

THE
MITHRAL CANVAS
FROM BEYOND THE STARS



7 ITEMS FROM THE VAST EXPANSE OF WILD SPACE
OF DUNGEONS & DRAGONS 5TH EDITION

FROM BEYOND THE STARS

For those who live terrestrial lives, matters beyond their world may have little impact on their daily existence. Most would consider the events and workings of outer space to be out of sight and out of mind. However, artifacts from this unknown realm have been known to come crashing down, causing a tremendous impact on the earth below as well as those who find them. Alien organisms and advanced technology can be either a great boon or a catastrophic liability to any who discover them. Either way, such events are sure to be mesmerizing to witness...



PARASITIC ICHOR

Wondrous item, rare (requires attunement)

A viscous material that fell from the sky, this parasite forms a symbiotic relationship to those who make a connection to it, enhancing or even reforming a host's limb as a weapon of tar and chiton. While attuned to this item you cannot remove it as it covers or replaces one of your limbs. The slick material of this item is malleable yet tough, making for a useful companion in combat. While attuned to this item your unarmed strikes deal slashing damage and it magically awakens you if you are sleeping naturally when combat begins.

Reposition. As an action you can make a ranged attack roll against a target within 30 feet of you (+6 to hit). If the attack hits, make a contested Strength check against the target. If you win the check, you pull the target towards you until it is in an unoccupied space within 5 feet of you. If you lose or the target is a strongly rooted object, you are pulled towards the target instead until you are in an unoccupied space within 5 feet of the target. If the target is a creature that is more than one size class larger than you, you automatically fail the contest and are pulled towards the target.

Second Gear. Once per long rest as a bonus action you can force your heart to beat with unnatural strength. Until you spend a bonus action to end this property or you are knocked unconscious your melee attacks gain an additional +1 bonus to attack and damage rolls, your movement speed is increased by 10 feet, and you have advantage on Dexterity checks and saving throws. When this property ends, if it was used for more than 1 minute you gain a point of exhaustion for each minute after the first.

Sentience. The ichor is a sentient, neutral evil creature with an Intelligence of 14, a Wisdom of 10, and a Charisma of 12. It has hearing and darkvision out to a range of 60 feet. The ichor can communicate telepathically with its host, and can speak through a shifting mouth in any languages its host can speak. It subscribes to a "might makes right" philosophy and as such becomes furious if its host ever abstains from violence. If angered, it may recede into its host's body and refuse to emerge (making its properties unusable) unless otherwise convinced or it feels as though it is in danger.

Though the origins of this odd, tar-like substance are disputed, its ability to enhance the combat capabilities of those it infests is much less up for debate. Granting compatible creatures great strength and agility, the side effect of having a secondary voice within one's mind seems an acceptably small price to pay for such combat prowess.



STALKER'S HELM

Wondrous item, rare (requires attunement)

A metallic visor made to compliment the otherworldly visage of an expert hunter from the stars. Now retrofitted for use by terrestrial humanoids, its many eyes lock onto the wearer's target with eerie precision. This helm has 4 charges and regains all expended charges when you finish a long rest.

Hunting Sight. While wearing this helm as an action you can spend a charge and mark a creature you can see within 180 feet of you. For 10 minutes you are always aware of that creature's location even if it is invisible or behind solid objects so long as it is on the same plane of existence as you. For the duration, ranged attacks you make against the target ignore half and three-quarters cover. While your marked target is within 180 feet of you, you can use an action to spend a charge to learn all of its damage vulnerabilities, damage resistances, damage immunities, and condition immunities.

Copycat. You can accurately mimic sounds and voices you have heard while wearing this helm. A creature that hears the sounds you make can tell they are imitations only with a Wisdom (Insight) check equal to 8 + your Deception bonus + your Proficiency bonus.

Eerily crafted, expertly designed. Heralding from the greatest hunters in existence, this uncanny helm is loaded with technology far beyond that of our world. Able to discern a target's weaknesses and pinpoint them from afar, it has been polished and refined by elven make and design. For those who wish to hunt and stalk their quarry this helm provides all the help they could require.

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THRUMMING PROPULSOR

Wondrous item, very rare (requires attunement)

Using parts harvested from a creature that glides through the cosmos, this pack allows its wearer to fly through mysterious means. It is composed of a hard carapace strapped to the wearer's back with two thrumming bladders that emit strange hues.

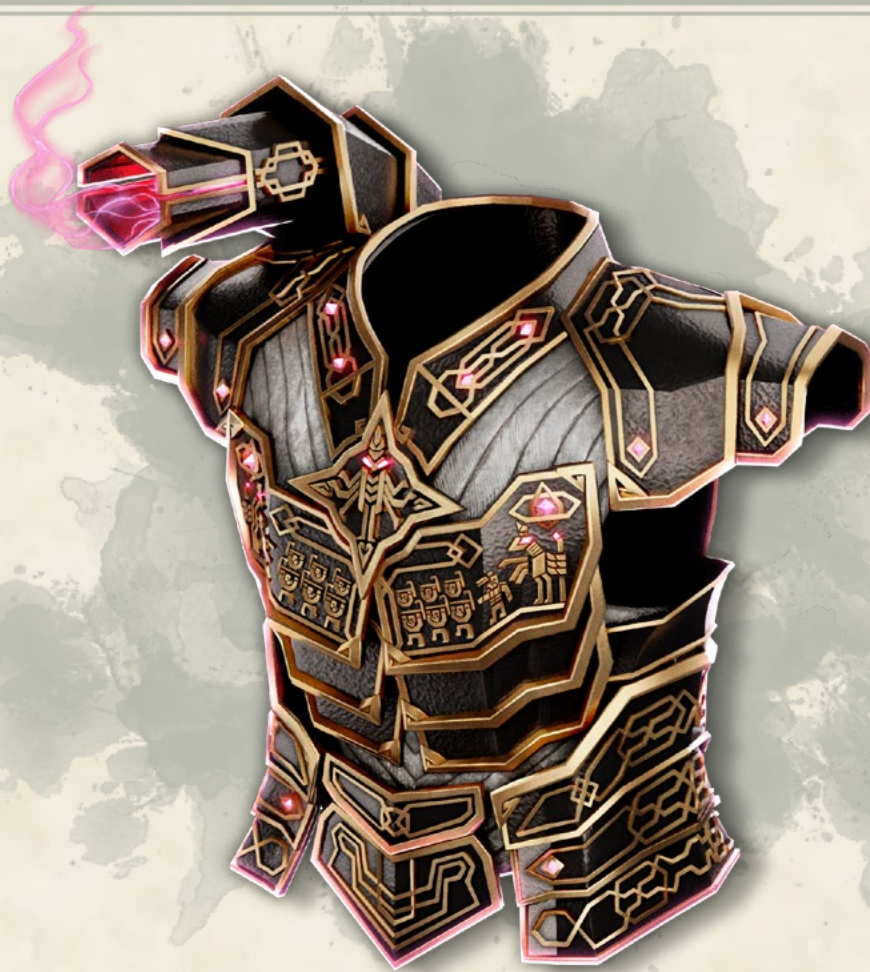
Saccadic Flight. You can use a bonus action to cause the bladders to activate and tether you to the astral energies it uses to move through space, shedding bright kaleidoscopic light in a 10-foot radius and dim light for an additional 10 feet. While the bladder is active, you gain a fly speed of 40 feet, a thin membrane envelops your head providing breathable air, and you cannot be moved against your will except by a DC 30 Athletics check or by a force exceeding 8000 lbs. You can use a bonus action to deactivate the bladders ending these effects. When this property has been used for a total of 10 minutes, the bladders cease to function until you finish a long rest.

Refractive Field. The plates of this propulsor can bend light around the wearer. While attuned to this pack, you can use an action to turn invisible as though by the Invisibility spell. Once you do so, you cannot do so again until you finish a long rest.

Colors Beyond Imagining. As an action you can cause the thrumming bladders to release a wave of colorful extrastellar energy. Each other creature within 30 feet of you must succeed on a DC 18 Wisdom saving throw or be affected by the Confusion spell for 1 minute. A creature that fails this save by 5 or more is afflicted by short term madness for 1d10 minutes. The creature rolls on the short term madness table to determine the effect. Once you use this property it can't be used again until you finish a long rest.

The space beyond the stars is home to many preternatural creatures. In the "nothingness" that exists between each planetary body, beings of an eerie persuasion call the cold expanse home, filling the void like plankton in an endless ocean. The weird adaptations these monstrous creatures have developed to thrive in the empty blackness of space can be harvested to grant us mortals a means of transport wholly alien to our world, alongside the terrible glimpses into the unknowable they grant us.

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CLANDESTINE PLATE

Armor (breastplate, half plate, or plate), very rare (requires attunement)

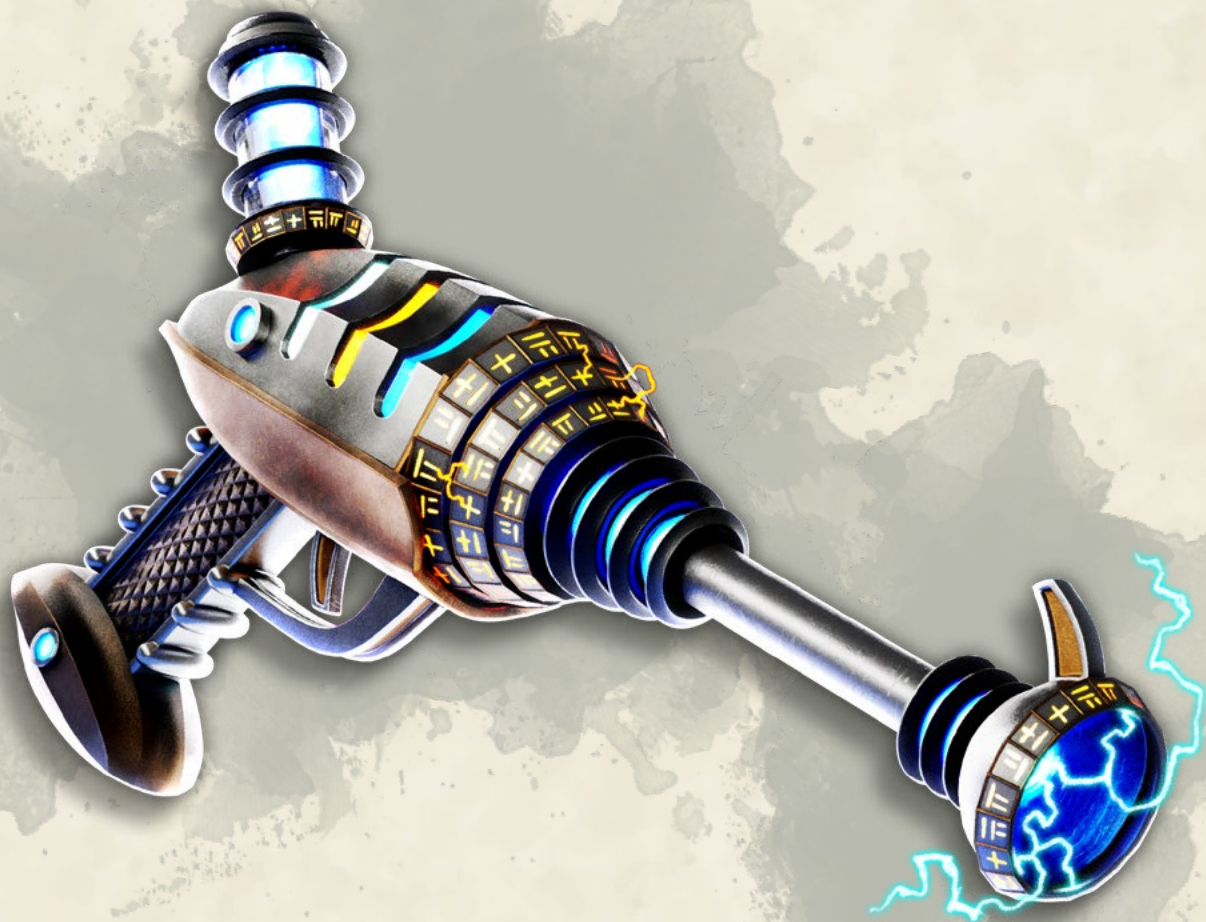
This hefty collapsable armor harbors technology that did not originate from the prehistoric dwarven mines in which it was found. While wearing this armor you gain an additional +2 bonus to your AC. This item has 12 charges and regains all charges after a long rest. Whenever you take 10 or more lightning damage from a single source while wearing this armor it regains a charge.

Interlocking Configuration. You can use an action to speak the command word to don or doff this armor as it shrinks or expands instantly according to your command. While shrunk this armor takes the form of a simple piece of jewelry or a belt, the form of which you can decide.

Covert Firepower. As a bonus action you can either prime or holster the hidden cannon armed on the shoulder of this armor. If the cannon is primed, as an attack you can spend a charge to fire it. Firing the cannon replicates the effects of the Magic Missile spell dealing radiant damage instead of the normal force damage.

Bunker Bubble. As an action you can spend 4 charges to generate a 10-foot-radius force field centered on you for up to 10 minutes. The field follows you for the duration and you must maintain concentration on this property as though concentrating on a spell. You can choose to end this effect at any time, no action required. While this force field is active creatures within the field have half cover against ranged attacks made from outside the bubble. Creatures can pass freely through the bubble.

The interlocking plates that make up this armor depict a long-forgotten history of dwarvenkind; an era when mysterious many-limbed figures dominated the stout beings carved in gold and steel, a reminder of darker times. Any combatant that bears the weight of such history upon their body finds themselves empowered by means from beyond this world, raining heavy fire upon their foes whilst shielding their allies from retaliation. And though today those of dwarven persuasion are considered one with the earth, the existence of such artifacts begs the question: perhaps it was not the dwarves' own nature that drove them to the mines deep below?



THE TRIPLE THREAT

Weapon (laser pistol), very rare

A bulbous metallic firearm sporting rings of rotating arcane runes allowing for a variety of magical effects. This weapon can hold up to 3 charges. A creature touching this weapon can cast a spell and choose to channel their magical energy into the batteries of this weapon. If so, the spell has no effect and this weapon gains a number of charges equal to the level of the spell slot used.

Set To. As an action you can spend a charge and select one of the following beams to fire:

Scorch. A searing laser soars towards a target within 60 feet of you. On a hit, the target takes 3d6 fire damage. Hit or miss, the laser then explodes. The target and each creature within 20 feet of the point must make a DC 18 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one. The explosion spreads around corners and ignites flammable objects in the area that aren't being worn or carried.

Jolt. Shocking electricity screeches from the barrel as an electrical beam originating from you that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 15 Constitution saving throw, taking 2d6 lightning damage and becoming stunned until your next turn on a failed save. If the creature fails its save by 5 or more, it is paralyzed until your next turn. On a successful save the creature only takes half as much damage and is not stunned.

Freeze. An unbearable chill encapsulates your foes in a 30-foot cone of cold originating from you. Each creature in that cone must make a DC 16 Constitution saving throw. On a failed save the creature takes 3d6 cold damage and becomes covered in ice for 1 minute, or until it or another creature within reach of it uses an action to break the ice. While covered in ice the creature's speed is reduced to 0. On a successful save, the creature takes half as much damage and isn't covered in ice.

Advanced weaponry, by virtue of its existence, sows strife and jealousy. With the ability to loose a myriad of elemental projectiles, a weapon such as this can dominate the field of battle. Through sleet and fire and spark the battlefield is transformed into a whirlwind of chaos and magic.

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SPORE CROWN OF MY'CO-LOTH

Wondrous item, legendary (requires attunement)

A crown of fungal growths sprouting from the upper half of the wearer's face. An unknowable energy oozes from within, malice so virulent it feels tangible within this item's presence. While attuned to this item you cannot be charmed as the fungal roots both protect and warp your mind. You can cause the growth to withdraw or emerge from your head as a bonus action, but if you use a property of this item the growth automatically bursts from your head.

Mycelium Intrusion. A violent invasion of your quarry's mind and body. Once per long rest as an action you can touch an incapacitated creature and attempt to infest their body with fungal parasites. That target must make a DC 15 Constitution saving throw. If the target is unconscious, it automatically fails this saving throw and becomes stabilized. On a failed save the creature's body is infected with a host of white tendrils and is considered Invaded. The creature repeats their saving throw at the end of each of their turns, ending the effect on a success. For each failed saving throw, the save DC for the effect increases by 1 (to a maximum of 30) as the tendrils take further root within the target's mind. A creature that is infected in this way for 24 hours can no longer repeat the saving throw to end the effect. The Invaded condition ends if the infected creature takes 25 fire damage from a single source or dies, both of which cause the tendrils to wither and die. The Invaded condition can only be detected by the Detect Poison and Disease spell and requires a DC 20 Medicine check to properly identify the condition and how to cure it. If you die, the condition ends for all creatures infected by you.

Trigger Mycobiota. As an action, you can activate the tendrils of a number of Invaded creatures up to your proficiency modifier within 5 miles of you to hear and see what they do until the start of your next turn, gaining the benefits of any special senses those creatures have. While doing so, you are deaf and blind with regard to your own senses. You can take control of any such creatures while doing so, as if the targets were under the effects of the Dominate Monster spell. While under your control the creature is not aware of any actions it performs and awakens afterwards with no memory of the time it was taken control of. You can maintain control over a number of creatures up to 1 total hour a day, all at once or in several shorter instances, each creature costing a minimum of 1 minute from the duration each time you use this ability to take control of them. For example, taking control of 2 creatures would require a minimum of 2 minutes taken from the hour, and each creature could be controlled up to 30 minutes total (if control is not released sooner), while 3 creatures could be controlled up to 20 minutes, and so on.

Curse. Once attuned, this item remains attuned to you until you die. While attuned to this item, you cannot willingly damage or eat any fungi or fungi-type creatures. If you do, you take 10d10 psychic damage as the growths crush your brain in anger.

Fungi are mysterious organisms, almost alien by many accepted standards of life. But those that reside on our world may only be the runts of the litter compared to their mighty cousins from beyond the stars. Through mycelium and mystery they invade and consume entire populations, taking hold of the collective consciousness on a planetary scale before their spores drift through the void in search of another hapless world to colonize. You cannot kill it in a way that matters.

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COSMIC CORONET

Wondrous item, artifact (requires attunement)

The thrall of cosmic power, of infinite potential; who could resist? A golden crown roiling with interstellar energy. While wearing this crown, you can use it as an arcane focus. While attuned to this item you can speak, read, and write Celestial. This item has 4 charges and regains 1d4 charges daily at dawn. Through time, accomplishment, and growth, this item can grow into its Awakened state, then into its Exalted state (according to your GM).

Dormant

The crown grants the following benefits in its dormant state:

While attuned to this item you gain a +1 bonus to spell attack rolls.

Protostar. When you roll for damage as a result of a spell that targets a single creature you can spend up to 3 charges to increase the amount of damage dice you roll by the number of charges spent.

Awakened

When the crown reaches an awakened state, it gains the following properties:

This item's bonus to spell attack rolls increases to +2.

This item now can hold up to 6 charges and regains 1d6 + 1 charges daily at dawn.

Black Hole. When you or a creature within 40 feet of you is targeted by a spell of 6th level or lower that targets only a single creature, you can use your reaction to absorb the magic of the spell, canceling its effect. This item then gains a number of charges equal to the level of the absorbed spell. Once you use this property it can't be used again until you finish a long rest.

Exalted

When the crown reaches an exalted state, it gains the following properties:

This item's bonus to spell attack rolls increases to +3.

This item now can hold up to 8 charges and regains 1d8 + 2 charges daily at dawn.

Constellation. You can spend 7 charges to cast the Crown of Stars spell. Once you use this property, it cannot be used again for 1d6 + 1 number of days. When you make a spell attack against a creature with a mote created by the Crown of Stars spell while attuned to this item you can use the Protostar property to increase the number of damage dice you roll for that spell attack.

Shooting Star. You can cast the Wish spell without expending a spell slot. When you cast the spell through this item, your attunement to it is broken and this item vanishes, back to the realm from whence it came.

Behold, what blessings hath descended from what slumbers beyond the stars. Sights unseen, worlds unknown, knowledge unfathomable. Gifted to us from the alpha and omega that gazes down upon us as a lion does an ant. What machinations must be in motion for them to intervene with our paltry affairs, we cannot possibly hope to know; yet to turn them aside would be foolishness of the greatest magnitude. Do not deny our creator, and our destroyer. Time will come for us all.