

THE MITHRAL CANVAS

PRODIGIOUS DELINQUENT



7 ARCANIC INVENTIONS BY CHADICUS THUNDERBROW
FOR DUNGEONS & DRAGONS 5TH EDITION

PRODIGIOUS DELINQUENT

In no way shape or form do I, Professor Greenbell, vouch for, approve of, or condone delinquency or disrespect for the traditions set forth within this institution. Yet I must admit, Chadicus Thunderbrow is an exception amongst exceptions, boasting a penchant for invention and magical knowledge that even outstrips many professionals in similar fields. To that end, his wanton acts of vagrancy and disregard for the rules have been tolerated for years, as his talent is invaluable to the development and furthering of magical tools. Herein lie the records of but a few of his inventions, ranging from the practical to the arguably childish and borderline useless.

BURLY WAND

Wand, common

A disturbingly hefty piece of wood that can be used as an arcane focus. You can make a ranged weapon attack with this wand (range 20/60 ft.) dealing bludgeoning damage equal to 1 + your Strength bonus (minimum 1 damage). When you make a ranged weapon attack with this wand it returns to your hand immediately. If you are proficient with improvised weapons you can add your proficiency bonus to attack rolls made when attacking this way, and the damage increases to 1d4 + your Strength bonus + your proficiency bonus.



CRIMSON LONGHORN

Potion, uncommon

This bottle contains a fizzy red liquid that is popular amongst students of magic when relaxing, providing a pleasant buzz alongside its magical benefits. When you drink this potion, you gain a +2 bonus to spell attack rolls for up to 10 minutes. The duration extends for an additional 10 minutes per Crimson Longhorn consumed within the past hour. Each time you drink a bottle of Crimson Longhorn, you must succeed on a Constitution saving throw. The DC is equal to 9 + the number of Crimson Longhorns consumed within the past hour. On a failure or when the effects end, you have disadvantage on Intelligence and Wisdom saving throws for 1d4 hours for each bottle consumed. If you fail the saving throw by 5 or more, you fall unconscious for 1d4 hours. These effects can only be removed early by Protection from Poison, Greater Restoration or similar spells or abilities.

SHEETS OF SUDDEN BRILLIANCE

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Wondrous Item, common

For the dullards and indolent amongst students. While holding this piece of parchment, you can spend a minute focusing on a sheet of paper that you can see within 30 feet of you. If you do so, all writing and markings on the side of the paper you can see are copied onto this item. If the item you are focusing on is larger than this average sized sheet of paper, the ability manages to copy as much as can fit onto this sheet. After you do so, this item loses all magical properties.



CRIMSON LONGHORN



BOOSTED LONGBROOM

Wondrous Item, uncommon

A basic broom of flight given to new students modified for maximum sickness. This modified broom functions as a Broom of Flying except you must stand atop of it. This item has 3 charges and regains all charges after a short rest.

Aerial Carving. While riding this broom you can press the pedal on top of the board to spend a charge, igniting the booster at the end. If you do so you must immediately make a DC 13 Dexterity (Acrobatics) check. On a failed check the broom kicks off from underneath your feet and flies 30 feet in a random direction. On a successful check, until the end of your turn you can dash as a bonus action and your movement does not trigger opportunity attacks.



BOOSTED LONGBROOM

BAND OF BRAWN

Wondrous Item, rare (requires attunement by a spellcaster)

Sometimes the simplest solutions are the best.

Brawn Over Brains. You can use a bonus action to tap the gem of this ring. Your primary spellcasting ability score is reduced by 5 and your Strength score increases by 5 for 1 minute. While this feature is active you cannot activate it again. When this ability ends, you suffer one level of exhaustion.

BAND OF BRAWN



SCHOLAR BEATER BELT

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Wondrous Item, very rare (requires attunement)

An inconspicuous piece of clothing that turns a warrior into every mage's worst nightmare.

Your Best Shot. This item has a pool of 50 temporary hit points that replenishes after you finish a long rest. You can use an action to activate this belt, causing a set of spectral armor to engulf your body for 1 minute or until you use a bonus action to dismiss the armor. You gain an amount of temporary hit points equal to the number left in the pool. If any of these temporary hit points remain when the ability ends, you lose them and they are stored in the pool up to a maximum of 50. While you have these temporary hit points you have a +1 bonus to your AC and have advantage on saving throws against spells and other magical effects.

THE SCROLL RACK

Wondrous item, rare

This tremendous feat of magical engineering turns a humble spell scroll into an incendiary projectile.

Knowledge is (Fire)Power. You can load up to 6 spell scrolls into this weapon. While it is loaded you can make a ranged weapon attack against a target within range (100/400 feet) by firing the next loaded scroll at a target. If you are proficient with crossbows or firearms you are considered proficient with this weapon. On a hit, the target takes 1d6 bludgeoning damage as the scroll is shot at them. Hit or miss, the scroll then detonates and deals 2d6 force damage for each spell level of the scroll in a radius determined by the fired scroll:

(Level 0-2): 5 foot radius around the target.

(Level 3-6): 20 foot radius around the target.

(Level 7-9): 30 foot radius around the target.

Each creature in the affected area must make a Dexterity saving throw. The DC is equal to 10 + the level of the spell on the fired scroll. A target takes half as much damage on a successful saving throw. To reload this weapon you must use an action to load up to 6 spell scrolls into the magazine and reinsert the rack.



THE SCROLL RACK