

# THE MITHRAL CANVAS

## TREASURES OF DAEHAN MINGUK



6 MAGICAL ITEMS BASED ON KOREAN CULTURE  
FOR DUNGEONS & DRAGONS 5TH EDITION



# TREASURES OF DAEHAN MINGUK

For AAPI Month 2023, we're taking inspiration from the country of South Korea! With hundreds of years of culture to reference, we've put together a collection of items and weapons to reflect the history this country that can bring some new flavor into your games!



## KNIVES OF DIVINE WILL

**Weapon (dagger), rare (requires attunement)**

A pair of brass ritual blades with 12 strands of paper affixed to their handles. The blades are used in divining ceremonies, offering guidance from beyond. These two daggers count as a single item for the purposes of attunement. You gain a +1 bonus to attack rolls made with these magic weapons. While on the same plane as these daggers you always know what direction they are from your current position.

**Falling Bridges.** Once per dawn, you can perform a 1 minute ritual, using these daggers to call upon divine guidance. When you do so, roll a d6 and cast the appropriate spell according to the roll (1: Gift of Alacrity, 2: Borrowed Knowledge, 3: Clairvoyance, 4: Divination, 5: Legend Lore, 6: Find the Path).

*Though shamanism no longer plays as significant of a role in modern day life, certain practices hold sway to this day. From walking on knives to maintaining spiritual lands, specialists continue to uphold many traditions through the present. With a pair of sacred knives, a mudang could divine the will of the gods and compel them to speak on the possible fortunes and misfortunes that would arrive in due time.*

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## JONG OF CLEANSING

**Weapon (mace or flail), varies (requires attunement)**

This beautifully decorated bell curiously produces no noise no matter how hard it is swung. Such bells are created to rally one's allies, but rumors have spread that the stronger the bell, the grimmer the offering needed in its forging.

**Uncommon.**

**Sacrificial Tone.** As an action you can spend one unspent Hit Die to ring this bell and have it produce a melodious tone. Roll the Hit Die and add your Charisma modifier to the roll. You restore an amount of hit points equal to the result, divided as you choose among any number of creatures within 20 feet of you that can hear this sound.

**Rare.**

You gain a +1 bonus to attack and damage rolls made with this magic weapon. You can spend up to 2 Hit Die to use the Sacrificial Tone property.

**Very Rare.**

The bonus to attack and damage rolls is increased to +2 and the bell gains the Cursed Quiet property. You can spend up to 4 Hit Die to use the Sacrificial Tone property.

**Cursed Quiet.** Once per long rest you can cast the Silence spell without expending a spell slot.

Once you use this property it can't be used again until you finish a long rest.

*Comprised of a multitude of metals, these bells are seen as national treasures and symbolize the camaraderie between nations. Rung only in times of significance, to hear the tone of this bell is a blessing not easily forgotten. Yet legends also speak of a sinister history in their crafting, one that demanded sacrifice to hear that very tone so revered by many across this world.*

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## Hahoetal Buckler

*Armor (shield), rare (requires attunement)*

An expertly woven rattan shield with a carved wooden mask at its center. While attuned to this shield you are considered proficient with it. You gain a +1 bonus to your AC while holding this shield.

**Melodrama.** While holding this shield you can activate the ability of one of the masks listed below. When you do, the form of the mask decorating the front of this shield magically transforms to that mask.

**Yangban.** You invoke the unquestionable authority of the Aristocrat. As an action you can bolster a willing creature for 1 minute. For the duration, each time the target deals damage with a weapon attack it deals an additional amount of damage equal to your Charisma modifier. You must maintain concentration on this property and this effect ends if the target falls unconscious.

**Paekjung.** You invoke the seething menace of the Butcher. You can cast the Fear spell (DC 15) without expending a spell slot. You have advantage on attack rolls against creatures frightened by this property.

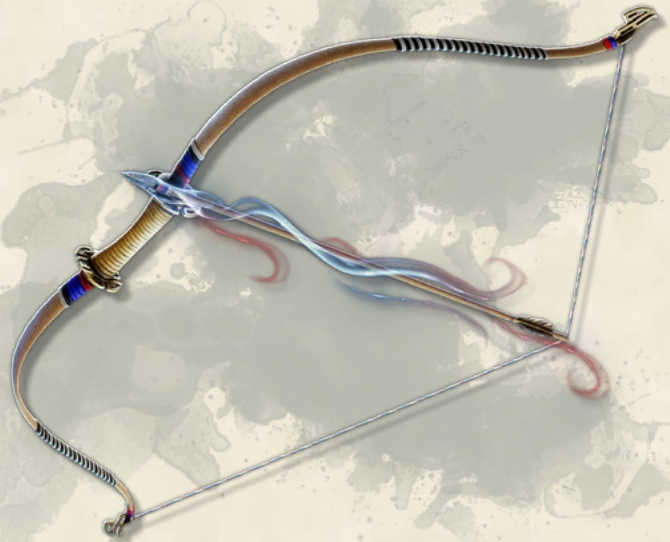
**Punae.** You invoke the stunning grace of the Concubine. When you are targeted by an attack made by a creature you can see within 90 feet of you, you can use your reaction to add your Charisma modifier to your AC until the start of your next turn, including against the triggering attack. If the triggering attack misses, the attacking creature has disadvantage on all other attacks it makes until the start of your next turn.

Once you use this property, it can't be used again until you finish a long rest.

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*The ancient art of talchum, traditional mask dramas performed by a number of stock characters, is highly revered in this day and age as a cultural asset. With each Hahoetal mask representing a different character with its own personality and traits, audiences can quickly grasp the essence of each cast member without pause. But in combat, being flexible with what face you show your enemy is an invaluable skill to keep them on their toes as you outperform them in every capacity.*

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## Cardinal Gakgung

*Weapon (shortbow), very rare (requires attunement)*

A shortbow formed from the horn of a water buffalo, wrapped with bands of color representing the cardinal directions. You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon scores a critical hit on a roll of 19 or 20.

**Trigram Shot.** This weapon has 8 charges and regains all charges after you finish a long rest. You can use these charges to enhance a ranged attack made with this weapon in one or more of the following ways (you cannot choose the same property more than once per attack):

**North/Water.** When you make a ranged attack with this weapon, you can spend a charge to make your attack with advantage if at least one of your allies is within 5 feet of the target and the ally isn't incapacitated.

**South/Fire.** If you roll a 1 or 2 on this weapon's damage roll, you can spend a charge to reroll the die and use the higher number.

**East/Heaven.** When you make a ranged attack with this weapon, you can spend a charge to ignore any magical effects affecting the AC of your target (ex. Shield, Haste, Mage Armor, etc.) unless they are negative.

**West/Earth.** When attacking at long range, you can spend a charge to ignore the disadvantage normally imposed on your ranged attack roll.

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*The history of archery in Korea goes far back, to the days of warring with different dynasties and people. In tandem with the trigrams that decorate the Taegukgi, this weapon calls upon the cardinal directions to guide its arrows straight and true. With a myriad of tactics and techniques at your disposal, become untouchable in the field of battle.*

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## IRONWOOD BANGMANGI

*Weapon (greatclub), very rare (requires attunement)*

A wooden club lined with iron spikes with a pommel depicting the face of a goblinoid Dokkaebi. Blue embers dance within the cracks of the wood. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding it, you gain a +1 bonus to spell attack rolls. While attuned to this weapon you are considered proficient with it.

**Dokkaebi Magic.** Any creature can cast a spell of 1st through 5th level into the club by touching the club as the spell is cast. The spell has no effect, other than to be stored in the club. Only one spell can be stored in the club at a time. If this club has a spell of at least 3rd level stored inside it, it gains the following benefits:

The bonuses to attack rolls, damage rolls, and spell attack rolls are increased to +2.

This weapon glows with blue flame, dealing an extra 1d8 fire damage to any target it hits.

While holding this club, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the club is no longer stored in it.

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*As there are goblins in the west, so there are Dokkaebi in the east. Legends tell of these creatures in all sorts of manner, from mischievous and tricky to benevolent and generous. To earn the favor of a Dokkaebi can result in immense gain, and to anger one in terrible misfortune. To wield the club of such a being is sure to aid one in battle, enhancing both their martial and arcane prowess to fend off any foe.*

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## THE STRIPED GUARDIAN

*Armor (breastplate), rare (requires attunement)*

Gifted from the majestic tigers of old, this armor confers boons that transcend the earthly realm to those deserving of it. While wearing this armor, you gain a +1 bonus to AC.

**Horangi Claws.** Your unarmed deal an additional 1d4 force damage and count as magical for the sake of overcoming resistances. When you score a critical hit with an unarmed strike against a creature the target must make a DC 14 Constitution saving throw. On a failed save the creature takes 2d4 necrotic damage at the start of each of its turns as it begins to bleed out. This effect lasts until the target or another creature within reach of it uses an action to staunch the bleeding.

This armor is imbued with the will of the great guardian tigers. One who shows true conviction and sacrifice may unlock this armor's true potential...

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## THE STRIPED GUARDIAN, BAEKHO FORM

*Armor (breastplate), legendary (requires attunement)*

This armor's divine form is granted to one who has shown their willingness to sacrifice themselves for their convictions, imbuing them with incredible power. While wearing this armor, you gain a +3 bonus to AC.

**Baekho.** If you would die while attuned to the Striped Guardian while it is in its rare form, make a DC 22 Wisdom check. On a success, this item transforms to its legendary Baekho Form and you are revived at half your total hit points instead. The armor turns white with black stripes and your entire body turns stark white with the exception of your eyes.

**Horangi Claws.** Your unarmed strikes deal an additional 2d4 force damage and count as magical for the sake of overcoming resistances. When you score a critical hit with an unarmed strike against a creature the target must make a DC 17 Constitution saving throw. On a failed save the creature takes 6d4 necrotic damage at the start of each of its turns as it begins to bleed out. This effect lasts until the target or another creature within reach of it uses an action to staunch the bleeding.

**Sansin Magic.** This armor has 8 charges and regains all charges at the end of a long rest. You can cast one of the following spells (spell save DC 17) by expending the necessary number of charges: Detect Good and Evil (1 charge), Fog Cloud (2 charges; this cloud cannot be dispersed by wind and the area is not heavily obscured to you), Steel Wind Strike (4 charges; you do not need a weapon for material components and you can make unarmed strikes instead of melee spell attacks), Move Earth (6 charges), Astral Projection (7 charges; you can't take any other creatures with you).

If your attunement to this armor ends, this item reverts to its rare form.

*Revered for their strength and beauty, the tiger holds a special place in the hearts of the Korean people. Considered a protector and symbol of virtue in the past, myth and legend abounds with mentions of the striped beast. Any that would reach 500 years of age would find their fur stark white and eyes piercing blue, ascended from beast to something greater. The Baekho would appear only before those of great virtue, and uphold the peace of the land for all time.*

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