

THE  
MITHRAL CANVAS

INSTRUMENTS OF WAR



6 MUSICAL MAGIC ITEMS  
FOR DUNGEONS & DRAGONS 5TH EDITION

# INSTRUMENTS OF WAR

*A band, much like an adventuring party, is greater than the sum of its parts. Each individual player brings their own skills to the table with wildly different specifications, but it is when they work together that their true potential is unlocked. True harmony can be achieved, especially with someone to direct or conduct the troupe to unlock their fullest potential.*



## THE SOUND BARRIER

*Armor (shield), rare*

A brass gong fitted to be worn as a shield ringed with musical runes. While holding this shield you and creatures within 5 feet of you have resistance to thunder damage.

**Resonance.** This shield can hold up to 5 points of vibration. If you have proficiency with drums, it can hold up to 6 instead. When you take 10 or more bludgeoning or thunder damage from a single source (before applying the resistance), this shield gains a point of vibration for every 10 points of damage dealt. If this shield does not gain any more points of vibration for 1 hour, it loses all points of vibration.

As an action you can spend any number of points of vibration and slam the back of this shield to unleash a cone of tremendous noise. The size of the cone is increased by 15 feet for each point spent. Each creature in the area must make a Constitution saving throw where the DC is equal to 13 + the number of points spent. On a failed save the creature takes 1d12 thunder damage per point spent and is deafened. A creature that fails its save by 5 or more is also stunned until the end of your next turn. On a successful save, the creature takes half as much damage and suffers no other effects. The thunderous sound can be heard up to 100 feet away per charge spent.

*Gortz was many things; friendly, hard-working, and loyal to a fault. But music was something a touch too complex for the goliath, requiring a musical ear and level of dexterity he did not have. Though the troupe accepted him nevertheless, being unable to contribute to their performances saddened the giant until he was granted the prestigious role of the Gongman. From that moment onward Gortz would signal the beginning and end of every show, beaming alongside his friends.*



## WHITE NOISE

*Wondrous item (flute), rare (requires attunement)*

A flute of white wood with golden accents and gleaming musical runes.

**Lull.** While holding this instrument you can cast one of the following spells (spell save DC 13): Silvery Barbs, Calm Emotions, Catnap. Once you use this item to cast a spell, you can't cast that spell again from it until the next dawn.

**Static.** As an action you can play an unsettlingly quiet tune from this instrument. Each creature within 30 feet of you that can hear you and is concentrating and creatures concentrating on a spell affecting a target within 30 feet of you must make a concentration saving throw where the DC is equal to 8 + your Charisma modifier. If you are proficient with flutes, pan flutes, or shawms you can add your proficiency bonus to the DC. On a failure, their concentration on the spell ends. Once you use this property you can't use it again until you finish a long rest, unless you spend a spell slot of 2nd level or higher to use it again.

*With a face as sharp as a blade and a wit to match, Fiora tended to keep to herself whilst traveling with the troupe. Even when showers of praise and applause crashed upon her fellow musicians, the woman would simply return to camp and fetch herself a cup of tea in solitude. Some wondered why the band kept someone so cold amidst their comparably raucous company, but the answer came obviously to anyone who stayed for the music. As a flood of delicate notes poured from between her slender fingers, she always earned herself more than a few new fans by the end of the night.*



## SECOND STRING

*Wondrous item (viol), uncommon (requires attunement)*

A beautiful violin with runes and strings that gleam with supportive magicks. When a creature you can see within 40 feet of you makes a performance check, you can use your reaction to play this instrument, adding your performance modifier to the roll by accompanying theirs with music.

**Backing.** While holding this instrument, if a spell attack roll by another creature that can hear you misses against a target within 40 feet of you, you can use your reaction to manipulate the spell and have the attacking creature repeat the roll against the same target. You can use this property a number of times equal to your proficiency bonus before finishing a long rest. If you have proficiency with viols, you can use this feature one additional time before finishing a long rest.

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*Many consider being the “accompaniment” a failure, seeing it as a position reserved for those incapable of standing front and center due to a lack of talent. Vivian saw it as a matter of pride. Though she was never in the spotlight or granted a solo performance, she knew that her duty to the orchestra was essential. Regardless of whether or not the audience recognized this, her masterful handling of tone that unified every other member of the troupe was the secret ingredient to their performances.*

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## THE BLUNT INSTRUMENT

*Weapon (greatclub or maul), rare (requires attunement)*

A large musical instrument reinforced and fitted to generate wondrous sound as well as bludgeon enemies. Versatile in the form it can take, one can be crafted as a number of different large instruments (dulcimer, bagpipes, drum, or horn). This weapon deals an additional 1d8 thunder damage on a hit. While attuned to this weapon you are considered proficient with the type of weapon it is.

**Booming Noise.** If you use this instrument as spellcasting focus to cast a spell that deals thunder damage, you can reroll any 1s rolled on the damage die. You must use the new roll. If you are proficient with the form of instrument of this weapon, anytime a spell you cast deals thunder damage to a creature, they must make a Constitution saving throw against your spell save DC. On a failure, they are deafened for 1 minute.

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*Staub was never one to mince words, speaking plain and true at all times even to the disgruntlement of others. They saw no value in coddling and obfuscation of truth when being harsh and direct would suffice. Just as they carried themselves in life, so did Staub perform on stage; loud, brash, impossible to ignore. The only thing more memorable than the blaring notes that Staub could coax from their instrument was the sight of it bashing the skulls of unruly attendees into the dirt.*

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## LOUD MOUTH

*Wondrous item (horn or shawm), very rare (requires attunement)*

A brass trumpet lovingly crafted with intricate designs. If you use this instrument as a spellcasting focus to cast a spell that affects a cone, the spell save DC is increased by 2 and the range of the cone is increased by 5 feet. If you are proficient with horns or shawms, the cone's range is increased by an additional 5 feet.

**Taratantara.** As an action you can blow through this instrument to produce a cone of thunderous noise. The size of the cone is equal to 10 times your Constitution modifier, and each creature in the area must make a Constitution saving throw. The DC is equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save the creature takes 6d10 thunder damage and is deafened until the end of your next turn. If the creature fails its saving throw by 5 or more, it is deafened and stunned until the end of your next turn instead. On a successful save, it takes half as much damage but suffers no additional effect. This sound can be heard up to 1 mile away.

Whenever you use this property again before taking a long rest, you gain one level of exhaustion.

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*Sonia brought the party with her wherever she went. With a laugh that rang through the halls and a belly that could handle more ale than any other, the only thing that stood out more than her large frame was her even larger personality. Even on stage, she commanded the attention of all eyes on her, blaring notes with such force that attendees could feel their bones rattle. The only downside to such a performance was the troupe being banned from major cities, as the glass was becoming too expensive to repeatedly replace. Sonia still brags about it to this day.*

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## DEAD SILENCE

*Wand, legendary (requires attunement by a bard)*

An eerie air surrounds this decorative, bone-white conductor's baton. It feels cold to the touch despite the magical energy radiating from it. While holding this baton you can replace the verbal components of spells you cast with somatic components and you gain a +3 bonus to spell attack rolls.

**Maestro.** While holding this baton, you can spend your spell slots of the appropriate level to cast one of the following spells: Silence, Counterspell, Dominate Person. When you cast one of the listed spells while holding this baton, you can spend a use of your Bardic Inspiration to modify it in one of the following ways:

**Silent as the Grave (Silence):** You can choose to have the spell center on you and follow your movement.

**Not My Tempo (Counterspell):** If you successfully counter a spell, the creature that cast the countered spell takes an amount of psychic damage equal to 1d8 times the countered spell's level.

**Instrument of Death (Dominate Person):** When the charmed target makes an attack it gains a bonus to its attack and damage rolls equal to your Charisma modifier. Additionally the charmed target gains a bonus to performance checks equal to your Charisma modifier.

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*As motely as a crew could be, the troupe sometimes felt as though it could splinter at any moment for a myriad of reasons. The only thing holding each and every one of them together was Bella; conductor, friend, and leader of all. Whether tensions were high mere moments before a performance, or someone was still hungover from another raucous night, or any other matter, all issues simply ceased to exist the moment Bella raised her baton. Because deep down they all knew; whatever issues there were, they could wait. The audience was waiting, and Bella would not abide failure.*

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