrous item, uncommon (requires attunement)

In the Crystal Empire's heyday, Princess Amore founded an order of knights known as the Heartwardens. Its membership was drawn from all classes and professions. In addition to their primary function of delivering disaster relief and medical support, they were also responsible for maintaining the morale of the citizens of the empire, which is the key to the strength of the Crystal Heart. To achieve this goal, publicly, Heartwardens helped organize feasts, festivals such as the Crystal Faire, and other revelry. Privately, they also helped counsel those who were going through difficult times in their lives and ran shelters and soup kitchens for the poor. With the reappearance of the Crystal Empire, Princess Cadance has once again re-established the order and is actively seeking recruits.

The periapt is a silver, heart-shaped pendant. Inset within the heart is the order's symbol: a miniature staff around which a snake is entwined. It is issued to especially deserving veteran members of the order. Occasionally, such heirlooms are bequeathed to the descendants of their original recipients. While wearing the periapt, you gain a +2 bonus to Wisdom (Insight) and Charisma (Persuasion) checks.

Spells. The periapt has 5 charges. It regains 1d3+1 expended charges daily at dawn. In addition, any magic-using character can use their action to touch the periapt and expend one of their own spell slots (of any level) in order to add another charge to it (up to its maximum). If you expend the last charge, roll a d20. On a 1, the periapt loses all its magical powers. You can use an action to expend some of its charges to cast one of the following spells. If the spell can be cast at higher levels, you can expend one additional charge for each level of slot you wish to increase it.

- 1 Charge each: create or destroy water, detect poison and disease, purify food and drink

- 2 Charges each: lesser restoration, *prayer of healing*, *warding bond*
- 3 Charges each: beacon of hope, create food and water

PERIWINKLE'S PORTABLE POCKET POSSESSIONS

Wondrous Item, uncommon

One of the drawbacks of the life of a nomadic adventurer is the difficulty in taking your profession tools with you. Sages need their books, blacksmiths need a forge and anvil, tailors need their sewing machine, and so on. The unicorn wizard Periwinkle developed magics to shrink down such bulky items, making them easy to take on the road. They're not as fully-equipped as a permanent shop, but they can be a life-saver in the wild.

Pocket Possessions take the form of a miniature pewter representation of an item such as an anvil, flask, inkwell, or other similar items about 3" across and weighing 1 pound. If you set the item on the ground and say its command word (an action), the item expands and turns into a working collection of related items. If there is insufficient space for the collection to expand, the activation fails. Repeating the command word shrinks the collection back to its miniature form. If a collection includes consumable supplies, you can manually replenish them just by adding them to the collection while it's expanded. The following *Pocket Possessions* are known, but others doubtless exist:

- **Anvil:** Becomes an anvil, a hot forge, a rack of smith's tools, glassblower's tools, tinker's tools, a water barrel and trough, a grindstone, wedges, a barrel of coal, a crate of copper, tin, iron, and steel ingots, and a crate of raw glass. You can replenish the materials if any have been used.
- **Balloon:** Becomes a hot air balloon 50 feet across that's capable of lifting eight medium-sized characters (large-sized characters count double) in its basket. It has a magical torch with adjustment dial at the top of the basket to increase or decrease the balloon temperature. The basket includes 20 10-pound sandbags and three 100-foot coils of silk rope.

- **Inkwell:** Becomes a large bookshelf holding up to 100 books, a writing desk, calligrapher's supplies, cartographer's tools, 5 inkwells, 10 quill pens, 500 sheets of blank paper, 5 blank books of 100 pages each, a pair of lit candles, a stool, and a comfortable reading chair.
- **Flag:** Becomes a large pavilion tent 30 feet across. Its sides lift up like curtains so it can be used as a sun or rain shelter during the day, or left down at night for privacy. It sleeps ten characters comfortably. Also comes with a wooden table and six chairs, and a rack full of entertainment items such as dice, playing cards, and board games.
- **Flask:** Becomes a worktable with alchemist's supplies, an herbalism kit, a poisoner's kit, various alchemical glassware, an herb drying rack, a rack of 50 empty vials, a jug of preservative fluid, and storage rack for up to 50 additional filled vials.
- **Thread Spool:** Becomes a large worktable with cobbler's tools, leatherworker's tools, weaver's tools, a rack of thread spools in a wide variety of colors and grades, a sewing machine, a cobbler's bench, and storage for 20 bolts of cloth and leather below the tabletop.
- **Saw:** Becomes a workbench with vise, several sawhorses, carpenter's tools, woodcarver's tools, pedal-powered lathe and drill press, a variety of fasteners and inserts such as nails and biscuits, several cans of varnish, a 30-foot extension ladder, a 6-foot stepladder, plus a rack full of precut boards and dowels in multiple varieties of wood.
- **Stewpot:** Becomes a lit campfire with tripod stew pot, rack with three hanging kettles, grill grate, rack with three frying pans, two dutch ovens, worktable with cutting board, cook's utensils and spice rack, sacks of flour, sugar, cornmeal, oats, potatoes, onions, and other dry goods, jars of dry pasta, salt, brown sugar, butter, and other baking supplies, jugs of vegetable oil, a crate of chicken eggs, and baskets of fresh fruit and vegetables. Food stored in this collection does not age while in miniature form.

- **Oar:** Becomes a 30-foot shallow-draft skiff (10-foot beam) with sail and 3 pair of oars that can fit 30 passengers and 3 tons of cargo. Anything in the boat when it's miniaturized drops into the water.
- **Wagon Wheel:** Becomes a medium-sized covered wagon with full tack and harness. Anything in the wagon when it's miniaturized is left on the ground. Includes skis to convert to a sleigh.

PHOENIX-FEATHER ARROW

Ammunition, uncommon

These arrows are crafted with a brilliant red and orange phoenix feather in their fletching. It's said that only a feather found below a phoenix nest will power the enchantment used to create these arrows: those plucked from a phoenix immediately burst into flame.

A phoenix-feather arrow has all the same properties of a normal arrow. When fired, it is consumed by fire mid-flight and deals 3d6 fire damage on a successful hit, rather than its normal arrow damage. This item can also be found as a crossbow bolt.

PORCUPINE ARMOR

Armor (any), uncommon

Inspired by a porcupine's quills, this armor was first developed by the deerfolk but has spread to other cultures. It bristles with magical spines on your command, which is handy when someone's trying to hit you or a big monster has you in its mouth.

If a creature hits you with a melee attack using a part of its body, you can use your reaction to deal magical piercing damage to it equal to 1d4 + your proficiency bonus.

If you are grappled by another creature, you can use a bonus action to extend the armor's spines. The grappling creature takes 1d6 magical piercing damage for each point in your proficiency bonus (a total of 2d6 if you have a +2 proficiency bonus, 3d6 if you have a +3, etc., up to 5d6 with a +5 proficiency bonus).

RADIANT VESTMENTS

Armor (breastplate, half-plate, or plate armor, or silk robes), rare

In the early days of Equestria when danger still lay around every corner, both the royal sisters recruited their own personal cadre of trained specialists. Princess Celestia established the Comitis Solarium, the Companions of the Sun. Leaders among the Comitis were typically paladins, clerics, or wizards. Those who were worthy were gifted by the princess with one of the Implements of the Sun. These included Radiant Vestments: gleaming white and golden armor or robes that fortify both the body and spirit.

This armor is crafted of the finest steel or silk and weighs 25% less than normal armor of its type. It is adorned with wing, feather, and sun ray motifs. Wearing it marks you as a loyal agent of Princess Celestia. While wearing this armor (or robe), you resist radiant and necrotic damage, and you have a +1 bonus to all saving throws.

RAM'S HORN HELM

Wondrous item (helmet), uncommon

This helmet boasts a pair of heavy steel ram's horns, typically painted (often black). Though the helmet easily weighs thirty pounds on its own, while worn it feels weightless and strengthens your neck and shoulder muscles.

If you use the dash action while wearing this helm, you can make a head-butt attack as a bonus action. It's a heavy melee weapon attack which counts as a weapon in which you are proficient. It deals 1d10 bludgeoning damage. The helmet's magic adds a +1 bonus to attack and damage rolls for this attack. A Huge-sized or smaller creature you hit with this attack is pushed 10 feet if you hit by 5 or more.

In addition, while wearing the helmet you gain a +2 bonus to Charisma (Intimidation) checks. Its thick construction and strengthening ability also grants you advantage on any saving throw against effects that would stun you.

RED BIRD'S AXE

Weapon (battle axe), uncommon (optional attunement)

Buffalo oral tradition tells of a hero named Red Bird, a promising young warrior. As a son of the tribe's shaman, he was raised with a strong reverence for the Great Wind Spirit. As the story goes, he was watching over a group of calves playing in an open field when a pack of coyotes attacked. Lacking the speed and agility to keep up with the much more nimble canines, Red Bird threw his tomahawk at the leader of the pack and uttered a prayer, asking the Wind Spirit to guide his aim. The axe struck true, and, miraculously, the winds carried his axe back to his mouth, ready to be hurled at the next opponent. Wisely, the coyotes retreated to fight another day.

Over the years Red Bird had many other adventures, and the Great Wind Spirit blessed his weapon with further abilities in gratitude for his selfless actions. With each retelling of the stories, his legend grew, living on long after he had passed on to be with his ancestors.

You gain a +1 bonus to attack and damage rolls made with this magic battle axe. It can be treated as a thrown weapon with a range of 20/60 feet. If you are attuned to the weapon, three additional abilities unlock, some of which cost charges. The axe has a maximum of three charges, and it regains 1 spent charge each day if exposed to the sunrise for one hour at dawn.

- If thrown, the axe returns to your claw or mouth at the start of your next turn. This ability does not cost charges.
- As a bonus action, you can charge the axe with lightning. For one minute, each successful attack deals 1d4 additional lightning damage. This ability costs one charge.
- As an action, you can throw the axe at an object or point on the ground within 60 feet and call down a lightning strike from the sky. Each creature within 5 feet of the axe is struck for 4d10 lightning damage. A successful DC 16 Dexterity save reduces the damage by half. This ability costs one charge.

REVEALER - CHANGELING BANE

Weapon (any melee), uncommon

In the days of changeling incursion, several weapons were forged to seek out and reveal changeling infiltrators in Equestrian society. A few survive to this day, and are still useful for locating and revealing changeling spies.

This weapon can be crafted in many different shapes and styles, but it always features an open eye prominently engraved in its blade or head. When a changeling is within 50 feet of the weapon, the eye begins to glow faintly. Any changeling struck by the weapon takes 1d4 additional damage. In addition, they revert to their natural form and are unable to use their shapechanging ability for one hour unless they succeed on a DC 15 Wisdom saving throw.

While you have the blade on your person, you have a +2 bonus to Wisdom (Perception) and Wisdom (Insight) checks.

SCEPTRUM SOLARIUM

Weapon (mace), rare (optional attunement)

In the early days of Equestria when danger still lay around every corner, both the royal sisters recruited their own personal cadre of trained specialists. Princess Celestia established the Comitatus Solarium, the Companions of the Sun. Leaders among the Comitatus were typically paladins, clerics, or wizards. Those who were worthy were gifted by the princess with one of the Implements of the Sun. These included the Sceptri Solarium, magical scepters that exemplified the powers of the sun, radiance, and protection.

A *Sceptrum Solarium* (Scepter of the Sun) is a grapefruit-sized sphere of irregular, translucent quartz crystal that appears white when inert but glows a brilliant golden hue when illuminated. The stone caps a 2-foot rod of mithril engraved with images of the sun, rays of light, and scenes of sunrise and sunset. It functions as a mace, adding a +1 bonus to your attack and damage rolls you make with the weapon. If you are attuned to the scepter, you gain the following abilities while you have it in your possession:

- On command (a bonus action) the scepter radiates bright light in a 30-foot radius and dim light in a 50-foot radius. A second command ends the illumination.
- Three times per day, you can cause a successful attack with this weapon to deal 2d6 additional radiant damage and *dazzle* the target (see new conditions in MLP:45e chapter 7) until the start of your next turn.
- Once per day, you can use the *crusader's mantle* spell. Like the spell, you must maintain concentration on the spell or it ends early.
- Once per day, you can use the *sunbeam* spell for one round (only). The save DC is 16 or your save DC, whichever is higher.

SHARDS OF HARMONY

Wondrous item, common

In places where the Elements of Harmony were used, occasionally small gemstones nearby are empowered with a fragment of the magic of one of the elements. These were most frequently found around the Castle of the Two Sisters, Ponyville, Canterlot, and points in-between. A shard of harmony looks like any average gemstone, although a faint image of the cutie mark of the element's bearer at the time it was created is visible inside it. Shards are especially prized, now that the original Elements have been returned to the Tree of Harmony.

Typically, shards of harmony are placed in a setting and then affixed to an item of clothing or jewelry. Often they are found on a tiara, a necklace, a ring, a shield, a weapon's pommel, a suit of armor's breastplate, or even as a belt buckle. Each has a different effect:

- **Shard of Generosity (purple):** Whenever a friend within 30 feet spends a Hit Die to regain hit points, you can spend one of your own instead. They recover hit points as if they had spent their own Hit Die, unless yours are higher, in which case they receive the higher amount.

- **Shard of Honesty (Orange):** You have advantage on Wisdom (Insight) checks, but disadvantage on Charisma (Deception) checks.
- **Shard of Kindness (Pink):** You can use the *healing word* spell once per day.
- **Shard of Laughter (Blue):** You and all friends within 30 feet have a +1 bonus on Wisdom saving throws.
- **Shard of Loyalty (Red):** You have advantage on saving throws against any effect that would *charm*, *frighten*, or *terrify* you.
- **Shard of Magic (Magenta):** You gain the ability to use one random cantrip (can be determined by the GM).

SMART COOKIE'S SATCHEL

Wondrous item, uncommon

Each day, up to ten nuts, berries, or other pieces of fruit you place in this satchel at the start of a long rest become enchanted as if you had cast the *goodberry* spell on them. These are extra-nutritious, however, and restore 1d4+1 hit points each rather than 1.

SNOWFALL'S SPECTACLES

Wondrous item, uncommon (optional attunement)

The famous archmage Snowfall Frost first created a pair of these magical eyeglasses as a convenience to aid her research, allowing her to save her magical spells for more important tasks. She shared the secrets of their creation with several of her apprentices, so numerous other copies of her original pair are likely to exist.

These eyeglasses automatically adjust their lens geometry to correct any vision problems you experience. You also gains a +2 bonus to any checks made while physically inspecting something or someone. Examples include: searching an object, or location for traps, clues, hidden inscriptions, or hidden doors and compartments, or searching a creature for a crime evidence, a concealed weapon, a scar, a tattoo, or a birthmark. If you are attuned to the spectacles, you also gain the following abilities:

- You can read any written language.
- Twice per day, you can cast *detect magic*.
- Once per day, you can cast *locate object*.
- Once per day, you can cast *see invisibility*.

If you cast *detect magic* or *locate object* while wearing the spectacles, these spells last their full duration without requiring concentration. This effect occurs regardless of whether you activate the spectacles to cast the spell, or if you cast them using your own magic. Finally, if the glasses are taken off (or knocked off) they will glow for the next 5 minutes, making them easier to find. You can suppress this effect with a mental command.

SPELLWARDING SHIELD

Shield, uncommon

This shield is typically crafted in the target style or heater style. Its central heraldic device is the symbol of the element of magic: a narrow, six-pointed star with its lower-central point extended in length, surrounded by five other stars. The first versions were made long before Princess Twilight Sparkle was born, however. It was assigned to specialists in the Canterlot Royal Guard who had to contend with enemy spellcasters.

While you have this shield equipped, you gain a +1 bonus to all saving throws and AC against spells and magical effects. In addition, once per day you can use your reaction to cast the *counterspell* spell or use your action to cast the *dispel magic* spell. If you don't have a spellcasting ability, make any checks needed for the spell using a +3 bonus.

SPELUNKER'S BOW

Weapon (bow or crossbow), uncommon

During the reign of King Sombra, the enslaved crystal ponies were forced to dig deep within the mines below the Crystal Empire. These caverns are vast and filled with dangerous creatures and natural hazards of all sorts. The first spelunker's bow was actually first created by Sombra himself and

given to a trusted overseer in order to make exploration of these caves more efficient.

The spelunker's bow is a magic weapon, though it does not add a bonus to attack or damage rolls for most attacks. Its true power lies in its utility and its effectiveness against creatures of stone or crystal.

- You gain a +1 bonus to attack and damage rolls made with this weapon against creatures composed of animate stone, crystal, or metal. A successful hit against such creatures deals 1d6 bonus damage.
- You can use your action to fire a special flare arrow by drawing the bow with a normal arrow nocked and whispering the command words (typically "light my path"). If the arrow strikes a stone surface or one of the types of creatures listed above, the arrow sticks and glows with a brilliant white light in a 30-foot radius. If the air within that radius is foul, the light changes color: red for explosive gas, green for poisonous or oxygen-poor air, or yellow for corrosive vapors. The light lasts four hours.
- The spelunker's bow is strong enough to fire a grappling hook with attached rope up to 150 feet.

STAFF OF DRAGONFIRE

Staff, uncommon (optional attunement)

This gnarled wooden staff is topped by a crudely-carved wooden dragon head (or alternately, a dragon skull) painted red. The mouth of the carving is somewhat charred and blackened. While wielding the staff, you can use the *firebolt* cantrip. Your attack bonus is equal to your spellcasting ability bonus or dexterity bonus (whichever is higher) plus your proficiency bonus. Calculate its damage using your level.

The staff has 5 charges. Each day at dawn it regains 1d2 charges. If you are attuned to the staff, while wielding it, you can use your action to expend 1 or more of its charges to cast one of the following spells from it. Use your spell save DC or 15, whichever is higher: *burning hands* (1 charge),

and *aganazzar's scorcher* (2 charges, see *Elemental Evil Player's Companion*, page 15). When you activate one of these two spells from the staff, you can expend 1 or 2 additional charges to increase the level of the slot the spell is cast with by 1 per charge spent.

Rumors persist alternate dragonfire staves painted in different colors. The variant staff's spells all deal a different damage type based on its color: white (cold), blue (lightning), black (acid), or green (poison).

STARFALL'S CLOUDSTRIDERS

Wondrous item, uncommon (optional attunement)

Soon after the founding of Equestria, when the pony tribes were still somewhat distrustful of the others, one rebel unicorn stallion named Starfall and a pegasus mare named Daybreak fell in love. The mare's father forbade her from seeing her lover, however, saying that she could only marry a resident of Cloudsdale. Undeterred, Starfall spent several years learning magic and finally crafted a set of these shoes. He wasn't sure what was more precious - finally being able to move to Cloudsdale, or seeing the look on his future father-in-law's face.

When worn, these elegant mithral horseshoes grant you the *cloudwalking* ability possessed by pegasi and other flying creatures. When attuned, you unlock the following additional abilities:

- *Feather Fall*, at will. Visually, a cloud materializes below your hooves and gently cushions your fall.
- *Fly*, once per day. Visually, a cloud materializes below your hooves and bears you aloft into the air. The spell functions as if you had cast it, which means you must concentrate to maintain it, and your concentration can be disrupted.

THE EMPRESS' GLAIVE

Weapon (glaive), rare (optional attunement)

Centuries before the founding of Equestria, the great Griffon Empire was one of the most powerful nations in the world. Empress Rosilda was

perhaps its greatest warrior, in addition to being its ruler for nearly fifty years. She is perhaps most famous for personally leading the joint griffon-pony counterattack which ended the dragon invasion of the empire and ultimately earned Equestria its place as an independent state.

The Empress' Glaive is surprisingly nondescript: it's a true warrior's weapon, with few adornments and a well-worn, yet well-cared-for appearance. When grasped for the first time, however, you are immediately hit with flashbacks of ancient battles between massed armies of griffons against changelings, dragons, worgs, and other threats.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you are attuned to the weapon, the following additional abilities unlock:

- The glaive's base damage increases from 1d10 to 2d6.
- You have two superiority dice, which are d8s. If you already have superiority dice from your class or a feat, these are added to your existing total. You learn the battle master fighter maneuvers *lunging attack* and *menacing attack*.
- You can use your action to shout a furious battle cry. Every friend within 100 feet receives temporary hit points equal to your proficiency bonus times five, enemies within 10 feet of you are pushed back 10 feet and take 2d6 thunder damage, and enemies within 100 feet take a -1 penalty to attack rolls until the start of your next turn. You regain the use of this ability after completing a long rest.
- On your turn, you can use a bonus action to regain hit points equal to 1d10 + your level. Alternately, you can instead grant these hit points to a friend within 30 feet. You regain the use of this ability after completing a short rest.

THUNDERFALL

Weapon (any bow), uncommon (requires attunement)

This elegantly-carved longbow is engraved with Cervine script which reads "Thunderfall" on one side, and "Winds protect me" on the other. It bears radiating patterns of black charring running from end to end. Deerfolk elders know the story of its creation:

In the Pre-Equestrian Griffon Empire, the griffons attempted to invade the Everfree Forest. The deerfolk were one of the few nations able to repulse their attack. During one pivotal battle, griffon wind sorcerers summoned storm clouds to strike the forests with lightning in an attempt to drive back the deer. The cervines repulsed the attack with thorn-slinging plants, and the griffons retreated, looking for easier prey.

In the aftermath of the battle, many trees had been struck by lightning. The deer found that some of these trees bore strong magical auras. The wood from these trees was harvested and used to craft several enchanted weapons, Thunderfall among them.

Thunderfall can be a longbow or a shortbow. If you are attuned to it, the following abilities unlock:

- Your walking speed and jump distances increase by 10 feet.
- You can use a bonus action to cast the *gust* cantrip (See the *Elemental Evil Player's Companion*).
- Once per day, you can use your action to cast *thunderwave* (cast as a 3rd-level spell) or *lightning bolt*. The save DC is 17.

TORC OF THE SIREN

Wondrous item, rare (requires attunement)

This heavy neck ornamentation is woven from gold and silver wire braided together. Its ends are fashioned in the shape of spiral snail shells with finely-engraved hippocampi dancing among the coils. While wearing it, you receive a +2 bonus to Charisma (Persuasion or Intimidation) checks. In addition, you can choose to amplify your voice when you speak, allowing you to be heard clearly from up to 500 feet away.

Spells. The torc has 5 charges which can be used to cast the following spells by expending the listed number of charges. Each additional

charge spent when activating the spell increases the level of the spell slot used by 1. Each day at dawn, the torc regains 1d4 spent charges: *dissonant whispers* (1 charge), *thunderwave* (1 charge), *enthrall* (2 charges), *shatter* (2 charges), *suggestion* (2 charges)

TRICKSTER'S TRAPPINGS

Armor (any) or Robe, rare (requires attunement)

This enchantment is typically applied to studded leather, though other armor types (or even robes) are possible options. It's a favorite choice of illusionists and mischief-makers everywhere. If attuned you gain the following abilities:

- Three times per day, you can use your action to cast the *disguise self* spell on yourself.
- Twice per day, you can use your action to cast the *mirror image* spell on yourself.

While you have active images from the armor's *mirror image* power, as a part of your movement you can have the images scatter. Each active image immediately moves your speed and uses the dash action in an attempt to safely leave the area via different routes. One might attempt to jump out an open window, one might head for an open door, while one might head down a nearby staircase. At the start of your turn each round, each remaining image again moves and uses the dash action to continue escaping. Images that don't have a route to escape by move to the furthest corner from any opponents, or hide behind available furniture or other creatures.

Once the images scatter, you no longer follow the normal *mirror image* rules. The images still have the same duration and AC and ignore damage from area effects, but opponents must choose between you and the images which target to attack. Creatures can make a DC 20 Insight check as a bonus action to attempt to determine which target is an image and which is the real you. The images leave illusory hoofprints and illusory scent

behind, which fade after 1 minute, but creatures with keen scent such as diamond dogs and changelings still have advantage on this check.

TRUEHEART'S BOW

Weapon (bow or crossbow), rare, optional attunement

Before Equestria was established as a united nation, border disputes and skirmishes with the surrounding nations were not uncommon. Soldiers fought bravely, but some were forced to give the ultimate sacrifice to keep their families safe. Trueheart was a young unicorn soldier who wished to do more to help out her brothers and sisters in arms, but was too small to be an effective front-line fighter. Instead, she focused all her time and effort on improving her skill with her longbow and magic. In time, she developed unique magical spells that she could use in conjunction with her bow to give her front-line brethren a helping hoof. So frequently did they see use that the spells eventually became imprinted on her bow.

The number of soldiers Trueheart saved numbered in the dozens. Ultimately, she in turn sacrificed herself to save another. Trueheart's grave lies in the center of the West pavilion in the Canterlot Memorial Gardens cemetery, below a large statue of her with a plaque recounting her heroic deeds. Her bow passed down to her family, who still carry on a proud tradition of archery. Many others have tried to copy her bow's magic, but few have been successful.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you are attuned to the weapon, three additional abilities unlock, some of which cost charges. The bow has a maximum of five charges, and it regains 1 spent charge each day at dawn. In addition, a magic-using character can use their action to touch the bow and expend one of their own spell slots (of any level) in order to add another charge to the bow (up to its maximum).

- When an opponent you can see attacks, you can use your reaction to fire a *shielding arrow* over the head of the attack's target. The target gains a +5 bonus to AC (including against the triggering

attack) until the start of their next turn. This ability costs one charge.

- You can choose to make one of your bow attacks a *battering arrow*. If the battering arrow hits, the target must make a DC 16 Strength saving throw or be pushed 10 feet away from you and knocked prone. This ability costs one charge.
- You can use your action to fire a *smoke arrow* at a space within your weapon's short range. It is an arcing shot, so it goes over any cover that lies between you and the destination. The arrow generates a 20-foot radius sphere of smoke centered on it, heavily obscuring the area. A moderate or greater wind (at least 10 miles per hour) will reduce the effect to light obscurement. This ability costs one charge.

UNICORN PENDANT

Wondrous item, uncommon (optional attunement)

This amulet or locket comes in a variety of forms, but usually consists of a small silver token about the size of a coin. The front is usually engraved with a sun, moon, or star, while the reverse (or inside, for lockets) often contains a portrait of the former owner's spouse or someone else important to them. Locket versions might even contain a few strands of hair or a sliver of horn.

While wearing this pendant you can cast the *apprentice's telekinesis* and *light* cantrips as if you were a 1st-level wizard. A unicorn pendant is also created with a third spell: either a wizard cantrip or a 1st-level wizard spell of the creator's choice. If you are attuned to the pendant, you can access this third spell. Popular choices are *Prestidigitation*, *Eldritch Blast*, *Feather Fall*, *Shield*, and *Unseen Servant*. Cantrips are usable at-will, while 1st-level spells are usable once per day.

WALKS WITH STARS' DREAMCATCHER

Wondrous item, rare (requires attunement)

Walks With Stars was a well-known buffalo who lived several hundred years ago. Unlike most, he did not earn his reputation for skill in shamanistic magic or bravery in battle. Instead, he regularly received cryptic, often confusing dreams of the future. His tribe's shaman believed that these visions were a gift of the Great Wind Spirit, and she helped him to interpret their meaning. Sometimes they warned the tribe of impending danger, other times they seemed to have no particular meaning. Sometimes they even seemed to be amusing jokes. More often than not, they benefitted the tribe in some way.

Eventually Walks With Stars grew elderly, and it's said a shooting star appeared in the sky at the moment of his passing. Walks With Stars passed on his dreamcatcher amulet to his granddaughter, Striking Hawk, a young warrior of the tribe. Striking Hawk soon began to report similar visions to those that her grandfather had seen. A conclave of shaman was convened, but ultimately they disagreed on the cause. Some believed that the dreamcatcher had always been magical and was the source of the visions, while others believed that the dreamcatcher was now bound to the spirit of Walks With Stars, and he was using it to communicate with his kin. Over the centuries others tried to duplicate the power of the amulet, and it's believed none had ever been successful. Striking Hawk eventually became the chief of her tribe, and her lineage can still be traced down to this day to Chief Thunderhooves and his daughter Strongheart. If Walks With Stars' dreamcatcher were found, it would be quite valuable to the tribe. Alternately, perhaps they already possess it, and would be willing to gift it to an ally who performed a great service to the tribe.

The dreamcatcher is small (roughly 6" across), and of typical construction consisting of a willow hoop with fine thread and bead patterns representing the sun, moon, and stars. If you hang the dreamcatcher above your head while you sleep, you have vivid dreams that are pleasant, but nonsensical. If you are on good terms with Chief Thunderhooves' tribe, you can attune with the dreamcatcher, which makes the dreams more clear. After completing a long rest while attuned with the dreamcatcher, you can roll 3d20. At any time during the day, you can use one of these die results in

place of a roll you are about to make. Any unused rolls are discarded when you start your next long rest.

WHISPERING EARRINGS

Wondrous item, uncommon

This item typically takes the form of a small hoop earring, but sometimes it's crafted as a hair braid ring or other body jewelry to be worn on the head. It's always matched to another similar item, forming a pair. The rings are meant to be worn by two different characters, and only function while both are being worn by different creatures. As a bonus action, you can activate the ring by tapping it, allowing you to hear everything going on around the other ring, as if you were there. You can deactivate the ring again as a bonus action.

You still hear what's going on around you, so if both locations are noisy it can be difficult to make out anything clearly. The maximum range the rings will function over is 1 mile. If one of the rings is not being worn, then the other cannot be activated.

YAKMA'S SADDLE BLANKET

Wondrous item, common

In the harsh lands of Yakyakistan, hypothermia is a constant threat. Yaks are naturally resistant thanks to their thick, shaggy coats, but visitors usually aren't so lucky and are forced to don heavy clothing. A yakma's ("grandmother's") saddle blanket is hoof-stitched by yak elders and blessed by their shamans, then given as gifts to especially prominent or worthy visitors.

These blankets usually feature a riot of contrasting colors in geometric patterns, and are often ringed with tassels in traditional yak style. Being gifted a yakma's blanket is considered a great honor in Yakyakistan.

Whenever you take cold damage, the damage is reduced by 5. You are immune to the environmental effects of cold temperatures, although

snow blindness, avalanches, and other threats are still a concern. This item can be worn over armor, cloaks, and other clothing.

ZOE'S FIRESTAR

Weapon (Morningstar or Flail), uncommon

Lady Zoe of Trent was a great diamond dog battle-captain who lived during the great Griffon Empire invasion of Equestria centuries ago. Though her feats (and panache) were legendary, it's not known what became of her. What is known is that her morningstar survived and changed paws many times throughout the centuries.

Zoe's Firestar is a morningstar (though newer copies were sometimes created as flails instead). You can use a bonus action to speak the weapon's command word, causing its head to erupt in flames, which shed light as a torch. While the head is ablaze, it deals 1d4 extra fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again, or until you drop or holster the weapon.

Also as a bonus action (which can be combined with the fire activation above), you can press a button on the handle which detaches the head from the haft, revealing that they are linked by a 15-foot chain. In this form, it's considered a heavy thrown weapon with a range of 20 feet (and no long range). You can't make melee attacks with the weapon in this form. Pressing the button on the handle again (another bonus action) retracts the chain and makes the weapon whole again. If you can make multiple attacks with a single attack action, you're able to change the weapon's form between the attacks as long as you have the bonus action available to spend.

Cursed Items

The items in this section have severe drawbacks and should only be used with caution. Some are interpretations of items from the show, and others are headcanon or exposition from the show or comics.

ALICORN AMULET

Wondrous item, legendary (requires attunement)

Many scholars of magic are familiar with the legends surrounding the Alicorn Amulet, but few know its origins. Some say it was created by an ancient evil entity as a gift to topple a bitter political foe. Others claim it is haunted by the spirit of a malevolent alicorn. One rumor even tells that it is powered by the souls of an entire lost civilization. All are in agreement that the amulet is cursed, as the amulet's wearer eventually succumbs to extreme hubris and pettiness.

While attuned to the amulet, you gain a +3 bonus to all saving throws and to armor class. Your proficiency bonus is considered a +6 when it pertains to spellcasting, such as when determining your spell save DC or spell attack bonus. The effects of cantrips you cast are determined as if you were 20th level.

Every day you have five bonus 9th-level spell slots, even if you are not normally a spellcaster. You can use them to cast your own spells, or any of the following spells which are known to the amulet: *animate objects, antipathy/sympathy, control weather, creation, demiplane, dominate monster, forcecage, hold monster, earthquake, globe of invulnerability, mass suggestion, maze, imprisonment, meteor swarm, polymorph, telekinesis, reverse gravity, shapechange, teleport, time stop, or weird.*

Curse. When you attune to the amulet, you must immediately make a DC 15 Wisdom check. On a failure, you become cursed. You refuse to take off the amulet, your alignment shifts one step closer to neutral evil, and you begin to see others only as pawns or useful fools in your quest for dominance. Each day the save DC increases by 1 and you must repeat the saving throw. After three failures, you lose all empathy for the feelings and

lives of others. Paranoia sets in, and you must prove your superiority to others by any means necessary.

A character who obtains the alicorn amulet should become a significant villain that needs to be thwarted by the player characters. The GM should assume control of any player character who possesses an umbral shard, and that character's player should introduce a new character to help defeat them. Assuming they are successful, control could once again revert to the player.

INSPIRATION MANIFESTATION

Wondrous item, very rare

This immaculate spellbook is the workbook and journal of Thrilling Thread, a well-known designer of high-fashion clothing and decorative parade armor and weaponry for the unicorn elite in pre-Canterlot Equestria. Thrilling Thread was the top name in his business for many years, but eventually younger designers began overtaking his position. Rather than gracefully accept this or attempt to improve his work, Thrilling made a pact with a mighty creature (some say a demon) which would grant him the power to read the thoughts of his rivals and anticipate their designs. The gift he received instead was the book "Inspiration Manifestation," which slowly drove him mad.

The book contains several dozen pages of insightful notes, immaculate drawings, and complete design patterns for decorative armor, clothing, and weaponry of all types penned by Thrilling Thread himself. As the book goes on, the notes become more rambling, the designs more outlandish, and the drawings less precise. Eventually the scribbles become nearly incoherent, and the crudely-drawn pictures are completely impractical or unworkable as actual designs. When you have perused the entire book (which takes roughly 8 hours), you become attuned to the book, which does not count against your limit of 3 attuned items.

Once attuned, you can see the following incantation on the first page of the journal (which was not visible before). You can read it regardless of what languages you are fluent in:

*From in the head to out in the world, every thought to action.
Hold close this book and through its spell, you'll start a chain reaction.
Projecting forth whatever beauty you see.
Only when true words are spoken will you finally be set free.*

After reading the incantation, you receive a +2 bonus on any d20 rolls you make involving crafting, regardless of type (carpentry, music writing, fashion design, poetry--crafting of any sort). You also find that the once-illegible ramblings are beginning to make sense: they are actually magical spells, and the first one is the *mending* cantrip.

If you read the *mending* section of the book, you must roll a DC 10 Wisdom saving throw. On a success, you can't make sense of the ramblings, but you can try again tomorrow. On a failure, you gain the ability to use the *mending* cantrip at will and can read the next section: *unseen servant*.

If you read the *unseen servant* section of the book, you must roll a DC 12 Wisdom saving throw. As above, you can't make sense of the ramblings if you succeed. If you fail, you can use the spell at will and gain access to the next section. In addition, you also have a -1 penalty to your Wisdom score.

Each successive spell has a save DC higher than the previous, and each save failure penalizes your Wisdom by 1 more point and allows access to the next section. The full list of spells includes: *mending* (DC 12), *unseen servant* (DC 14, -1 Wisdom), *detect thoughts* (DC 16, -2 Wisdom), *clairvoyance* (DC 18, -3 Wisdom), *fabricate* (DC 20, -4 Wisdom), *creation* (DC 22, -5 Wisdom).

UMBRAL FRAGMENT

Wondrous item, rare (requires attunement)

After King Sombra's physical form was shattered by the power of the Crystal Heart, portions of the umbral essence that empowered him and corrupted his mind seeped into crystals in some places around the empire. Prince Shining Armor and his Royal Guard have done a good job of rounding them up to contain them safely, but a few have slipped through the cracks and were secreted away by those who craved their power.

An umbral fragment is a jagged spike of black, iridescent crystal (similar to obsidian), typically 6 inches long. While you have it in your possession, you gain a +2 bonus to your Constitution score, and your armor class, attack rolls, and spell save DCs increase by 1. You can benefit from up to three umbral fragments at a time, and they only count as one item against your limit of three attuned magic items.

Curse. The fragment is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the fragment, keeping it within reach at all times. You hear whispers enticing you to the great power that awaits you should you free the umbrum from their prison below the Crystal Empire.

Each morning at dawn you must roll a DC 10 Charisma saving throw or your alignment moves one step closer to evil. The save DC increases to 12 if you possess two fragments, or 15 if you possess three or more fragments. If you become evil (or if you already are), you become vulnerable to radiant damage, and healing spells only restore half the normal amount of hit points to you. Even if you don't commit any outright evil acts, your friends will still notice this change by successfully contesting their Wisdom (Insight) check against your Charisma (Deception) check.

UMBRAL SHARD

Wondrous Item, very rare (requires attunement by an evil character)

Once someone collects three umbral fragments, they can be combined into an umbral shard, a source of great power and evil.

An umbral shard looks much like an umbral fragment, except it's larger (about one foot long) and flickering shadows radiate from it. The

shadows reduce the light level within 30 feet of you to dim light. In addition, your eyes glow green and a purple flames stream from them. Normal characters and creatures of level 1 or lower are always *frightened* of you while they can see you and for 1d4 rounds afterward.

While possessing the shard, your Constitution score increases by +6, and your armor class, attack rolls, and spell save DCs increase by 3. You cannot benefit from any umbral fragments if you are attuned to an umbral shard.

At all times, you are surrounded by five umbrum shadow servants. These are equivalent to the *shadow* monster (see 5th edition D&D Monster Manual page 269) with the following bonuses: Hit Points (+16), Armor Class (+2), Attack Rolls (+2), Saving Throws (+1). Any shadows that are damaged or destroyed are restored after one hour.

If you are capable of casting spells, you learn the following (add them to your list of spells prepared): *gaseous form*, *spike growth* (which takes the form of crystal shards springing up in the area), *flesh to stone* (which turns the victim into crystal), *shatter*, *spirit guardians* (which take the form of umbrum spirits), and *wall of crystal* (equivalent to *wall of thorns*). Once per day, you can cast one of these spells as a 6th-level spell, using the shard's own power. The save DC is 17 (this include's the shard's +3 bonus) or your spell save DC, whichever is higher.

Curse. The shard is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the shard, keeping it within reach at all times. You hear whispers enticing you to the great power that awaits you should you free the umbrum from their prison below the Crystal Empire. While you are within 100 feet of the Crystal Heart, you are vulnerable to all damage.

A character who obtains an umbral shard should become a significant villain that needs to be thwarted by the player characters. The GM should assume control of any player character who possesses an umbral shard, and that character's player should introduce a new character to help defeat them. Assuming they are successful, control could once again revert to the player.

Items In Progress

STORM SEEDS

CLOAK OF THE WOODLANDS

HOOLIGAN'S HARNESS

HORN OF GRIFFONSTONE

NO-HORN'S HORNS

SPEAR OF ZEBRAHARA

STAFF OF THE WINDIGO

STAR SWIRL'S POCKETWATCH

SUPPLICANT'S SILKS

Revision History

Version 0.90 – Initial Preview