Saddle of Comfort

wondrous item, rare

This saddle is designed with a curved shape that conforms to the natural curves of a mount's back, providing maximum comfort and support for the rider and the horse. It is padded with soft, cushioning materials, making it extremely comfortable to ride on even during long journeys. The saddle also features intricate stitching and embossing, creating a decorative design that gives it a classic, elegant look.

While riding a mount adorned with this saddle, you gain the following benefits:

- You can't be dismounted unless you are willing.
- You ignore nonmagical difficult terrain.
- You can use your bonus action to command the mount to move up to its full movement.
- You can take short rests while riding atop your horse as long as you are not performing any other physical activity.



Renegade's Reliable Duster

wondrous item, rare (requires attunement)

This Duster is a long garment made from durable leather. It features a wide collar and lapels that can be flipped up to protect the wearer's neck and face from the sun, wind, and dust. The coat is designed to hang loosely, allowing the wearer to move freely and comfortably while riding a horse or engaging in other activities.

While attuned to the duster, the wearer can lift the collar up as an action. This casts invisibility on the wearer (no concentration required). The wearer can also readjust the lapel. This casts tongues on the wearer. Once a spell has been cast using the duster, that spell can't be cast again until the wearer finishes a long rest.

In addition, This duster's pockets are extradimensional spaces capable of holding 10 pounds of material, not exceeding a volume of 2 cubic feet. The duster weighs roughly 2 pounds, regardless of its contents. Placing an object in the pockets follows the normal rules for interacting with objects. Retrieving an item from the pockets requires you to use an action. When you reach into a pocket for a specific item, the item is always magically on top.

If the pockets are turned inside out, their contents spill forth, unharmed, and the pockets must be put right before they can be used again. If a breathing creature is placed within a pocket, it is immediately pushed outside it.

Placing the duster inside an extradimensional space created by a bag of holding, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.



Spurs of Swiftness

wondrous item, uncommon (requires attunement)

This pair of magical spurs are crafted from shiny silver metal and are intricately designed with images of galloping horses and spiraling patterns. They feature long, pointed rowels that spin rapidly when the wearer is in motion, leaving a trail of sparks in their wake. When activated, the spurs emit a faint glow, making them easy to spot in the dark.

While you wear these spurs attached to your boots, you ignore both magical and nonmagical difficult terrain, and your movement speed is increased by 10 feet. You can use the spurs to gain these features for up to 4 hours, all at once or in several shorter spurts, each one using a minimum of 1 minute from the duration.

Outlaw's Bandana

wondrous item, uncommon (requires attunement)

A traditional western-style bandana made of black or dark blue fabric with a white or red paisley print design. The fabric is lightweight and breathable, making it easy to wear in hot and dusty environments. The bandana is large enough to cover the lower part of the face and can be tied at the back of the head to hold it in place.

While wearing this bandana, you have advantage on Charisma (Intimidation) checks, can't be prevented from turning invisible or teleporting, and become immune to spells and abilities that would detect your thoughts or real identity.



