

# MLP:45E ZINGERS: SEASON 1

The next 13 pages contain 111 zinger cards taken from MLP season 1 episodes. Print the cards on cardstock and cut them apart to make your own homemade card deck to use in your game. Rules for their use are found in chapter 9 of MLP:45e available at the link below.

[HTTP://CHEEZEDOODLE96.DEVIANTART.COM](http://cheezedoodle96.deviantart.com)

## IN THE ZONE

Play before you roll a d20. You now have advantage on all d20 rolls until you roll odd numbers on both dice. While this is in effect, you never have disadvantage.

*"Just a moment please! I'm in the zone, as it were." — Rarity*  
Episode 101: Mare in the Moon

## PARTY ALL NIGHT

### Bonus Draw

Play this card when you take a long rest. At the end of the rest, you and your friends can each choose to forfeit one of their Hit Dice to draw an extra zinger card.

*"All the ponies in this town are crazy! Do you know what time it is?" — Twilight Sparkle*  
Episode 101: Mare in the Moon

## GIGGLE AT THE GHOSTIES!

### Duration: Next Rest

Play as your reaction when you or a friend becomes stressed, frightened, or terrified, removing all of those conditions from that character. Then place this card on the table. You or any friend present can use their action to activate this card, which removes the stressed, frightened, or terrified condition from another friend.

*"Granny Pie said that wasn't the way to deal with fears at all!" — Pinkie Pie*  
Episode 102: Elements of Harmony

## HOLD YOUR HORSES

Play when you use your reaction to make an opportunity attack. If you hit, the target's speed is 0 for the remainder of its turn.

*"Simmer down Sally, she ain't no spy." — Applejack*  
Episode 102: Elements of Harmony

## LOYALTY IS MAGIC

Play before the start or after the end of your turn when you're charmed, frightened, paralyzed, restrained, stressed, stunned, terrified, or unconscious. The condition ends immediately and you recover hit points equal to your level plus 1d10.

*"I'd never leave my friends hangin'!" — Rainbow Dash*  
Episode 102: Elements of Harmony

## RIGHT WHERE YOU LEFT IT

Play when you roll a Wisdom (Perception) or Intelligence (Investigation) check. Instead of rolling the d20, you get a 20 plus your bonuses.

*"It was under 'E'." — Pinkie Pie*  
Episode 102: Elements of Harmony

## BELLE OF THE BALL

Play on the table at any time with three socialite tokens on top. You and your friends can discard one of the socialite tokens to re-roll a Charisma check or save.

*"Everyone would finally know: the most beautiful, most talented, most sophisticated pony in all of Equestria was Rarity the unicorn!" — Rarity*  
Episode 103: The Ticket Master

## WISHFUL THINKING

Play when you or a friend rolls a Charisma (Deception, Intimidation or Persuasion) check. Re-roll the check and take the higher result.

*"So, that's a maybe?" — Applejack*  
Episode 103: The Ticket Master

## A LITTLE SOMETHING EXTRA

Play when you or a friend hits with an attack. Roll 1d6 damage a number of times equal to your proficiency bonus and add it to the damage roll.

*"How'd ya like them apples?" — Applejack*  
Episode 104: Applebuck Season

## MEALTIME MISHAP

### Misfortune! - Bonus Draw

At the end of the current or next rest, the player characters take poison damage equal to 1d6 + their level. A DC 12 Constitution save reduces the damage to half. If they fail the save by 5 or more, they are also poisoned (per the condition) for the next 1d4 hours.

*"It was a mishap with some of the baked goods."*  
*"No, not baked goods—baked bads." — Nurse Redheart, Pinkie Pie*  
Episode 104: Applebuck Season

## BIT OFF MORE THAN YOU CAN CHEW

Play at any time on behalf of yourself or a friend to use the Dodge action for free. If played in reaction to being hit, the opponent must re-roll the attack immediately and take the worse result.

*"Are you sayin' my mouth is makin' promises my legs can't keep?" — Applejack*  
Episode 104: Applebuck Season

## FANCY MATHEMATICS

### Duration: Next Rest

Play on the table at any time with 20 math tokens on top. You and your friends can choose to add 1d4, 1d6, 1d8, or 1d10 to their d20 roll and then remove that many tokens from the card.

*"Don't you use yer fancy mathematics to muddy the issue!" — Applejack*  
Episode 104: Applebuck Season

## LAUGH IT OFF

Play when you or a friend takes acid, cold, fire, force, lightning, psychic, or thunder damage. Reduce the damage by half.

*"Hey! Thiiiiis maaaakes myyyy vooooice soooooound siiiiilly!" — Pinkie Pie*  
Episode 104: Applebuck Season

## LET'S TRY SOMETHING ELSE...

Play when a friend fails an ability check. That friend can reroll but must take the new result.

*"AJ, I think you're beating a dead... tree..." — Twilight Sparkle*  
Episode 104: Applebuck Season

## MASS HYSTERIA

### Misfortune! - Bonus Draw

When drawn, immediately give this card to the GM. When played, every PC and NPC moves 1d4 x 5 feet in a random direction (roll 1d8 to determine direction). The GM may modify the scene, as well, as some sort of disaster befalls.

*"The horror! THE HORROR!" "It was awful!" "A disaster—a horrible, horrible disaster!" — Rose, Lily, and Daisy*  
Episode 104: Applebuck Season

## STUBBORN GIT

### Bonus Draw

Play at any time on any friend within 30 feet. The character regains HP equal to 1d8 + their level.

*"Ugh! That pony is stubborn as a mule!... No offense." — Twilight Sparkle*  
Episode 104: Applebuck Season

## AAA-CHOOOO!

Play as a bonus action on an adjacent creature as you tickle their nose with a feather, tail hair, or sneezing powder. The target sneezes and you move it up to 25 feet in any direction. If this would move them off a height into danger, they can roll a DC 15 Strength or Dexterity saving throw to grab ahold of a ledge.

*"Are you [HIC] kidding? [HICCUP] I love to pull pranks! It's all [HICCUP] in good fun." — Pinkie Pie*  
Episode 105: Griffon the Brush-Off

## CONTAGIOUS SMILE

Play as a bonus action. One friend within 25 feet of you can recover 1d6+1 HP and remove the stressed condition. Then roll 1d20. On an 8 or higher, give this card to that player instead of discarding it.

*"I thought a good party might turn that frown upside-down!" — Pinkie Pie*  
Episode 105: Griffon the Brush-Off

## EXTREME MEASURES

### Duration: 1 Hour

Play when an opponent's being mean. Place this card on the table with three extreme measures tokens on it. You and your friends can remove a token from this card to re-roll a d20 roll used to attack, save against, or contest that opponent.

*"She's a grump, and a thief, and a bully. The meanest kind of mean meanie-pants there is." — Pinkie Pie*  
Episode 105: Griffon the Brush-Off

## JUUUUUST RIGHT

Play at any time to move any creature 10 feet in any direction.

*"Ok, one more smidgemeter to the... I mean, perfect!" — Pinkie Pie*  
Episode 105: Griffon the Brush-Off

## NEW MOVES

Play at any time. All players can draw a zinger card or swap out one of their learned cartoon physics powers for a different one. In addition, the GM can draw a zinger card for your opponents to use (or two cards, if there are four or more players).

*"So, Dash, got any new moves in your tricktionary, or are you 100% old-school?" — Gilda*  
Episode 105: Griffon the Brush-Off

## SMARTY-PANTS

Play when you or a friend rolls any Intelligence ability check, saving throw, or skill check. The character can re-roll the die and take the higher result.

*"It's okay Twilight, even you can't be a super smart smarty smart-pants all the time." — Pinkie Pie*  
Episode 105: Griffon the Brush-Off

## A HECKLER, EH?

Play when you or a friend rolls a Dexterity (Sleight of Hand), Charisma (Deception) or Charisma (Performance) check or a check with a musical instrument. Reroll the check and take the higher result.

*"It seems we have some neigh-sayers in the audience." — Trixie*  
Episode 106: Boast Busters

## ASK A DUMB QUESTION...

Play as your reaction at the start of an opponent's turn to lower their initiative by 3d4 while they ponder your nonsense.

*"Why is it they call it a flea market when they don't really sell fleas?" — Snails*  
Episode 106: Boast Busters

## BUSTED BOASTER

Play at any time to force an opponent to reroll a d20 roll or set of damage dice, taking the new result.

*"Trixie's just a loudmouth." "Most unpleasant."  
"All hat and no cattle." — Rainbow Dash, Rarity,  
Applejack  
Episode 106: Boast Busters*

## TIME TO BUG OUT

Play as your reaction to any creature's turn beginning. You can immediately use the Dash action immediately, for free.

*"I, uh... I think I hear my laundry calling. Sorry,  
gotta go!" — Twilight Sparkle  
Episode 106: Boast Busters*

## HURRY IT UP!

Play using your action. One of your friends within 30 feet can use an action immediately.

*"Stop goofin' around and vanquish it, eh?" —  
Snails  
Episode 106: Boast Busters*

## RIGHTEOUS INDIGNATION

**Duration: 10 Minutes**

Play on the table with one anger token on top when one of these events happens to you or a friend: knocked unconscious, suffers a critical hit, fails a saving throw, or loses an ability contest. Each time one of these events happens, add another anger token. You can remove an anger token at any time to reroll one of your d20 or damage rolls.

*"Oh, it... is... ON!" — Rarity  
Episode 106: Boast Busters*

## A HOP, SKIP, AND A JUMP

**Duration: Next Rest**

Play at any time. You and your friends gain advantage on Dexterity (Acrobatics) and Strength (Athletics) checks.

*"It's not very far, just move your little rump. You  
can make it if you try with a hop, skip, and a  
jump." — Pinkie Pie  
Episode 107: Dragonshy*

## EPIC CHALLENGE

**Duration: Next Rest**

Play this card on the table at any time. You and your friends each roll 2d20 and place them on this card. You and each friend can remove one of the die results from this card and use it instead of rolling a d20.

*"The fate of Equestria is in our hooves!" —  
Rainbow Dash  
Episode 107: Dragonshy*

## EVERYBODY PANIC!

**Duration: 10 Minutes**

Play at any time. You become stressed, but your friends all gain a +1 bonus to their d20 rolls.

*"This is no time for celebration. This is a time for  
panic!" — Fluttershy  
Episode 107: Dragonshy*

## KNOCK 'EM DOWN A PEG

Play as your action on a Large or larger-sized opponent and contest your Charisma (Intimidation) against the opponent's Wisdom. You have advantage for this contest. If you win, the opponent is frightened of you. At the end of each turn, it can roll a DC 15 Wisdom save to remove the effect.

*"Just because you're big, doesn't mean you get to  
be a bully!" — Fluttershy  
Episode 107: Dragonshy*

## STRIKE!

Play when you move or deal damage to an opponent. That opponent and all creatures adjacent to it (other than yourself) are knocked prone and (at your option) take 1d6 bludgeoning damage.

*<insert bowling pin noises here>  
Episode 107: Dragonshy*

## THE LAST STRAW

Play as your reaction when a friend is knocked unconscious by an attack. Your initiative moves to immediately after the current creature's turn, and you have advantage on all d20 rolls until the end of your next turn.

*"How dare you? HOW DARE YOU!?" — Fluttershy*  
Episode 107: Dragonshy

## DISAPPROVING EYE

Play when a friend fails an attack roll, saving throw, or skill check. The friend adds 1d6 to the result, which might turn it into a success.

*"What in tarnation are y'all doin' over there?" — Applejack*  
Episode 108: Look Before You Sleep

## MAKE HASTE

Play when you roll initiative. You and all your friends each add 1d6 to their initiative.

*"Outta my way, missy! Time's a-wastin'." — Applejack*  
Episode 108: Look Before You Sleep

## NO WAITIN', NO STOPPIN'. DOIN'!

Play at any time. You and your friends gain the benefits of a short rest after 5 minutes of rest instead of 1 hour of rest.

*"And that, my friends, is what we call gettin' 'er done." — Applejack*  
Episode 108: Look Before You Sleep

## ONE WITH NATURE

Play when you or a friend rolls an Intelligence (Nature) or Wisdom (Survival) check. reroll the check and take the higher result.

*"Well, they do have a section about backyard slumber parties. Is that what we're doing right now? Does this count as camping?" — Twilight Sparkle*  
Episode 108: Look Before You Sleep

## ROCK STEADY

Play when you or a friend are stunned, forced to move, paralyzed, and/or or are knocked prone. Ignore all of the above. This time.

*"I ain't budgin'." — Applejack*  
Episode 108: Look Before You Sleep

## SEE THINGS MY WAY

Play when you or a friend rolls a Charisma (Persuasion) or Charisma (Intimidation) check. reroll the check and take the higher result.

*"I'm the get-alongin'-est pony yer ever gonna meet." — Applejack*  
Episode 108: Look Before You Sleep

## TAKE IT IN STRIDE

Play as your reaction when you take damage. You recover hit points equal to 1d8 + your level..

*"How does muddying my hooves serve any useful purpose?" — Rarity*  
Episode 108: Look Before You Sleep

## IT'S NOT A CURSE!

Play as your reaction when an opponent casts a spell. You and your friends get a +2 bonus to any saving throws made against that spell and any attempts to remove or resist the effects of that spell.

*"You keep your creepy mumbo-jumbo to yourself!" — Twilight Sparkle*  
Episode 109: Bridle Gossip

## HIGH STAKES

Play at any time. You and your friends get a +2 bonus to d20 rolls until the end of your next turn.

*"It's time to pony up!" — Rainbow Dash*  
Episode 109: Bridle Gossip

## PERSONAL SPACE

Play as your reaction when a creature moves adjacent to you. You can use the Disengage action and then move half your speed. The creature may still use any movement and actions it has remaining afterward.

*"Aah! You ever hear of personal space?" — Rarity*  
Episode 109: Bridle Gossip

## A SIMPLE EXPLANATION

Play when you or a friend rolls an Intelligence (Arcana, Engineering, or History), or Wisdom (Insight) check. Reroll the check and take the higher result.

*"Will somepony please talk normal?" — Applejack*  
Episode 109: Bridle Gossip

## WORK IN PROGRESS

Play when you or a friend rolls a Charisma (Performance or Persuasion) check or a check with a musical instrument. Reroll the check and take the higher result.

*"Wow. Catchy." "It's a work in progress." — Twilight Sparkle, Pinkie Pie*  
Episode 109: Bridle Gossip

## HIGH-HOOF

**Duration: 1 Hour**

Play on the table at any time with six morale tokens on top. You and your friends can use a bonus action to hoof-bump or high-hoof an adjacent friend, giving them one of the morale tokens from the card. A token holder can spend it to add 1d4 to their d20 roll or gain temporary hit points equal to their proficiency bonus + 1d4.

*"All right!" "Ouch" — Rainbow Dash, Fluttershy*  
Episode 110: Swarm of the Century

## TAKE COVER!

**Duration: 1 Minute**

Play whenever you or any of your friends is affected by a spell, area attack, or other harmful terrain or disaster. You and your friends gain a +2 bonus to AC, saving throws, and skill checks made to avoid, resist, or remove the effect.

*"Brace yourselves, y'all! Here they come!" — Applejack*  
Episode 110: Swarm of the Century

## WELL, DUH!

Play when you or a friend rolls an Intelligence or Wisdom ability check. Reroll the check and take the higher result.

*"Why do you think I was so frantic to get my hooves on all these instruments? I tried to tell you." — Pinkie Pie*  
Episode 110: Swarm of the Century

## CLIPBOARD? CHECK!

**Duration: Long Rest**

Play on the table at any time and roll 4d20. Place the die results on this card. You can hand out these die results to any of your friends to use in place of any d20 roll they need to make before they try to roll.

*"What you need is organization, and I'm just the pony for the job!" — Twilight Sparkle*  
Episode 111: Winter Wrap-Up

## EARLY BIRD

**Duration: 1 Hour**

Play when you roll initiative and get a 15 or higher. You can save that die roll to use in place of a d20 roll you make later, and reroll your initiative.

*"I'm ready. Bright and early. Oh... maybe a little too early." — Twilight Sparkle*  
Episode 111: Winter Wrap-Up

## I CAN FIX THIS!

Play when a friend rolls any ability check. You can reroll the check for that friend, taking the higher result.

*"Yes, uh, tuck it in over there, but be careful not to... I don't know I, guess that would do... oh dear." — Rarity*

Episode 111: Winter Wrap-Up

## OOPSY-DAISY!

Play as your reaction when an opponent ends their turn within 5 squares of you. That opponent falls prone and you can move it 10 feet in any direction.

*"I'm sure my first time was just as wobbly and bobbly and crasheriffic as yours." — Pinkie Pie*

Episode 111: Winter Wrap-Up

## SERIOUS BUSINESS

**Duration: 10 Minutes**

Play at any time. You and all friends reduce all damage taken by 1 point and add +1 to all d20 rolls.

*"Come on Spike, this is serious business!" — Twilight Sparkle*

Episode 111: Winter Wrap-Up

## TAKE IT EASY

Play when you need to roll an ability check or save of any kind. Add your proficiency bonus even if you are not trained. Alternately, you can play at any time to remove the Stressed condition from yourself and all of your friends.

*"Chillax Applejack, we're bustin' our chops as fast as we can!" — Rainbow Dash*

Episode 111: Winter Wrap-Up

## MAKE IT HAPPEN!

Play as a reaction to your friend missing with an attack, or failing an ability check or saving throw. That friend can immediately take an extra action.

*"Why wait for something to happen when you can make it happen?" — Rainbow Dash*

Episode 112: Call of the Cutie

## ...GET A DUMB ANSWER

Play as a reaction to your friend missing with an attack, or failing an ability check or saving throw. That friend can immediately take an extra action.

*"Yes. And grudge rhymes with fudge. And I like fudge. But if I eat too much fudge I get a pudge and then I can't budge." — Pinkie Pie*

Episode 113: Fall Weather Friends

## [CENSORED]

Play when you or a friend rolls a 5 or less on a d20. The target can reroll the die.

*"Oh, horseapples!" — Rainbow Dash*

Episode 113: Fall Weather Friends

## BUCKING BRONCO

Play when you hit an opponent with an attack or escape a grab. You move the opponent 4 squares in a straight line away from you.

*"Ready for another pony ride?" — Rainbow Dash*

Episode 113: Fall Weather Friends

## DON'T GET MAD, GET EVEN

Play when an opponent beats you in a contest or hits you with an attack. You gain advantage (roll twice and take the higher result) on your next contest or attack roll against that target.

*"The rules have changed, and two can play at that game." — Rainbow Dash*

Episode 113: Fall Weather Friends

## ARE YOU GETTING ALL THIS?

**Duration: 10 Minutes**

Play when you or any of your friends rolls a 20 on a d20 roll. You and all your friends get a +1 bonus to all d20 rolls.

*"Somepony's got to record my awesomeness for the history books." — Rainbow Dash*  
Episode 113: Fall Weather Friends

## BRUTAL HONESTY

Play when you or a friend uses the help action. Re-roll any d20 rolls that are 10 or lower for the action being helped.

*"Now don't hold back; let me know what you really think." — Rarity*  
Episode 114: Suited for Success

## FAILURE IS ALWAYS AN OPTION

**Bonus Draw**

When you draw this card, you become stressed over some seemingly minor issue. The GM then draws two zingers (or three, if there are four or more players).

Episode 114: Suited for Success

## HORSE PUN #23

Play at any time. You draw a new zinger card. Each of your friends can choose to discard one of their zinger cards and draw a new one. In addition, the GM can draw a zinger card for your opponents to use (or two cards, if there are four or more players).

*"You shouldn't look a gift horse in the mouth." — Twilight Sparkle*  
Episode 114: Suited for Success

## PINCHING PENNIES

Play when you or a friend crafts or purchases something. Lower the creation or purchase price by 25%.

*"Make sure that it stays within our budget." — Art of the Dress*  
Episode 114: Suited for Success

## SUDDEN INSPIRATION

**Duration: Short Rest**

Play on the table at any time and place 5 inspiration tokens on this card. Before you roll a skill or ability check, you can choose to remove one of the inspiration tokens to add 1d6 to the result.

*"Thread by thread, primmed and pressed. Yard by yard, never stressed." — Art of the Dress*  
Episode 114: Suited for Success

## TRUST IN YOUR FRIENDS

**Duration: 10 Minutes**

Play at any time. You and your friends all have their saving throw bonus increased to be equal to that of the highest bonus of that save among the whole group. For example, if one friend has a Dexterity save of +6, all friends have a Dexterity save of +6. If another has a +5 Charisma save, then all friends have a +5 Charisma save.

*"You don't believe because you don't understand." — Pinkie Pie*  
Episode 115: Feeling Pinkie Keen

## UNFLAPPABLE

**Bonus Draw; Duration: Long Rest**

Play as soon as this card is drawn. You get a +2 bonus to all saving throws until you complete a long rest.

*"Okey dokey lokey." — Pinkie Pie*  
Episode 115: Feeling Pinkie Keen

## \*FACEHOOF\*

Play when one of your friends says or does something dumb (at your discretion). You gain temporary hit points equal to your level plus your proficiency bonus and advantage on your next d20 roll.

*"What if she exploded, and then... and then exploded again!?" "Can you do that? Can you explode twice?" — Pinkie Pie, Spike*  
Episode 115: Feeling Pinkie Keen



## MOMENT OF EUPHORIA

Play when you roll a 15 or higher on any d20 roll. You gain temporary hit points equal to your level plus your proficiency bonus and you have advantage on all your d20 rolls until the end of your next turn.

*"Waa haa haa!" — Rarity*  
Episode 116: Sonic Rainboom

## MEASURE TWICE, CUT ONCE

Play when you or a friend rolls an Intelligence (Engineering) check or any ability check that uses a tool proficiency. The target can re-roll the check and take the higher result.

*"Um ... that doesn't look like a table." "We were making a table?" — Sweetie Belle, Scootaloo*  
Episode 117: Stare Master

## BREAK A LEG

**Duration: 1 Hour**

Place on the table at any time with 5 confidence tokens on top. You and your friends can remove one of the confidence tokens to re-roll a Charisma (Performance) check or a musical instrument skill check.

*"You see, in the theater it's considered bad luck to say "good luck". So you say "break a leg" instead."*  
— Sweetie Belle  
Episode 118: The Show Stoppers

## FOUR LEFT FEET

Play when you or a friend rolls any Strength, Dexterity, or Constitution check or save. They can re-roll the die and take the higher result.

*"Oh, I feel like I have four left feet. I can't even spin right." — Apple Bloom*  
Episode 118: The Show Stoppers

## IF YOU CAN'T SAY ANYTHING NICE...

Play when you or a friend rolls any Charisma check or save. They can re-roll the die and add their proficiency bonus, even if it would not normally apply.

*"Uh..." "Speechless! See, girls? I told you that's what we're gonna do. We're gonna leave them speechless." — Applejack, Scootaloo*  
Episode 118: The Show Stoppers

## LIGHTNING SPEED

Play as your reaction when anyone else ends their turn to take the dash action immediately, or play at the end of your turn for free to raise your initiative by 3d4.

*"Soup's on!" — Granny Smith*  
Episode 118: The Show Stoppers

## REVERSAL OF FORTUNE

Play when you or a friend rolls a d20 and dislikes the result. Subtract the die roll from 21 and take that as the new die roll.

*"And finally, the last award of the night goes to... the Cutie Mark Crusaders, for best comedic act!"*  
— Cheerilee  
Episode 118: The Show Stoppers

## BUCK 'EM UP, BUCK 'EM DOWN

**Duration: Short Rest**

Play on the table at any time with 5 rodeo tokens on top. As a bonus action, you and each of your friends can remove a rodeo token from this card and push an opponent adjacent to them up to 15 feet directly away from them.

*"Hoh, doggies. If you can take this bull by the horns, you better be ready for a ride." — Applejack*  
Episode 119: A Dog and Pony Show

## CLEVER SIDESTEP

Play as your reaction when there's an opponent adjacent to you and a different opponent misses you with an attack. You trade places with the adjacent opponent and the attacker re-rolls the attack against the opponent you traded places with.

Episode 119: A Dog and Pony Show

## LITANY OF COMPLAINTS

**Duration: Short Rest**

Place on the table at any time with 5 complaint tokens on top. When an opponent is about to make a d20 roll, you can use your reaction to remove a complaint token and penalize the opponent's roll by an amount equal to your Charisma bonus. When you do so, you have to complain about something.

*"Whining? I am not whining. I am complaining."*

— Rarity

Episode 119: A Dog and Pony Show

## RUMP OVER TEAKETTLE

Play when an you or a friend hits with an attack. The target falls prone in addition to the effects of the attack, and takes 1d10 additional bludgeoning damage.

*"Yeehaw! Get along, little doggies!"* — Applejack

Episode 119: A Dog and Pony Show

## STAGE 1: DENIAL

Play when you or a friend suffers a critical hit or is knocked unconscious. You gain an additional d8-sized Hit Die and can choose to spend it immediately to recover hit points. In addition, you improve your initiative by 3d4.

*"NOOOOOOOOOOOOOooooooo!"* — Spike

Episode 119: A Dog and Pony Show

## HASTY EXIT

Play as your reaction to the end of any creature's turn. You and each of your friends can use the Disengage action immediately.

*"I go!"* — Photo Finish

Episode 120: Green Isn't Your Color

## 15 MINUTES OF FAME

Play when you roll a Charisma ability check or saving throw, or a check for using a musical instrument. Instead of rolling, you get an automatic 20 (plus your bonuses).

*"I'm the one who should be mobbed by strangers wherever I go."* — Rarity

Episode 120: Green Isn't Your Color

## PINKIE PROMISE

Place on the table when you make a promise to another player or NPC, and place 3 promise tokens on this card. You can remove a promise token to gain advantage on any d20 roll you make in the course of keeping that promise. This card is never discarded until you run out of promise tokens or you break the promise for any reason.

*"Cross my heart and hope to fly, stick a cupcake in my eye"* — The Pinkie Promise

Episode 120: Green Isn't Your Color

## GOOD EATS

Play during a short rest. You and your friends receive 3 extra hit points from each Hit Die they spend, and have +1 to all saving throws until the next long rest. In addition, remove the Stressed condition from any friend suffering from it.

*"I say we turn tail and bail." "Before we finish eating? Are you loco in the coco?"* — Rainbow Dash, Pinkie Pie

Episode 121: Over A Barrel

## BATTLE SPEECH

Play at any time as an action that requires one minute to complete. You sacrifice a Hit Die, and any friends who can hear you can roll a die the same size as that hit die and gain temporary hit points equal to the die result plus your Charisma bonus.

*"The time for action is upon us!"* — Chief Thunderhooves

Episode 121: Over A Barrel

## GET THE GEARS TURNING

Play when you roll an Intelligence or Wisdom ability check. You have advantage on the check and can add your proficiency bonus, even if it would not apply.

*"Come on, THINK. Think, think, think, think, think, think, think!"* — Rainbow Dash

Episode 121: Over A Barrel

## PARDON THE INTERRUPTION

Play when one of your friends has to roll an Intelligence, Wisdom, or Charisma save or check. You can roll the save or check in place of them.

*""Braeburn! Braebu- Brae- BRAEBURN!" "Uh, yes, cuz?" — Applejack, Braeburn*  
Episode 121: Over A Barrel

## TOUR GUIDE

### Duration: Long Rest

Play when you're in a town or friendly countryside. A helpful NPC that you know arrives and gives you advantage on any Charisma checks you need to make.

*"And here's where we have our wild west dances! And here's where we have our mild west dances!"*  
— Braeburn  
Episode 121: Over A Barrel

## STRATEGIC WITHDRAWAL

Play as a reaction to any creature ending their turn. You can use the Disengage and Dash actions immediately.

*"Stay right where you are. All I want is a clear path to the exit. Nobody move, and my dress won't get hurt."* — Rarity  
Episode 122: A Bird in the Hoof

## PIG OUT!

Play during any short rest. Any healing you and your friends receive during the rest in excess of your maximum HP becomes temporary hit points instead (up to 15).

*"You gonna eat that?" — Pinkie Pie*  
Episode 122: A Bird in the Hoof

## TOUGH LOVE

Play when you or a friend needs to make a Wisdom (Medicine) skill check. The character can roll Charisma (Persuasion) or Charisma (Intimidation) instead, and the subject of the medicine check gains temporary hit points equal to half the check result.

*"Tough love, baby!" — Twilight Sparkle*  
Episode 122: A Bird in the Hoof

## SKEPTICAL EYE

Play when you or a friend rolls a Wisdom (Insight) check, an Intelligence (Investigation) check, or any Wisdom or Intelligence save. The target gains advantage on the roll.

*"Rather melodramatic, if you ask me."* — Princess Celestia  
Episode 122: A Bird in the Hoof

## FREAK OUT

### Bonus Draw; Misfortune

When this card is drawn, give it to the GM immediately. The GM can play this when appropriate to impart the Stressed condition on all player characters.

*"Oh no. Nononononono! This is bad!" — Twilight Sparkle*  
Episode 122: A Bird in the Hoof

## LAUGHTER IS MAGIC

Play during a rest. You sacrifice a Hit Die, and you and any friends who can hear you gain temporary hit points equal to half that Hit Die's maximum, plus your Charisma bonus. You also remove the Stressed and Dejected condition from any friends who are suffering from them.

*"I'd never felt joy like that before! It felt so good I just wanted to keep smiling forever! And I wanted everyone I knew to smile too, but rainbows don't come along that often. I wondered, how else could I create some smiles?" — Pinkie Pie*  
Episode 123: The Cutie Mark Chronicles

## A DASTARDLY PLAN

Place on the table at any time with five trickery tokens on top. You and any friends can remove a trickery token from this card to gain advantage on a Dexterity (Stealth), Dexterity (Sleight of Hand), Dexterity (Thieves' Tools), Charisma (Deception), or Charisma (Intimidation) check.

*"So lifelike. And when Twilight discovers it shredded up on her floor, she'll think mouse-eating Owlowiscious is to blame. And I'll be number one... again! Muhahaha!" — Spike*  
Episode 124: Owl's Well that Ends Well

## COOKIE STASH

Play during a rest. You and your friends each gain 5 temporary hit points or recover a Hit Die.

*"I've also packed a telescope, apples, bananas, fruit punch, and my freshly baked homemade triple-decker nut-crazy vanilla cream cookies!" —*

*Spike*

Episode 124: Owl's Well that Ends Well

## DUCK!

Play as your reaction when an opponent attacks you or a friend. The attacker has disadvantage on the attack, and you or your friend has advantage on any saving throw required as a part of the attack.

*"Uh... I'd love to stay, but gotta go! See ya! Wouldn't wanna be ya! Aah!" — Spike*

Episode 124: Owl's Well that Ends Well

## FRIENDSHIP IS MAGIC

Play at any time to remove the Dejected, Frightened, Stressed and Terrified conditions from one friend if they have it. In addition, that friend gains temporary hit points equal to your Charisma score.

*"...You are my number one assistant! And friend. And you always will be. No one could ever replace you, Spike." — Twilight Sparkle*

Episode 124: Owl's Well that Ends Well

## WONDERS OF NATURE

**Duration: Long Rest**

Play any time you're not in combat. Some sort of awe-inspiring event takes place, such as a meteor shower, a rainbow, a dragon migration, a sonic rainboom, or the like (determined by the GM). You and each of your friends gains an awe token. An awe token can be spent to gain advantage on any roll or to recover a spent Hit Die.

*"Hey, everypony! The show is starting!" — Sweetie Belle*

Episode 124: Owl's Well that Ends Well

## DESCENT INTO DESPAIR

**Bonus Draw; Misfortune**

If you draw this card, you and your friends immediately roll 1d20. Whoever rolls the lowest becomes dejected over a misunderstanding (which that person should invent).

*"You don't like me anymore, so you decided to kick me out of the group and throw a great, big party to celebrate! A 'Farewell to Pinkie Pie' party!" — Pinkamena Diane Pie*

Episode 125: Party of One

## PEP TALK

Play at any time to gain 5 temporary hit points and gain advantage on your next roll.

*"Lookin' good, Spike! Lookin' real good!" — Spike*

Episode 125: Party of One

## THE HARD WAY

Play when you use your movement or as part of an action that includes movement. During your turn you can drag along one adjacent creature that's up to one size larger than you and drop them at any point.

*"Oh, you want to do this the hard way? We'll do this the hard way." — Rainbow Dash*

Episode 125: Party of One

## BE CAREFUL WHAT YOU WISH FOR

**Duration: Short Rest**

Play on the table at any time with five wish tokens on top. You and your friends can remove a wish token when they roll a d20. If the die result is 10 or lower, it becomes a 1. If the die result is 11 or higher, it becomes a 20. This card is discarded when you complete a short or long rest.

*"No! I've waited all my life for this moment, and I'm not going to let it slip by. If it's the last thing I do, I'm gonna make this the best night ever!" — The Mane Six*

Episode 126: The Best Night Ever

## BODY SHIELD

Play as your reaction when you take damage. You trade places with an adjacent creature and each of you takes half the damage.

*"One's cloak should take care of the problem." — Prince Blueblood*

Episode 126: The Best Night Ever

## BRING THE HOUSE DOWN

### Misfortune; Bonus Draw

Give this card to the GM immediately when drawn. The GM can play this at any time to cause a chain reaction disaster to affect the scene.

*"This is my chance! Yes! Whoa!" [Crash] — Rainbow Dash*  
Episode 126: The Best Night Ever

## IT GETS WORSE...

### Misfortune; Bonus Draw

Give this card to the GM immediately when drawn. The GM can play this at any time to give your opponents a +1 bonus to all d20 rolls for the next hour.

*"Well... it can't get any worse." — Twilight Sparkle*  
Episode 126: The Best Night Ever

## MENTAL BREAKDOWN

Play this card to reroll any of your die rolls, but you also become stressed.

*"You're... going to LOVE ME!" — Fluttershy*  
Episode 126: The Best Night Ever

## MINIMUM STANDARDS

Play when you or a friend rolls a 5 or less on a d20. Re-roll the die until it's greater than 5.

*"I'm sorry, Spike. Some of us do have standards."*  
— Rarity  
Episode 126: The Best Night Ever

## ROYAL ADVICE

Play as a part of your movement. You and each of your friends can immediately take the Dash action.

*"Run." — Princess Celestia*  
Episode 126: The Best Night Ever

## THE TRUTH HURTS

Play when you roll a Charisma (Intimidation) check. If successful, the target also becomes Dejected. In combat, you can instead play this card as a part of your action to insult someone. Attacks against that target have advantage until the start of your next turn.

*"You, sir, are the most uncharming prince I have ever met! In fact, the only thing royal about you is that you are a royal pain!" — Rarity*  
Episode 126: The Best Night Ever