

THE
MITHRAL CANVAS



COMPENDIUM

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SWORDS OF THE FALL

As the trees turn to shades of flame and leaves fall to the ground, a ritual is observed by many weaponsmiths. Coming together to display their creativity, they craft weapons based on the ritual leader's prompts. These swords are one such smith's creations made during that particular event.



DAYBREAK

Weapon (greatsword), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit an undead with it, that creature takes an extra 2d10 radiant damage.

Radiant Pierce. As an action, you hold out Daybreak and a beam of brilliant sunlight lances out in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a DC 16 Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded. Undead have disadvantage on this saving throw. Once this special action is used, it can't be used again until the next dawn.

Corrupting Thirst. When Daybreak is used to make a successful attack on a living humanoid, it absorbs the blood and glows with the light of a sunset, transforming into Duskfall.

DUSKFALL

Weapon (greatsword), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a living humanoid with it, that creature takes an extra 2d10 necrotic damage.

Craven Grasp. As an action, you strike down with Duskfall and a circle of darkness covers the ground below you in a 30 foot radius. Each creature in the circle must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 3d8 necrotic damage and is restrained until the end of your next turn as they are struck by blood red spikes from the circle. On a successful save, it takes half as much damage and isn't restrained. Living humanoids have disadvantage on this saving throw. Once this special action is used, it can't be used again until the next dusk.

Increasing Corruption. You may attempt a ritual at dawn to transform Duskfall back to Daybreak. Roll a Religion check where the DC is the number of times Daybreak has transformed into Duskfall. On a success, Duskfall transforms back into Daybreak. On a failure, the DC increases by 1 and you must wait for the next dawn to attempt the ritual again.

The sword of a legendary paladin who faced the endless hordes of bloodthirsty undead. Toward the end of her life, the paladin fell in love with the leader of the vampires and through their union formed an uneasy truce. The sword was locked away, its purpose now fulfilled, but as the truce begins to break, one may yet take up this wondrous sword and slay the foes of the living. However, should the sword be used against those who still draw breath, its purpose will be corrupted as will its guiding light.

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HIDDEN WEAPON TATTOO

Wondrous item (tattoo), rare (requires attunement)

You become attuned to this magical tattoo when it is inscribed on your skin. While you are attuned to the tattoo, you may perform a one hour ritual with a weapon you are holding. The tattoo absorbs the weapon, the design shifting to resemble it. You may have multiple Concealed Weapon Tattoos, each holding only one weapon at a time. These tattoos occupy the same attunement slot.

As long as the weapon is in its tattoo form, it is hidden. A suspicious creature must succeed a DC 20 investigation check to become aware of the tattoo's nature. A creature who is aware of this practice must instead succeed a DC 15 arcana check to detect its magical nature.

You may use your bonus action to call the weapon forth, the ink forming the weapon in your hand. You can also use a bonus action to transform the weapon back into a tattoo as long as you are holding the weapon.

If you end your attunement to the tattoo, the weapon appears within 5 feet of you in an unoccupied space. You can no longer use the tattoo's abilities until you restore your attunement and perform the ritual on a weapon.

These tattoos of questionable legal and moral origin are a favored method of assassins to smuggle poisoned weapons into high security areas. Finding one who can apply magical tattoos can be difficult as is, and finding one willing to apply one of this nature may require a back-alley deal. Regardless, once this tattoo has been etched into one's skin, their capabilities as an assassin become unmatched.

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INFERNUM

Weapon (greatsword), very rare (requires attunement)

You may use a bonus action to rev the handle of this magic weapon, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to pull the handle brake or until you drop or sheathe the sword.

Rev It Up! When you hit with a melee attack with this weapon, you may use your bonus action to rev the throttle, igniting the sword further at the moment of contact. Make a DC 10 Dexterity check. On a success you deal an additional 2d6 fire damage. If you succeed on this roll, before you deal the additional damage, you may use your reaction to roll a DC 15 Dexterity check. On a success you deal a further 2d6 fire damage, on a failure, you cause no additional damage with Rev It Up and the sword is extinguished.

Full Throttle. You may use your action to balance atop the blade, revving the throttle and bursting forward with great force. You move in a straight 60-foot line spinning the blade around you. Creatures within 5 feet of the spaces you move through must make a DC 15 Dexterity saving throw. They take 1d6 slashing damage and 2d6 fire damage on a failed save and half as much on a successful save. Once you use this feature, you cannot use it again until you finish a long rest.

The terrifying mechanical horrors found within the circles of hell generally strike only fear in the hearts of those who see them. However, where some find only terror, other more unhinged individuals may find inspiration. This is how one such engine found itself affixed to a gruesome greatsword. The designer clearly had no sense of subtlety, attaching the remains of a devil to the blade. Gaudiness aside, those who wield this blade are sure to have "One hell of a party."

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LEIFRÍM

Weapon (greatsword), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have resistance to fire damage. In freezing temperatures, the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Blessing of the Dragonkin. If you do not have the blessing of the dragon whose breath froze this blade, you have disadvantage on initiative rolls while wielding this weapon. At the end of any encounter using this weapon without the blessing, you suffer a point of exhaustion as the weight and cold overwhelm you. If you have the blessing, you instead gain the following features:

Giant's Blood, Dragon's Hide. Your Strength score increases by 4 to a maximum of 24. Your Constitution score increases by 2, and you are immune to cold damage.

Frozen Cleave. As an action, you can cast Wall of Ice at 6th level without the need for material components or maintaining concentration. Once this feature has been used, it can't be used again until the next dawn.

"The Legacy in Frost," this sword was a simple shortsword forged for a demigod hero from The North. The Hero happened upon a dragon hatchling, and as the dragon grew, they became inseparable battle companions. Fighting back the giants of the elemental planes ravaging the land, The Dragon breathed its frigid breath upon the blade, infusing it with magical ice. The Hero proudly wielded the sword in battle, but eventually fell. The sword, now a legend in its own right, was passed down to The Hero's descendant. They, and every hero to inherit the sword after, would make a pilgrimage to The Dragon's lair. The immortal dragon would bless the sword and wielder with its magical frost for generations. Now, what was once a simple weapon is a massive greatsword, infused with ice as unbreakable as the bond between The Hero and his loyal companion. The sword's name is etched in dwarven runes at the base of the hilt, and the draconic runes along the guard read "Legacy of two, joined in one."

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THE MAW

Weapon (longsword), legendary (requires attunement by a Warlock)

If this sword is bound using your Pact of the Blade feature, it gains bonus 1d6 damage of a type appropriate to your patron (fire for Pact of the Fiend, psychic for Pact of the Great Old One, radiant for Pact of the Fey, etc.). This damage type also determines the damage of the weapon's feature. Consult your DM regarding what damage type would be appropriate.

Rift to Beyond. As an action, you may summon a portal at a location you can see within 60ft. All creatures within 60ft. must make a DC 13 dexterity throw or be grappled by chains/tendrils/vines that deal 1d4 damage and pull the target towards the portal. A small or smaller creature is pulled 15ft. per turn, medium 10ft, large 5ft. Creatures of greater size than large cannot be pulled. At the beginning of its turn, a grappled creature may make a DC 17 strength check. On a successful save the creature breaks free. On a failed save, the creature is pulled closer to the portal. When a creature enters the same space as the portal for the first time on a turn or starts its turn there, it takes 3d8 damage of the chosen type. If this damage reduces the creature's hit points to 0, it is teleported before your patron in their plane of existence. You may plead with your patron for any loot the creature may have. Once you have used this feature, you cannot do so again until you finish a long rest.

This cruel blade whispers into the mind of its wielder; its words indecipherable but its will is clear: Hunger. Slashing through untold aeons and planes beyond, this blade forms a rift directly to one's otherworldly patron, dragging their servant's enemies into their realm. Witnessing such a display of nightmarish power would surely break the will of any foe.

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The image shows two magical weapons. On the left is the Mikadzuki no Hansha, a katana with a blue blade and a black sheath with a gold hilt. On the right is Sanguine, a longsword with a red blade and a silver hilt with spikes. Both weapons are set against a light, misty background.

MIKADZUKI NO HANSHA

Weapon (longsword), legendary (requires attunement)

This magical katana has the finesse property. It has 6 charges, and regains 1d6 charges daily after being bathed in moonlight for at least one hour. The blade loses all abilities on a moonless night.

When a creature makes a spell attack roll against you, you may use your reaction to hold out the empty sheath and cast Counterspell at a level equal to 3 + the number of charges you choose to expend (minimum 1). On a success, the spell is absorbed into the sheath. You can dip the blade into the energy within, coating the blade in magical energy for one hour. The blade deals additional radiant damage equal to the level of the absorbed spell. If multiple spells are absorbed this way, the additional damage is equal to the combined levels of those spells. If you make an attack while the additional damage is 10 or higher, roll 1d12. If you roll a 1, the blade shatters and must be reforged.

Crescent Moon Reflection. While spells are absorbed into the sheath, you may dip the sword into the magical energy within and slash outward, sending a crescent of magical energy screaming from the blade. The absorbed spells' magic is expended and each creature within a 60-foot cone in front of you must make a DC 16 dexterity saving throw. On a failure they take 1d8 radiant damage for each level of spell released this way or half as much damage on a success.

The sword of a nameless warrior whose power was derived from the light of the moon. Though they themselves had no magical prowess, they had a weapon forged that could harness the magical energy of their enemies; a sheath, enchanted with the power to absorb spells thrown at them, and a sword that could be empowered with the absorbed spell. The warrior developed an ultimate attack, unleashing all of the stored energy within the blade outward in a crescent, resembling the reflection of the moon in still waters.

SANGUINE

Weapon (longsword), rare (requires attunement)

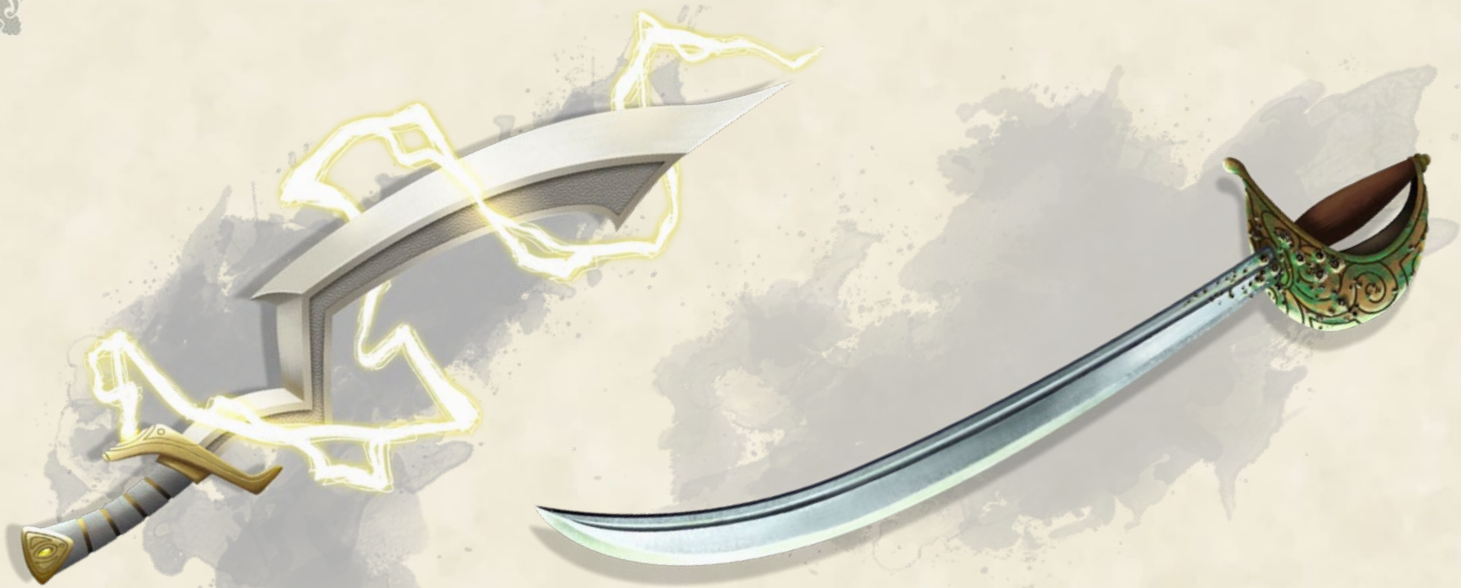
This magic weapon appears as an ornate silver hilt with no blade. A DC 17 investigation check reveals there are spikes hidden within the handle.

You deal an extra 2d8 necrotic damage with this weapon. If a creature is reduced to 0 hit points from an attack with this weapon, you gain temporary hit points equal to the damage dealt by the attack. These hit points remain until you take a short or long rest.

Cursed. If you pick this hilt up by the handle, spikes pierce into your hand, preventing you from dropping the hilt. The sword is immediately attuned to you and cannot be dropped until the attunement ends. If you already have the maximum amount of items attuned to you, you must choose one to end your attunement to. You cannot end your attunement to Sanguine until you are targeted by the Remove Curse spell or similar effect. After your hand has been pierced, the blood travels up the hilt, forming a crimson blade.

If a creature has not been reduced to 0 hit points by an attack with this weapon within 24 hours, Sanguine's spikes pierce into your hand, reducing your maximum hit points by 1d6 until you do. This process repeats every 24 hours from the last time a creature was reduced to 0 hit points by Sanguine.

Blood blades such as these are as ravenous as their creators. Commonly wielded by vampire lords who have no qualms about spilling copious amounts of mortal blood, these swords grant their wielders a wellspring of lifeforce drained from fallen foes. When not employed by their vampiric creators, they can be left as traps to awaken a mortal's bloodlust, as well as a curiosity to seek out the sanguine lords themselves. The hapless fools could become fine meals, or perhaps new bloodfiends to add to the masters' ranks.



SCIMITAR OF THE DANCING STORM

Weapon (scimitar), rare (requires attunement)

This weapon has six charges. When you hit a creature with this weapon you can expend a charge to deal an extra 1d8 lightning damage. For each charge you choose to spend, the lightning chains to an additional creature within 20 feet of the last as an arc of lightning leaps from one to another. Those creatures must make a DC 16 constitution saving throw or take 1d8 lightning damage, or half as much on a success.

The scimitar regains 1d4 expended charges daily at dawn. During stormy weather you may use an action to hold this weapon aloft making a DC 16 constitution saving throw, beckoning a lightning bolt to target you. On a failure you take 2d8 lightning damage or half as much on a success, and this weapon regains all expended charges.

Like calm winds preceding a violent storm, wielders of this sword are graceful and deadly. A uniquely-shaped scimitar enchanted with yellow runestones, electricity gradually builds within the blade, able to be unleashed upon multiple foes. A proficient swordsman brandishing this weapon dances across the battlefield as a storm of shock and steel.

THE SHIPMASTER

Weapon (scimitar), very rare (requires attunement)

Attune Vessel. You can spend one hour to attune the sword to a seafaring vessel. If the vessel is sentient and unwilling, the attunement fails. Once attuned, you can control the ship without the aid of a crew. Rigging and sails animate to move the ship in the direction you wish and you can drop or raise the anchor at will. The crew quality remains at its starting value if you have no crew aboard. You can use this ability as long as you are within one mile of the attuned vessel.

This sword has five charges. Each dawn at sea aboard the attuned vessel, the blade regains 1 charge. You may use any number of charges to use the following features:

Swab the Deck (1 Charge). Cleaning implements animate to clean the ship over the course of one hour, after which you increase the crew quality by 1 for 24 hours. You cannot use this feature again while the crew quality has been increased this way.

Fair Winds (2 Charges). You create an area of ideal conditions around the vessel, increasing its speed by 5 miles per hour for 24 hours.

Fair Seas (3 Charges). You treat the result of a storm check as one level above the one rolled by your crew.

Hang the Jib (4 Charges). You may use an action to cause the rigging to animate, attempting to grapple (DC 17) up to 20 targets aboard the ship.

FIRE ALL! (5 Charges). You gain control of any weaponry mounted on the ship for the next ten minutes. You can aim and fire any number of those weapons as an action.

The perfect right hand for any captain, this magical cutlass allows the wielder to control their sailing vessel without the need of a crew. They also gain a small amount of control over the conditions around the attuned ship, allowing swift travel and negating the effects of errant weather. Though one could sail the seas alone, having company is sure to stave off the maddening loneliness of such a fate.



SWANSONG

Weapon (shortsword), rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. In addition, you gain proficiency in performance checks while attuned to this weapon. If you are already proficient, you gain expertise.

Swansong forces the wielder to dance gracefully across the battlefield. Before making an attack with this weapon you must make a DC 17 performance check. On a success, you have advantage on the attack as Swansong praises your beauty and grace. On a failure you have disadvantage on the attack as Swansong berates you for your oafishness. If you roll a 25 or above on a performance check made while attacking with this weapon, the attack is considered a critical hit. If it is already a critical hit, triple the damage dice instead. If you roll a natural 1, Swansong deals 2d8 psychic damage to you as punishment for embarrassing it.

Sentience. Swansong is a sentient neutral good weapon with an Intelligence of 12, a Wisdom of 10, and a Charisma of 16. The weapon communicates telepathically with the attuned creature, complimenting you on successful performance checks and reprimanding you for any failure. If you miss an attack after a successful performance check, Swansong reassures you, stating that despite your failure you moved beautifully.

This elegant sabre demands excellence from those who dare to wield its glorious power. This sword has been imbued with the soul of a lethal dance instructor. Those who can take the blade's strong criticism and perform gracefully in battle are rewarded with increased battle prowess. Those who are less elegant will find their pride shattered by the sword's harsh words.

"That was beautiful darling, now pirouette!" - Swansong

"I truly, deeply hate you." - Garthakk, Half-Orc Barbarian

GIFTS OF THE ZODIAC

Each lunar new year is rung in by the cycle of celestial animals of the East, whose power is made manifest in each of these artifacts. These weapons are gifted to trusted champions to defend the realm from evil, both terrestrial and otherworldly. The power granted by these artifacts is vast, as is the weight of responsibility on the shoulders of their wielders.



BRAZEN OX KNUCKLES

Wondrous item, legendary (requires attunement)

Brass bracers formed in the shape of an oxen head.

While wearing these magic bracers, your unarmed strikes gain +3 bonus to attack and damage rolls and you have advantage when attacking creatures wearing heavy armor. These bracers have 3 charges and regain all charges after a long rest.

Raging Ox. If a creature makes a melee attack against you, you may use your reaction to make a melee attack against them. You make this attack immediately before the creature's attack is rolled. If your attack hits, the creature makes their attack with disadvantage.

Burning Bull. You may spend a charge to cast Heat Metal through these bracers as a bonus action. You may spend additional charges to cast the spell at one level higher for each charge spent. If you target the Brazen Ox Knuckles with Heat Metal, you gain the following benefits for the duration of the spell:

You are not affected by the damage and effects of Heat Metal.

You are resistant to cold damage.

Your unarmed strikes deal an additional 2d8 fire damage plus 1d8 fire damage for each additional level of the spell.

The metal ox heads of these bracers can be pulled forward to cover the fists of the wearer. Bearers of the brazen ox are known for their prowess against those who use metal plate and weaponry, taking advantage of their slow foes and even cooking them within their own armor. If one hears the searing roar of these heated metal fists, it may be best to turn and flee.

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TIGER STRIPE AXE

Weapon (greataxe), legendary (requires attunement)

A three-headed axe resembling the claws of a mighty tiger.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. This weapon has a number of charges equal to your proficiency bonus and regains all expended charges daily at dawn. While you are attuned to this weapon, it gains the following properties:

Apex Predator. While attuned to this weapon you gain darkvision out to a range of 60 ft. and your steps make no sound regardless of the surface you are walking on.

Tiger's Claws. While attuned to this weapon, you may use an action to spend a charge sending a flurry of slashes from the head of this ax. Each creature in a 30-foot cone must make a DC 15 Dexterity saving throw. On a failed save a creature takes 4d6 slashing damage and is frightened of you until the start of your next turn. A creature that succeeds takes half as much damage and is not frightened. A creature that fails its saving throw by 5 or more has their speed halved until the start of your next turn.

This greataxe can turn the more brutish combatant into a deadly predator. Augmenting one's perception and nimbleness, their sneak attacks become all the more deadly. When all else fails, it can unleash a flurry of clawed energy, devastating the battlefield. Sometimes brute strength is needed when stealth and cunning fail.

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JACKRABBIT BOW

Weapon (shortbow), legendary (requires attunement)

A shortbow built to be drawn and fired with the speed of a jackrabbit.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. While you are attuned to this weapon, it gains the following properties:

Lapin Legs. Your walking speed increases by 10 ft. In addition, you may cast the Jump spell as a bonus action twice before finishing a long rest.

Rabbit Fire. The first time each turn you hit a creature with a ranged attack made with this weapon, you may make another attack immediately against that same creature as a free action. You may repeat this free action until your attack roll is equal to or lower than a previous result, or you score a critical hit. When you score a critical hit with this weapon, roll all of the attack's damage dice three times instead of twice.

Granting one the speed and agility of a rabbit, this shortbow is deadly in the hands of a skilled archer, and even more deadly in the hands of a lucky one. Drawing and releasing volley after volley for as long as their luck holds out, one can unleash a barrage of attacks in rapid succession. Your enemies will find themselves riddled with arrows from on high before they even hit the ground. Do you feel lucky?

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CRESCENT DRAGON HORN

Weapon (glaiive), legendary (requires attunement)

An elegant guandao fashioned from the horn of a great Storm Dragon.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. This weapon deals lightning damage instead of slashing damage. While you are attuned to this weapon, it gains the following properties:

Dragon's Tempest. As an action, you can cast the Call Lightning spell without expending a spell slot. The spell save DC is 17 unless your spell save DC is higher. Once you cast the spell this way, you cannot do so again until you finish a long rest or by expending a spell slot of 3rd level or higher. Whenever you cast the Call Lightning spell, the height of the cylinder is increased by 10 ft. and you can choose to see everything directly underneath the cloud for the duration of the spell as though looking down from above. While doing so you can see all creatures in the area even if they are hidden or invisible.

Storm Strider. When you call down lightning at a point with Call Lightning, you may spend a bonus action to teleport to an unoccupied space within 5 feet of that targeted point. Each creature within 10 feet of that space must make a DC 17 Constitution saving throw, taking 4d6 thunder damage on a failed save, or half as much damage on a successful one. You can use this ability twice before finishing a short or long rest.

Those who wield this draconic guandao wield the power of the tempest in their hands. This weapon grants the user dominion over lightning and thunder, beckoning them to destroy their enemies. See through the eye of the storm and, when feeling particularly destructive, become lightning itself crashing down upon your foes. Do not fear the storm, become the storm.

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SNAKE BITE WHIP

Weapon (whip), legendary (requires attunement)

A beautiful golden whip that evokes the image of a living, breathing serpent.

You gain +3 bonus to attack and damage rolls made with this magic weapon. Your attack range with this weapon increases by an additional 5 feet. While attuned to this weapon you have advantage on Wisdom (perception) checks that rely on smell and it gains the following features:

Viper Venom. The first time each turn you hit a creature with this weapon, the snake head bites down and poisons the creature. The target must succeed on a DC 18 Constitution saving throw or it takes 3d6 poison damage and is paralyzed for 1 minute. A creature that succeeds its saving throw takes half damage and is not paralyzed. At the end of a paralyzed creature's turn, it can repeat the saving throw, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, they are immune to the paralysis of the Viper Venom for the next 24 hours.

Second Skin. When you take damage from an attack, spell, or ability, you may use your reaction to reduce that damage to 0, shedding the outer layer of your skin. Once you use this ability, it can't be used again until you finish a long rest.

Hunt down your enemies with this beautiful and terrifying coiled whip. Fashioned after a venomous serpent, the fangs inflict a terrible poison, rendering your prey helpless. If the hunted manage to fight back, a nasty surprise awaits them as your visage falls away, revealing unmarred flesh beneath. Slither amidst the battlefield and strike fear into their veins.

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STALLION KICK STAFF

Weapon (quarterstaff), legendary (requires attunement)

An imposing weapon ornamented with the likeness of a stallion and hoof.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. This weapon has 8 charges and regains 1d8 +2 charges daily at dawn. While you are attuned to this weapon, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift, and the weapon gains the following properties:

Seismic Hoof. If you damage a creature with this weapon, you may expend up to 3 charges to force the target to make a Strength saving throw. The DC is equal to 10 + your Strength bonus + the number of charges spent. On a failed save the creature takes an additional 1d8 bludgeoning damage and flies 10 x 1d4 feet backwards for each charge spent and is knocked prone. A creature who gets pushed into something, such as another creature or a wall, stops moving and takes 1d8 bludgeoning damage for every 10 feet they had moved before hitting the surface.

Horse Power. When you take a short rest while attuned to this weapon, you can treat it as a long rest by drawing upon reserves of energy from within. One hour after that short rest you immediately gain two points of exhaustion. Points of exhaustion gained from this feature cannot be removed by any means other than taking a long rest without using it or by the use of the Wish spell.

While wielding this mighty equine staff, any foe bold enough to stand against you shall be bludgeoned with the might of a horse's kick. Draw upon strength from deep within yourself, never stopping till the battle is won. Stand tall and proud amidst the fight and carry your companions to victory.

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GOAT'S HORN HAMMER

Weapon (warhammer), legendary (requires attunement)

A hammer topped with an instrument fashioned from the horn of a large goat.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It functions as a musical instrument with which you are proficient if you are proficient with horns. While you are attuned to this weapon, it gains the following properties:

Adamant Goat. You cannot be stunned or moved against your will while attuned to this weapon.

Herd's Anthem. As an action you can blow into the horn atop this hammer and rally your companions. You and a number of creatures up to your proficiency bonus within 30 feet of you can roll one hit die, add their constitution bonus, and gain that many temporary hit points. If an ally affected by this ability is stunned, charmed, or frightened, that condition ends and they are immune to such conditions while they have those temporary hit points. Until the start of your next turn each ally affected gains advantage on the next attack or saving throw they make. You can use this ability twice per long rest.

The great horn atop this warhammer brims with power. Though the trials ahead may be fierce, nothing shall bring you to your knees. The tune that erupts from the horn rallies your allies to your side with vigor renewed. Bow your head to no other and inspire all around you with the majesty of your charge into battle.

IMAGES | CARDS



MONKEY PAW FLAIL

Weapon (flail), legendary (requires attunement)

A flail topped with a metallic monkey's paw that shifts between several hand positions.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. The range of attacks made with this weapon is increased by 10 feet. While attuned to this weapon, you gain a climb speed is equal to your walking speed and the weapon gains the following properties:

Thousand Palms. When you make an attack with this weapon, you choose whether it deals bludgeoning, slashing, or piercing damage as the flail changes form according to your choice. The first time each turn you miss an attack with this weapon, you can make another attack against the same target as a free action, the hand appearing to come alive mid-strike.

Grasping Monkey. If you hit a large or smaller creature with this weapon, you can negate any damage inflicted and instead force the creature to make a contested Athletics (Strength) or Acrobatics (Dexterity) check. If you win the contest, you can either knock it prone, grapple it, or force it to drop an item it is holding. You can also forgo an attack to retrieve an item within range that is not being worn or carried. The hand grabs the object and brings it to you as long as it does not weigh more than a number of pounds equal to 10 + your strength bonus and you have an open hand.

Ever shifting and indiscernible, this flail mimics the nature of a curious simian. Keep your enemies on their toes by striking, slashing and stabbing at them through the cracks of even their sturdiest armors. Knock your foes to the ground and snatch their very weapons from them and watch their confidence fail. As any good primate knows, even in the midst of combat there is always time for play.

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ROOSTER WING JAVELIN

Weapon (javelin), legendary (requires attunement)

A javelin with a head shaped like that of a rooster.

You gain +3 bonus to attack and damage rolls made with this weapon and it returns to your hand immediately after it is used to make a ranged attack. While attuned to this weapon you always know the number of hours left before the next sunrise and the weapon gains the following properties:

Furious Pecking. If you hit a creature with a ranged attack with this weapon, you can speak the command word to cause it to fly. At the start of each of your turns this weapon homes in on the same target, making a free attack against them (no action required). The javelin uses your attack roll and ability score bonus to damage rolls. This effect persists until you spend a bonus action to recall the javelin or the creature dies, at which point the javelin flies 60 feet back to you on each turn until it returns to your hand. If you have no hands free, it falls to the ground within 5 feet of you. This effect also ends if you are knocked unconscious. The targeted creature may spend their action to try and catch the javelin on their turn by making an DC 20 dexterity check, which ends the effect on a success.

Soaring Rooster. While you are attuned to this weapon, you gain the ability to fly while holding or standing on top of the Javelin. Your fly speed is equal to your walking speed + 10 feet.

The proud rooster head is more than mere decoration upon this spear. With the ferocity of an angered bird, this weapon shall relentlessly chase your foes to the ends of the earth. Become as free as the wind, flitting about the battlefield just out of reach as you rain destruction down upon the land. A painful lesson awaits for those who underestimate the humble rooster.



HOUND MASTER CHAKRAM

Weapon (boomerang), legendary (requires attunement)

A bladed chakram with circling depictions of three hounds.

You gain +3 bonus to attack and damage rolls made with this weapon and it returns to your hand immediately after it is used to make a ranged attack. This weapon deals slashing damage instead of the usual bludgeoning damage. While attuned to this weapon, it gains the following properties:

Hunting Call. If you hit a creature with this weapon, you may use your bonus action to summon a spectral Hound (Dire Wolf) familiar to an unoccupied space within 5 feet of you. These familiars are added to the initiative order immediately after you, following your mental commands. Your familiars may only attack opponents you have damaged with this weapon, and you may summon up to three at a time. If you attempt to summon more than three familiars, the earliest summoned familiar fades out of existence as a new one appears within 5 feet of you. If there are no viable targets at the start of the familiar's turns, they all vanish and must be summoned again. You can summon a number of Hounds equal to your proficiency modifier before you must finish a long rest to do so again.

Hound's Instincts. You gain an additional +1 bonus to attack rolls for each Hound familiar within 5 feet of a target. This bonus stacks with itself to a maximum of +3 bonus to attack rolls. If a creature is within 5 feet of all three Hound familiars you also gain advantage on attack rolls made against that target.

A weapon fashioned after the very animals it commands, the chakram serves both as weapon and summon. With every strike, you call upon the ether to bring forth a faithful companion to aid you in battle. Smell your quarry's fear grow as you and your hounds relentlessly harry them into submission. You never need venture alone, for the pack is always with you.



BOAR'S HEAD AEGIS

Armor (shield), legendary (requires attunement)

A shield shaped into the visage of a great boar.

You gain an additional +3 AC and take half damage from piercing attacks while wielding this shield. This shield has 6 charges and regains all expended charges after a long rest. While attuned to this shield, it gains the following properties:

Goring Rush. You may expend 2 of the shield's charges to barrel forward up to your movement speed + 10 feet in a straight line. Each creature in the line takes 3d6 bludgeoning damage and must make a DC 15 strength saving throw. On a failed save, a creature is knocked prone and is frightened of you until the start of your next turn.

Boar's Hide. When you are damaged by a weapon, unarmed strike or ammunition, you can use your reaction to spend a charge and reduce the damage by 1d6 + your Constitution bonus. If you do, you gain a +10 bonus to your speed until the end of your next turn.

A frightful visage adorns this great shield, a boar that appears so expressive it may come alive at any moment. Make your enemies nightmares come true, goring them on ferocious tusks and scattering them across the battlefield. Any weapon that attempts to piece your body shall find no purchase in the powerful hide this item gifts. All subtlety and trickery fails in the face of true, unstoppable force.



THOUSAND RAT SHIV

Weapon (dagger), legendary (requires attunement)

A dagger depicting rats multiplying down its blade.

You gain +3 bonus to attack and damage rolls made with this magic weapon. This weapon has 8 charges and regains all charges after a long rest. While attuned to this weapon you ignore the effects of disease, and the weapon gains the following properties:

Plague Bite. When you hit a creature with this weapon you can spend a charge to deal an additional 1d8 poison damage. If you do, the creature must make a DC 16 Constitution saving throw or be poisoned for 1 minute. If you score a critical hit against a creature with this weapon it automatically fails the saving throw. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. When a creature poisoned this way dies or you reduce a creature to 0 hit points with an attack made with this dagger, the body is consumed and a Swarm of Rats erupts from the corpse. Any time one of these swarms reduces a creature to 0 hit points, another Swarm of Rats erupts from that creature's corpse as well. All swarms summoned by this dagger and its effects remain for 10 minutes, after which they fade out of existence.

Pack Rat. At the start of your turn, you can use a free action to mentally command these swarms of rats to move in any direction and attack a target as part of that free action. As a bonus action or reaction to taking damage, you can magically swap places with any swarm summoned by this dagger. If you swapped places with a swarm as a reaction the swarm takes the damage in your place.

Inspired by plagues of old, this seemingly innocuous dagger brings ruin to any foe unlucky enough to experience its bite. With every passing moment the horde of vermin amasses as the very earth is blotted from sight. And amongst the shadows of the swarms you prowl, waiting for the perfect time to strike and claim yet another victim, adding to the festering mass that floods the blackened land.

TOOLS OF THE TRADE

Some adventurers do not quest for magic to enhance their martial prowess, but their proficiency in their artisanal craft. Many take pride in the mundane work they do, and seek to perfect their skills through hard work and experience. Though such true experience is admirable, using items of power to artificially enhance ones abilities is much easier.



GIANT'S SHARE FRYING PAN

Weapon (club), uncommon

This runed cast-iron frying pan can change size at will, allowing you to cook for larger groups of adventurers without breaking a sweat. If you take the dodge action you can shield yourself with this pan and gain a +1 bonus to AC until the start of your next turn.

Morphing Metal. You can use a bonus action to cause the pan to enlarge in size. While enlarged, this weapon uses the properties of a greatclub and your movement speed is reduced by 5. If you take the dodge action while in greatclub form, this pan grants a +2 bonus to AC until the start of your next turn. When preparing food, you can serve three times the number of people you can normally serve. You can use a bonus action to revert the pan to its regular size.

Heavy Retention. If exposed to a source of fire, this pan immediately warms and retains the heat for an hour. Food can be cooked without a flame and the weapon deals an additional 1d4 fire damage while heat is retained this way.

Forged and enchanted by giant runesmiths, this cast iron pan can be used to serve creatures large and small. When activated, the runes enlarge the pan, allowing the wielder to feed more friends. The pan retains heat exceptionally well, allowing you to cook long after your fire has been extinguished. In a pinch, either form can be used as a bludgeoning weapon, dishing out damage as well as dinner.

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CHEF'S EYE APRON

Wondrous item, uncommon

An apron adorned with dwarven runes meant to enhance one's cooking ability. While wearing this magic apron, you become proficient with Cook's Utensils. If you are already proficient with Cook's Utensils you gain expertise with Cook's Utensils.

Discerning Eye. You can spend a minute to identify the status of a potential ingredient, such as checking if something is poisonous to consume. You can also spend a minute observing a creature to check their health to see if they are diseased, undead, or dying.

This apron of dwarven make can enhance one's skill in the culinary arts. The Dethek runes lining this item provide a magical bolster to novice and journeymen alike. Use your discerning eye to ensure ingredients are fresh and safe to consume. Anyone can cook, but wearing such enchanted finery certainly gives you a leg up on any competition.

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CHIPPY, THE KITCHEN COMPANION

Wondrous item, rare

A mimic that has developed a symbiotic relationship with those in the culinary field, this creature can be used as a cutting board and happily consumes any and all non-magical food scraps fed to it. It is immune to all damage types and cannot be destroyed except through the use of the Disintegrate spell. It has an AC of 10 and 1 hit point. This board is considered a magical object and is not a creature. If it has not been fed in a week, the mimic starves to death and becomes a regular cutting board with no special properties.

From our home to yours, it's Chippy the Kitchen Companion, an indispensable partner to have at home or on the road! Chippy makes cooking fun and easy as both a cutting board and as a travelling garbage disposal! Never worry again about cleaning up carrot tops and chicken bones, Chippy has you covered! An item of this quality would NORMALLY set you back a whopping 5000 gold, but we're practically giving them away for the low LOW price of just 1 gold a month! Act now and we'll throw in a second Chippy absolutely FREE!*

**Mithral Inc. is not responsible for any damages sustained to your property or being as a result of this item or any associated products. By purchasing this item you waive all rights to contest your claims in court against Mithral Inc. now and forever. Warranty not included.*

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ESCOFFIER, THE PEERLESS EDGE

Weapon (dagger), legendary (requires attunement)

This pristine 240 mm chef's knife of celestial make grants its wielder the ability of a master chef. While you are attuned to this item, it gains the following features:

Grand Chef. You have advantage on any ability checks that involve food preparation including but not limited to carving creatures, memorizing a complicated recipe, making a dish more presentable, etc. Food preparation takes half as long while you are attuned to this knife.

Refined Blade. This knife can only carve through non-magical, inanimate materials. Regardless of the material's properties, the knife glides through with little resistance.

Bestowed to mortals by celestial connoisseurs of the culinary arts, this exquisite cutting tool is sought after by chefs throughout the realms. To maximize the versatility and variety of recipes that could be cooked by its user, this knife is enchanted with a blade that can cut through any substance. Fearing the safety of those who would wield such a tool, the celestial creators made certain the blade could not harm any being, ensuring that it couldn't possibly be used for anything other than its intended purpose.

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FRONTIER JUSTICE

The pursuit of gold has been known to corrupt the hearts of mortals. In the western lands this has led to chaos and lawlessness, from wayward bandits looking to make a fortune to the land itself being destroyed for profit. In an attempt to quell these growing blights, the locals have embraced the use of alchemy as an alternative way to produce that golden glimmer so desperately desired by all.



QUICKSTEP CHAPS

Wondrous item, uncommon

Leather chaps with a golden buckle and tooled designs of alchemical nature. You gain a +2 bonus to your initiative if you lower your stance into a threatening quickdraw position before initiative is rolled. When you roll a 1 on your initiative roll, you may reroll the die. You must use the new roll.

A comfortable piece of clothing for the prepared adventurer to brave the contentious lands of the west. The Gold Rush has led to locals embracing the ways of alchemy, infusing simple everyday items with magical effects. Being caught unawares is a surefire way to end up dead, so these chaps provide more than just comfort to the wearer, keeping them ever vigilant and ready for a tussle should the need occur.

WRANGLIN' ROPE

Wondrous item, uncommon

As an action, you can use this item to make an attack roll against a creature within 15 feet of you. The attack uses your dexterity bonus and proficiency with a whip allows you to add your proficiency bonus to the attack roll. If the attack hits, the creature is restrained and you cannot use this feature again until the creature is no longer restrained. You can use an action to pull the restrained creature 10 feet towards you. You can use a bonus action to tighten the lasso dealing 1d4 bludgeoning damage or to release a creature restrained by this item. The restrained creature cannot be moved further than 15 feet from you while you hold the rope. The creature must use an action to make a DC 15 Strength (athletics) check to free itself from the rope. If the creature is more than one size class larger than you it is not considered restrained, you cannot pull it towards you, and it has advantage on the strength check to free itself from the rope.

Work in the west is not for the faint of heart. It demands much of any who seek to make a living wrangling the beasts of the land. Those who find themselves in employment in these barren lands quickly learn to master the ropes made specifically for such a task.

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DESERT WALKER SHROUD

Wondrous item, uncommon

You have protection against the effects of the shifting temperatures of the desert. You can tolerate temperatures as high as 115 degrees Fahrenheit and as low as 0 degrees Fahrenheit without any additional protection. Creatures have disadvantage on perception or investigation checks to discover items or weapons hidden on your person. This poncho also has the abilities of a “Cloak of Billowing.”

Underestimating the heat of the west has claimed the lives of many adventurers, and thus this garment was alchemically enhanced to prevent any such misfortunes. Fashionable and functional all at once, this poncho is also favored by those with nimble fingers looking to avoid suspicion, and has thus been appropriated by both bandits and heroes alike.

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MERCURIAL BANDOLIER

Wondrous item, rare

Locked and Loaded. You may spend a bonus action to wave a ranged weapon over the bandolier to reload it. This item creates a full round of quicksilver copies of ammunition for the respective weapon. These quicksilver bullets deal the same damage as normal ammunition and are considered magical and silvered. Ammunition formed with this ability cannot jam or cause your weapon to misfire. You must finish a short or long rest before you can use this feature again.

After many a firefight, some damned fools conceived of an item to gain an edge in skirmishes so they might devote more time to firing bullets and less time reloading them. Many years later, this item has exponentially exacerbated the rate of death out west as bullets are never in short supply. After all, there's nothing quicker than quicksilver.

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COBALT DUELING BOOTS

Wondrous item, rare (requires attunement)

While wearing these boots you gain a +2 bonus to dexterity for a maximum of 20.

One Step Ahead. When a creature makes a melee attack against you or forces you to make a saving throw, you can use your reaction to make one weapon attack against it. You must make this attack immediately before the creature's attack is rolled or making the saving throw. If your attack hits, the creature makes their attack with disadvantage or you make your saving throw with advantage. You can use this feature twice before finishing a short or long rest.

Brains, brawn, and quick feet are essential for survival out in the west. These boots provide the wearer a pep in their step to outmaneuver the competition and come out on top of any firefight, magical or otherwise. Even against a horde of foes, a proper gunslinger can bob and weave their way to victory with these lucky kicks.

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SNAKE EYE STETSON

Wondrous item, very rare (requires attunement)

This hat has 4 charges and regains 1d4 + 1 charges at dawn. You have advantage on insight checks while wearing this hat.

Piercing Gaze. While you wear this hat, if you would be frightened or charmed you can use your reaction to spend a charge and resist the effect. When resisting an effect this way, if you were the sole target of the effect, you may spend an additional charge to reflect the spell or ability back towards the creature who attempted to affect you. Any save DC required uses the original DC of the spell or ability.

Serpent's Sight. You gain the ability to sense the heartbeats of creatures within 30 feet of you, giving you awareness of their positions even if they are invisible or behind cover. You can attack invisible creatures within 30 feet without disadvantage. You can use a bonus action to focus your senses to expand this range to 60 feet for one minute after which it returns to 30 feet. Once you expand the range this way, you cannot do so again until you finish a long rest. Undead creatures and constructs cannot be sensed with this feature.

Grit. It defines an adventurer, and makes a cowboy. Those who don this headwear know no fear and kowtow to nobody. The greatest cowboys know not only to stave off the mental games others play on them, but return them in kind with cold venom in their eyes. Steel your heart, or they'll turn it against you.

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THE GUN WITH NO NAME

Weapon (revolver or pepperbox), legendary (requires attunement)

While attuned to this magical revolver, you gain a bonus to your attack and damage rolls equal to half your proficiency modifier rounded down when you attack with this magic weapon.

High Noon. At noon the empty chambers of the revolver are loaded with Deadeye bullets imbued with magical energy that ignore resistances and immunity to damage. Deadeye bullets deal radiant damage instead of piercing damage. If you reduce a creature to 0 hit points with a Deadeye bullet the gun produces another Deadeye bullet.

Fan The Hammer. Your fast hands let you get the drop on your enemies. If the D20 roll for your initiative is a 15 or higher, on your first turn you can forgo your movement and bonus action to make up to six attacks with this weapon with a single action. You must have one free hand in order to attack this way. Once you use this feature it cannot be used again until you finish a short or long rest.

Curse: Called Out. Once attuned, this item remains attuned to you until you die or the revolver is destroyed. You cannot refuse any 1 on 1 challenge made by a creature and you cannot surrender until the challenge is complete.

A weapon with as many victims as there are stars in the sky, this fearsome firearm is a legend unto itself. Occasionally it vanishes from sight and is lost for some time, but never for long, sure to appear in the hands of yet another unfortunate soul entranced by the promise of fame and glory. But even with its bloody history and terrible penchant for murder it has no true name, as it would be lost as quickly as it was found when the cycle of violence begins anew.

POSSESSED POSSESSIONS

*A soul so radiant and pure, beyond its death may then endure,
Within a vessel dark and grim, festering with strife and sin,
Though powers great and vast await, the curse will come to seal your fate...*



SOULMATE BAND

Wondrous item, rare (requires attunement)

The spirit of a jilted lover resides within this tarnished wedding ring. While attuned to this ring you have advantage against being charmed as the spirit within the ring guards your heart for themselves.

Till Death Do Us Part. You can use your action to summon a Banshee from the ring to fight by your side for up to 10 minutes or until you dismiss it with a bonus action. The Banshee shares your initiative and moves after you, but cannot willingly move further than 30 feet from you. If you are further than 30 feet from the Banshee at the start of its turn, it attempts to move as close to you as possible before taking any other actions. The Banshee prioritizes attacking the closest creature to you or the most recent creature to deal damage to you. You are immune to the Banshee's Horrifying visage and Wail abilities. When you or the Banshee are reduced to 0 hit points the Banshee is sucked back into the ring. Once you use this feature it can't be used again until you finish a long rest.

Curse. Once attuned to this ring, you cannot end your attunement to it. You hear the Banshee jealously whisper in your ear when you converse with other creatures. If you attempt to charm a creature or make a persuasion check, you must make a DC 12 wisdom saving throw. On a failed save, the creature you attempt to charm makes their saving throw with advantage or you make your persuasion check with disadvantage. If a creature attempts to cast Remove Curse on the ring, it fails and the Banshee emerges from the ring and attacks that creature until they are unconscious or the Banshee is reduced to 0 hit points. To undo the curse, the Wedding portion of the Ceremony spell must be cast on you and the Banshee. Once you do, the Banshee passes on to the afterlife and this item loses all other features, and instead the ring provides a +2 bonus to your AC.

Twice was once a maiden pure of soul, her hair as bright as hand spun gold.

And when her love was torn apart, she then died of a broken heart.

Now on the wind you might still hear, "My darling, where art thou my dear?"



HAG'S FINGER

Wand, rare (requires attunement)

A petrified finger of a Hag, perhaps given as a gift, or perhaps given as a hex. While using this wand as an arcane focus, you gain a bonus +1 to spell attack rolls. This wand has two charges and regains all expended charges at dusk.

Cruel Magicks. You can spend a charge to cast the Bestow Curse spell without expending a spell slot. If you cast the Bestow Curse spell while attuned to this item it does not require spell components and you can spend a number of spell slots to increase the spell level cast by that amount of levels.

Malicious Sustenance. You can spend an action to consume the Hag's Finger, swallowing it whole. You transform into an Annis Hag for up to 10 minutes as though affected by the True Polymorph spell without requiring concentration. When you revert back to your normal form, a finger drops from your hand to the ground and becomes a new Hag's Finger. Once you use this feature, it cannot be used again until you finish a long rest.

Curse. If you use the Malicious Sustenance feature, you cannot unattune from the wand. At the end of each long rest you must roll a D20. On a 10 or lower, features of an Annis Hag begin to appear on your person, such as hunched shoulders, unappealing grey skin, and a stench of death lingering about you. Each time you roll a 10 or lower the effects become more severe until you fail three times, at which point others perceive you as a Hag. A Greater Restoration or Remove Curse spell mitigates the effects of the curse for up to 1 hour. To undo the curse you must find an Annis Hag and present it with this wand to remove the effects, as only an Annis Hag understands the intricacies of their magic. If they do so, this item loses the Malicious Sustenance feature and you revert to your original form.

A finger, a finger she gives! A finger, a finger she loans!

In the finger, the finger she lives! In the finger, the finger she groans!

Swallow not the finger, the finger! Or in you the hag will linger and linger!



ANTIQUE REQUIEM BOX

Wondrous item, rare (requires attunement)

Sweet music of a time long past is preserved in metal within this box. This item has 2 charges and regains all charges at dusk.

Eerie Lullaby. You can use an action to spend a charge and crank this music box to cast the Sleep spell centered on the box. The music can be heard up to 40 feet but only affects creatures within 20 feet of this Item. If you cast the Sleep spell while attuned to this item it does not require spell components, and you can spend a number of charges to add 2d8 to the amount of hit points of creatures you can affect for each charge. Each creature affected by this spell falls unconscious as long as you spend an action to crank the music box, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Discordant Nightmare. You can reverse the melody of the box for one minute to instill your prey with fiendish nightmares. If you do, unconscious creatures within 20 feet of you must make a wisdom saving throw. The DC is 15 or your own spell save DC, whichever is higher. On a failed save, the frightful tune spawns a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the affected creatures awaken, they take 3d6 psychic damage. Once you use this feature you can't use it again until you finish a long rest.

Curse. After using the Discordant Nightmare feature, you cannot sleep except by magical means, as the nightmares within the box keep you awake. To break the curse you must travel to the Astral Plane and play the Discordant Nightmare melody for one hour, which attracts the denizens of the plane. After playing the music box this way, the curse is broken, the living nightmares leave the box, and it loses the Discordant Nightmare feature.

Now hush my baby don't you cry, for in this dead of night we pray,

to sing for you a lullaby, so we may steal your sleep away.

And when gentle sleep embraces, hope you never see our faces...

IMAGES | CARDS



RAGGEDY MARIONETTE

Wondrous item, uncommon

Ever watching. Ever present. Ever loving. A discarded doll of unknown origin with a hollow gaze.

My Favorite. You can place a piece of a creature (a lock of hair, a scale, etc) into the mouth of this doll to bring it to life. While animated, the doll has 10 hit points, 16 AC, and a movement speed of 40 feet. It is considered a magical object and is not a creature and if it drops to 0 hit points it becomes inanimate. It is aware of the target's location at all times if it is on the same plane of existence and begins to follow the creature at every waking moment. The doll keeps within visual distance of the creature at all times, and if perceived, adopts the False Appearance feature akin to a Mimic. As an action, you can see and hear through the doll as though you were in its space until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.

Survival Instinct. If the doll feels it is in danger or is targeted by a spell akin to the Protection from Good and Evil spell which turns it inanimate, it attempts to return to you. It is aware of your location at all times and does not stop until it finds you, at which point it leaps into your arms and becomes inanimate until you present it with another creature's material.

Curse. If the Raggedy Marionette is reduced to 0 hit points but its body is not destroyed, after 24 hours it rises as a Carrionette and seeks revenge upon the creature that brought it to life. It is aware of your location at all times if it is on the same plane of existence as you and seeks to use its Soul Swap ability on you. When you are sleeping, you see through the Carrionette's eyes as it endeavors to reach you and exact its revenge. To undo the curse, a Protection from Good and Evil spell must be cast on the Carrionette which causes it to revert to its original form as a Raggedy Marionette or the Carrionette must be destroyed completely. If the Carrionette is reduced to 0 hit points but not destroyed, after 24 hours it rises again and continues to pursue the creature that brought it to life.

I say a doll as loved as mine, I say could surely do no crime

Now come a one two three four five, it's time my dears now look alive

But don't you dare to think to blink, or into darkness she will slink...

IMAGES | CARDS



AEGIS OF THE DUPLICANT

Armor (shield), very rare (requires attunement)

Who better to depend on in battle than yourself? This mirror shield has a number of charges equal to your proficiency modifier. In order for this item to regain charges, you must stare into the mirror during a long rest, which prevents you from gaining any benefits from that rest. After doing so, this item regains all charges.

Visage of Violence. You can use a bonus action to spend a charge and aim this mirror at a creature you can see within 60 feet. Until the end of your turn you can make melee attacks against that target as though you were in a space adjacent to it as the wounds appear on their body from afar. Creatures who can see the mirror witness a reflection of you attacking the target's image within the mirror.

Curse. If you use the Visage of Violence feature, you cannot unattune from the shield. If this item has no charges remaining or does not have all of its charges for 3 consecutive days, every following long rest you must roll a D20. On a 1, your soul is teleported to the demiplane inside the mirror where it is trapped and the entity from the mirror possesses your physical body.

While in this state your soul does not require anything to live, and must watch the events of the world through the face of the mirror and their image is used for the Visage of Violence ability. This effect can be undone by the use of the Greater Restoration or Wish spell. The creature has all of your memories and acts as you would but secretly seeks to destroy the mirror with you in it. The mirror can be destroyed by the use of the Remove Curse spell followed by dealing 35 damage to the mirror with the Shatter spell within 1 minute.

*There once was a man as vain as any, and though he captured
the hearts of many,*

*betwixt his lovers twas always a rift, when out of the blue came
a lovely gift!*

*A mirror as tall and mighty as he, and within the glass was yet
another.*

*Another being charming as could be, smitten he was, there
could be no other.*

*And with the mirror would he live and lay, till early one morning
he drifted away...*

SWORDTEMBER II

The annual celebration of weaponsmithing has returned, with skilled craftsmen coming together to display their unique takes on various themes. Here's to the continuation of such a wonderful tradition!



SHADE, THE COFFIN NAIL

Weapon (rapier), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While sheathed, this weapon is indistinguishable from an ordinary cane. A creature must succeed on a DC 16 investigation check to discern its true nature. This weapon has a number of charges equal to half your proficiency bonus rounded down and regains all charges daily at dusk.

Shadow Tag. When you hit a creature with this weapon, you can spend a charge to forgo the damage and instead target the creature's shadow with this magic weapon. If you do, the target becomes restrained while this sword is pinning its shadow. The restrained creature can use an action to make a DC 16 athletics check to break free, suffering 2d6 necrotic damage on a failure, half as much on a success as the creature tears its shadow from the weapon. While this ability is active you cannot make attacks with this weapon and the ability ends if you let go of the weapon or it is removed from the ground. You can remove the blade from a shadow it is pinning as a free action, freeing the creature from being restrained. This feature cannot be used if there is no light to cast the target's shadow.

An elegant but unassuming cane to the untrained eye, this blade conceals a sinister nature. Skirting the edge of this world and the realm of darkness, it pierces into the target's shadow, pinning them to the spot. Any fear its victims feel is only temporary, as a quick death is sure to follow.

IMAGES | CARDS

BUTTERFLY

Weapon (dagger), legendary (requires attunement)

You gain a +3 bonus to damage and attack rolls you make with this magic weapon. This item has a number of charges equal to your proficiency modifier and regains all charges after a long rest. When thrown this dagger flies back, returning to your hand.

Feather. You can cast the Feather Fall spell at will targeting only yourself.

Flitter. As a bonus action you can spend a charge to gain a temporary fly speed equal to your movement speed +10 until the end of your next turn. Until this feature ends, opportunity attacks are made against you with disadvantage. When the feature ends you fall if still aloft, unless you can stop the fall.

Flurry. When you make an attack with this magic weapon with advantage, you can spend a charge to instead make an additional weapon attack against that target as part of the same attack action.

For any acquainted with the wondrous perplexities of the Feywild, the tricky nature of weaponry borne of the realm is to be expected. Those who wield this ornate dagger flit about the battlefield, showering their enemies in a whirlwind of cuts and slashes. As the old Fey adage says, "float like a butterfly, and rain hell."

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MINDSHRIEK

Weapon (longsword), rare (requires attunement)

Piercing Shriek. The first time each turn you damage a creature with this weapon it unleashes an otherworldly scream that deals an additional 1d8 psychic damage to the target. The target must make an intelligence saving throw. The DC is equal to 10 + your intelligence bonus. On a failed save the creature's mind is rattled by the scream and has disadvantage on attacks it makes against you until the end of its next turn. Once this ability is used, you must roll a d20. On a 1, this weapon instantly disappears into the Astral Sea. The following long rest the sword whispers to you in your dreams to help it return, and you must make a DC 15 charisma check. On a success, you awaken with the sword by your side, while on a failure you repeat this check each long rest until you succeed or unattune from the weapon.

An ideal weapon must be balanced, powerful, and above all, not annoying to use. It was in that capacity Mindshriek was so reviled amongst the army that they sought to have it gone from their ranks. A simple banishment spell seemed to solve their problem, but Mindshriek would not go quietly into the night as it began to unravel the complexities of the Astral Plane in order to return to the material realm and scream till the end of time.

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SUNDER

Weapon (dagger), rare (requires attunement by a spellcaster)

A crystalline weapon from times of old, broken but stronger than ever. This magic weapon has the versatile property and deals 1d6 damage instead when wielded with two hands.

Brilliant Blade. Once per turn when you take the attack action, you can forgo one of your attacks, expending a spell slot of your choice and infusing this weapon with destructive power. A wave of magical energy slashes forth from the broken blade in a wave that is 5-feet tall and extends from you in a cone with a size equal to 10 times the level of the expended spell slot. Each creature in the area must succeed on a dexterity saving throw with a DC equal to 11 plus the level of the expended spell slot. On a failed save a creature takes 1d10 force damage per level of the expended spell slot, or half as much on a successful save.

More of a show piece than a proper weapon, Sunder was a true showstopper with a blade carved of flawless gemstone. But just as any treasure so precious, it ensnared the hearts of the covetous who desired it for themselves. Amidst a furious struggle of theft and betrayal amongst friend and foe alike, the crystal blade was shattered. Though many lamented the loss of its beauty, Sunder found itself finally free from the shackles of appearance and awakened as a true instrument of war, bending the magicks around itself to dispense destruction unto the world.

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THE LOCKER KEY

Weapon (scimitar), artifact (requires attunement)

This crude-looking blade banishes unfortunate souls to the crushing depths far below the ocean surface to meet their painful end.

Dormant

The scimitar grants the following benefits in its dormant state:

You gain a +1 bonus to damage rolls made with this magic weapon.

This weapon has 3 charges and regains all charges daily at dusk.

To the Locker. When you hit a creature, you can spend a charge to have this weapon deal an additional 2d10 necrotic damage. If this damage reduces the target to below 30 hit points, the creature must make a charisma saving throw. The DC is equal to 10 + your proficiency bonus + your charisma bonus. On a failed save the creature is teleported to The Locker, a demiplane resembling a prison at the bottom of the ocean. At the start of the creature's turns it takes 5d10 force damage from the crushing pressure of the water. If this damage reduces the target to 0 hit points, it is crushed into pulp and does not return, after which this weapon regains a charge. A creature can repeat the saving throw at the end of each of its own turns, ending the effect on itself on a success and reappearing in the space it left or in the nearest unoccupied space if that space is occupied. The soul of a creature that dies is trapped in The Locker and cannot be restored except by a wish spell.

When 25 humanoid creatures have died using the To The Locker feature, this weapon reaches its awakened form.

Awakened

The scimitar grants the following benefits in its awakened state:

The weapon's bonus to attack and damage rolls increases to +2.

The additional necrotic damage dealt by To The Locker increases to 3d10, and the hit point threshold is increased to 40 hit points.

Gaze into the Abyss. Your mind has been blessed by the depths in ways yet incomprehensible. If you succeed on a wisdom or charisma saving throw the creature whose ability

or spell caused you to make a saving throw subtracts half your charisma modifier from the next saving throw it makes before the end of your next turn.

When 50 humanoid creatures have died using the To The Locker feature, this weapon reaches its exalted form.

Exalted

The scimitar grants the following benefits in its exalted state:

The weapon's bonus to attack and damage rolls increases to +3.

The additional necrotic damage dealt by To The Locker increases to 4d10 and the hit point threshold is increased to 50 hit points.

Gaze into the Abyss now causes the creature whose ability or spell caused you to make a saving throw to subtract your charisma modifier from the next saving throw it makes before the end of your next turn.

Life is Cruel. Whenever you score a critical hit against a creature, you may use the To The Locker ability against the target without expending a charge.

Curse: The Pull of the Sea. This blade is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you cannot unattune from this weapon except by an effect such as the remove curse spell. If your attunement ends, the item returns to its dormant state as though no creatures had died from its abilities. If a humanoid creature has not been killed by the To The Locker ability within one week of the last, on each subsequent day you must roll one of your hit dice. Your hit point maximum is reduced by that amount as the blade begins to siphon your soul. Your hit point maximum is reduced this way until you kill a humanoid creature with the To The Locker feature. If your hit point maximum is reduced to zero, you die and your soul is transported and trapped in the depths of The Locker.

There are few professions that garner as much legend and superstition as seafaring, and fewer still strike fear into the hearts of men like that of the Locker; a lifeless realm with nary a hint of hope amidst the crushing terrors that haunt those consigned to the bottomless depths. Those who maintain their consciousness just enough to take in their surroundings find themselves quickly driven mad as the abyssal forces shatter their fragile minds before oblivion consumes them.



SHARD OF THE APEX

Weapon (greatsword), legendary (requires attunement by a barbarian)

Often, the terrible designs of nature itself can prove inspirational to the art of combat. You gain a +3 bonus to damage and attack rolls you make with this magic weapon.

Primal Presence. When you enter your rage, you summon the terror of the ancient hunter into your body. You force each creature within 30 feet of you to succeed on a DC 16 wisdom saving throw or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this feature for the next 24 hours.

Rip and Tear. When you score a critical hit against a creature with this weapon, the target begins to bleed profusely and loses 3d6 hit points at the start of each of its turns. Each time you score a critical hit on the bleeding creature, the damage increases by 3d6. Any creature can take an action to stop the bleeding by succeeding on a DC 14 Wisdom (Medicine) check. The bleeding also stops if the target receives magical healing. Constructs and undead and any other creatures that do not bleed are immune to this feature.

Bring it Down. The first time each turn you damage a large or smaller creature with this weapon, you can force the target to make a contested Strength (Athletics) check. Small and tiny creatures make this check with disadvantage. If you succeed, you yank the creature by the hooked blade of this weapon and knock it prone.

Legends tell of a mighty hunter that ruled over the vast oceans of the world, as vicious and terrible as the waves themselves. But even the mightiest of this world cannot weather time, and soon even her time would come to pass. Worshippers of her power and fury could not stand to see her gone, and took it upon themselves to fashion one of her mighty teeth into a weapon such that she may continue to wreak havoc upon the world. To this day her teeth tear poor victims to tatters as they frantically flee for their lives from her presence, bleeding helplessly before her everlasting might.

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THE WATCHER'S EYES

Weapon (scimitar), rare (requires attunement)

It's always better to have more eyes watching your back. You gain a +1 bonus to damage and attack rolls you make with this magic weapon. When you speak the command word, the weapon's eyes glow with a menacing light, providing bright light in a 20-foot radius and dim light for an additional 20 feet that pierces even magical darkness. This weapon has 3 charges and regains all charges daily at dawn.

Such Sights to Show. You can spend a charge to hold this weapon up to the face of a creature within 5 feet of you that can see the light and hypnotize it. The target must succeed on a DC 15 Intelligence saving throw or become affected by your choice of the Command, Charm Person or Dissonant Whispers spell. A creature that cannot normally see (such as a blind creature or a creature with no eyes) is immune to this feature.

Nowhere to Hide. When you cast the Scrying spell you can spend a charge to cause the target to make their save with disadvantage. While you are scrying you can spend a charge to change the type of vision you experience to darkvision, X-ray vision, or seeing the presence of magic as if affected by the Detect Magic spell. While this weapon has at least 1 charge you also become aware if you or a friendly creature within 30 feet of you is being scryed upon and can see any scrying sensor within 30 feet of you.

In all the planes in all the multiverse, there is no place safe from the prying eyes of this blade. Formerly used as a ceremonial tool, this eerie weapon has found itself in the hands of those curious for knowledge beyond their fragile mortal capabilities. Those who come face to face with the multitude of eyes that dot the curved blade often recount little about their experiences, their minds having been numbed by the magnitude of what they have been shown.

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THE HAND OF TREACHERY

Weapon (shortsword), rare (requires attunement)

Forged from terrible deeds for a noble cause, a weapon with a dubious birth now thirsts for its kind. You gain a +1 bonus to attack and damage rolls you make with this magic weapon. This weapon has 3 charges and regains all charges daily at dusk.

Coagulate. If a Vampire is damaged by this weapon, at the start of its next turn its Regeneration feature causes it to regain 1d20 hit points instead.

Kindred Bloodhunt. As a bonus action you can choose to designate one Vampire you can see within 60 feet as the target of this feature. If you rest this weapon in your palm it points in the direction of the designated creature so long as you are on the same plane as it. As long as the target is within 60 feet of you, when it attempts to use either its Charm or Children of the Night action and you can see them, you can use your reaction to spend a charge, forcing the target to succeed on a DC 15 Intelligence saving throw. On a failed save this weapon's peculiar powers cause the feature to fail. Any uses of the failed ability are expended as though it were countered. This benefit lasts until the target dies or you designate a new creature as the target of this feature.

“Waste not, want not.” For millennia many have wondered how to rid themselves of the scourge of vampires ravaging the lands of mortals. The realization that the secret to defeating the bloodsucking plague was in their very remains spurred a renaissance in weapon development. Smiths and tinkers engaged in the unsavory practice of scavenging the bones and ashes of vampires to craft these ceramic blades of destruction. With each stab and slice of these unsightly weapons, a vampire can feel the encroaching terror of its final death.

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TITAN

Weapon (greatsword), very rare (optional attunement by a dwarf or earth genasi)

Carved from only the toughest earth and stone in the dwarven mountains, the mighty blade is found in the hands of warriors of similar sturdiness and connection to the earth. This magic weapon has the siege property and requires a Constitution score of 17 to wield. You gain a +1 bonus to AC while holding this weapon.

Rolling Bash. If you move at least 10 feet in a straight line towards a large or smaller creature before hitting it with a melee attack with this weapon, the target must succeed on a Strength saving throw. The DC is equal to 8 plus your Proficiency bonus plus your Constitution bonus. On a failure, the creature is knocked prone.

Mantle Skin. If attuned to by a Dwarf or Earth Genasi, after each long rest your body is covered in a layer of protective stone and you gain 25 temporary hit points. While you have these hit points you gain a +1 bonus to AC and are immune to any spell or effect that would alter your form. Over the course of a long rest you can place at least 500 gold worth of gemstones into the empty slot of this weapon and the gemstones are consumed. If you do so, while the temporary hit points granted by this feature remain, you gain an additional benefit based on the type of gemstone used:

Ruby: Fire resistance.

Sapphire: Cold resistance.

Topaz: Lightning resistance.

Diamond: Resistance to all damage from spells.

To underestimate the power of the land is a foolhardy error, and one with heavy costs. A behemoth of a blade that embodies the might and weight of the earth itself, this weapon sunders anything that stands in its path like an unstoppable boulder. Those with the appropriate physique to even lift this hefty slab of stone find themselves heartier than ever as their very steps shake the ground beneath their feet.

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KINETICALLY AUGMENTED BALLISTIC OVERKILL OBLITERATION MACHINE

Weapon (greatsword), very rare

The line between genius as insanity is a blurry one. You gain a +2 bonus to attack and damage rolls made with this weapon. This weapon can hold up to 5 charges. You can cast a spell that deals fire damage into the engine of this weapon. The spell has no effect and this weapon gains a number of charges equal to the level of the spell slot used. You can instead insert a Red Corundum Elemental Gem into the engine of this weapon. As long as the engine holds the gem inside it, the weapon regains all charges after a long rest.

Booster Blade. As a bonus action you can spend a charge to fire up the engine of this weapon and supercharge your attacks. Until the end of your turn this weapon gains the thrown property (range 20/120 ft.) and your attacks with it are made with advantage, dealing an additional 1d8 fire damage on a hit. After each melee attack you make, you must succeed on a Strength saving throw where the DC is equal to 13 plus the number of attacks you have made this turn. On a failed save you lose your grip on this weapon as the rocket continues to fire and it flies a number of feet equal to 10 times the number of attacks you have made this turn in a random direction or until it hits a structure. Any creature in the weapon's path must make a Dexterity saving throw where the DC is equal to 13 plus the number of attacks made this turn or take 2d6 bludgeoning damage.

Developed by a master weaponsmith long tired of smelting yet another boring blade, this contraption was only meant to be a project to stave off ennui. But even its creator could not have accounted for the power this hunk of metal and engineering would have on the battlefield, where the propulsive nature of its design allowed for it to batter through scores of foes who could barely see it coming before meeting their untimely demise. Unfortunately its sheer destructive power made it incredibly unwieldy, deeming it too risky for mass development.

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SOLOIST'S HARPBLADE

Weapon (shortsword), rare (requires attunement by a bard)

Stand out from the competition. Show them how a true artist gets things done. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Showboat. When you make an attack with this magic weapon you can use your bonus action to add one Bardic Inspiration die to the attack and damage rolls. You can wait until after you make your attack roll before choosing to use this feature, but you must decide before the DM says whether the attack roll succeeds or fails.

Critique. You gain access to the Vicious Mockery cantrip while attuned to this weapon. If you already have the Vicious Mockery cantrip, you can alternatively choose another cantrip from the bard spell list to gain access to. When you cast Vicious Mockery while attuned to this weapon you can spend a Bardic Inspiration die to subtract the number rolled from the target's saving throw.

Antoni van Starsong was surrounded by mediocrity (or so they claimed). All around them bumbling oafs and half-wits who couldn't hold a candle to their talent (or so they believed). Tired of playing up their (allegedly) incompetent comrades for the umpteenth time, Antoni had finally seen enough. Harp in hand they rushed into battle themselves, a veritable symphony of music and bloodshed that whirled across the battlefield, tearing into both their opponents bodies and self-esteem all the while (or so they said). From that day forth Antoni was never far from their trusty harp, a legend unto itself with its own penchant for battle and egotism rivalling its masters.

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ORDER OF THE GILDED DAWN

The creatures of the night are coming, and the Order has come to meet them with the holy light of dawn. The Order of the Gilded Dawn are a church devoted to the slaying of monsters. Their dedication is matched only with their ferocity as they carve a bloody path through



FIEND SIGHT LENSES

Wondrous item, uncommon (requires attunement)

These blessed spectacles grant sight into the souls of the wicked. While wearing these lenses you have darkvision out to 30 feet. If you already have darkvision, the range of it is instead increased by 15 feet. Additionally, you can see a faint aura around fiends, undead, and those of infernal or undead lineage (i.e. Tieflings, Damphir) within that radius.

Though many would think these dark lenses would hamper the vision of their wearer, they conversely gain insight into the darkness of this world. Not caring to differentiate between creatures of the night or their offspring, the church does them out to each member of the order who ventures into the world. If one can see into the hidden darkness, it is that much easier for the light to burn it away.

BLOOD OF PENITENCE

Potion, uncommon

This crimson tar-like tincture is consumed by members of the church to prepare their bodies against the forces of evil. After consuming this potion, your Constitution score increases by 2 for one hour. For the duration, if an Undead, Fiend, or transformed Humanoid damages you with a melee attack, it must make a DC 12 Dexterity saving throw. On a failed save, the creature takes 1d6 radiant damage as your blood itself causes them harm. If the attack is a bite attack, the creature automatically fails its save.

To ward themselves against their infernal foes, soldiers of the church would infuse themselves with a ritualistic concoction that made their very blood sear the enemy. Each soldier could wade through scores of countless fiends, spilling blood across the battlefield whilst dying for their cause. Truly, what more could they ask for?

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FOUL warding GRENADE

Wondrous item, uncommon

A simple explosive device concocted to combat the unholy scourge. As an action, you can throw this grenade at a point up to 60 feet away. The grenade opens, spewing a cloud of garlicky stench that lingers for up to 1 minute or until a wind of moderate or greater speed disperses it. Each creature within 10 feet of the grenade must succeed on a DC 15 Constitution saving throw, taking 2d6 poison damage on a failed save or half as much on a success. When a creature enters the grenade's area for the first time on a turn or starts its turn there, it must succeed on a DC 15 Constitution saving throw or take 2d6 poison damage. Fiends, undead, and transformed humanoids have disadvantage on these saving throws and lose any resistance or immunity to poison damage while within the cloud.

A mix of herbs and substances that many of the infernal find unbearable is packed into each of these tiny contraptions. Upon releasing its foul contents, a single grenade can render an area inhospitable to all nearby creatures as the stench of garlic begins to waft about the battlefield.

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SAINT'S SCRIPTURE

Wondrous item, rare (requires attunement)

The word of the Dawn Saint alone can be a tool for delivering healing and grace to the sick and needy. You can use this tome as a holy symbol, and while attuned to it you gain the following features:

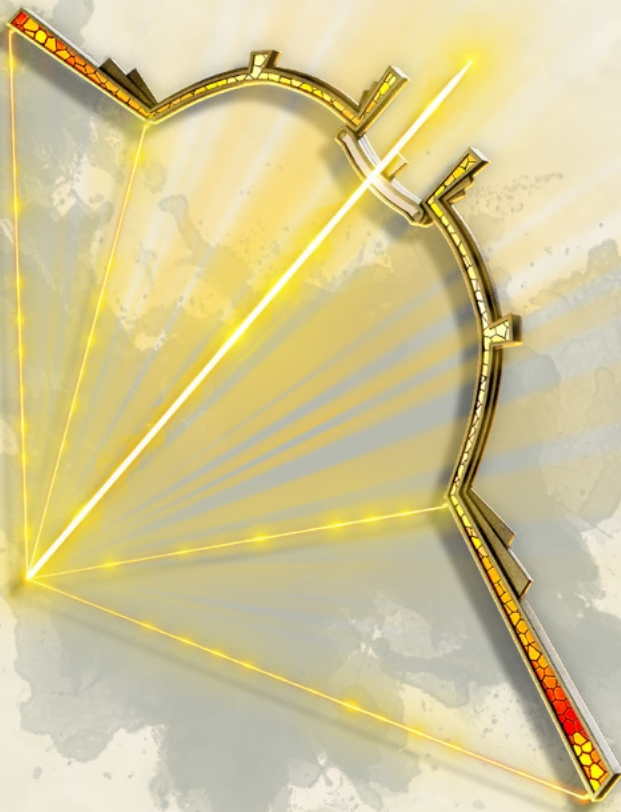
Compassion. This item has a number of charges equal to your proficiency modifier and regains all charges daily at dawn. You can use an action to expend 1 or more charges to cast one of the following spells: Detect Good and Evil, Detect Poison and Disease (1 charge), Cure Wounds, Sanctuary, (2 charges), Mass Healing Word, Beacon of Hope (3 charges). You may choose either Wisdom or Charisma as your spellcasting ability for these spells.

Generosity. When you heal a creature with a spell or ability, roll one additional die of the same type and add the result to the number of hit points healed.

Self-Sacrifice. When you roll a death saving throw, you can choose to fail your save and cause another creature within 20 feet of you to regain a number of hit points equal to 3d8 + your Wisdom or Charisma bonus. If you regain consciousness, you gain a point of exhaustion. Once you use this ability, it cannot be used again until you finish a long rest.

The Gilded Dawn does more than just fight off demonic forces, offering their charitable services to those that most require it. As they sweep through a town or village, members of the order will take to the streets to dispense healing and remedies amongst the populace, drumming up praise and belief all the while. And of course, the image of The Gilded Dawn could always stand to shine even brighter in the minds of their followers.

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DAYSPRING LONGBOW

Weapon (longbow), rare

The only things that shine brighter than this embellished weapon are the arrows of sunlight it conjures to battle the infernal. This bow doesn't require ammunition, automatically creating arrows of pure sunlight when the bowstrings are drawn back. Ranged attacks you make with these arrows deal radiant damage instead of the weapon's normal damage. An arrow created by this weapon disappears after it hits or misses a target.

Radiance. As an action, you can fire a light arrow at a point within 100 feet, casting the Daylight spell at that point. The light is sunlight and the duration of the spell is 1 minute. Once you use this feature, it can't be used again until the next dawn.

Sun Shower. You can spend an action to fire an arrow into the air and choose a point within 150 feet of you. Each creature in a 40-foot radius, 20-foot high cylinder under that point must make a DC 16 Dexterity saving throw as a barrage of light arrows shower the area. A creature takes 4d8 radiant damage on a failed save, or half as much damage on a successful one. Once you use this feature, it can't be used again until the next dawn.

Evil forces assail the good people both near and far. This gorgeously crafted longbow is employed by the Gilded Dawn to combat those of the former persuasion. On the battlefield, wielders of this weapon lay siege to their enemies by showering them in a veritable hail of sunlight. Even in the darkest nights, the light from this weapon can guide lost souls towards salvation, shepherding them to the Order's radiance.

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BLADE OF SANCTUARY

Weapon (longsword or greatsword), very rare (requires attunement)

The most holy of weapons, granted only to the most righteous to lead the way to salvation. You gain a +2 bonus to attack and damage rolls made with this weapon. If you are within 30 feet of an undead or fiend, you gain an additional +1 bonus to attack and damage rolls made with this weapon.

Blessed Light. You can cause the sword to emit a holy light in a 15-foot radius and dim light for an additional 15 feet for 10 minutes. The light is sunlight and while it shines, the blade deals an additional damage die as radiant damage. You must maintain concentration on this feature as though concentrating on a spell. While the light is active you and allied creatures within 15 feet of you have a +1 bonus to AC and advantage on all saving throws other than your own Constitution saving throws to maintain concentration. Once you use this feature, it cannot be used again until the next dawn.

Righteousness. If an allied creature is reduced to 0 hit points within 10 feet of you, attacks you make until the end of your next turn are made with advantage.

Wielders of these great blades would journey ahead of their companions, a shining beacon to victory. Bathed in their holy light, armies rallied to battle with renewed fervor and intensity. Though many a soldier would fall over the course of a campaign, those who held a Blade of Sanctuary could weather the harshest of crusades, even if they returned alone.

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RAIMENT OF THE FINAL DAWN

Wondrous item, legendary (requires attunement)

Radiant as the sun, pure as the sky, strong as the earth. While wearing this coat you have advantage against being charmed or frightened and you can understand and speak Celestial. This item can store up to 3 charges. When a creature is reduced to 0 hit points within 30 feet of you, it gains a charge. If the creature was an undead or fiend this item gains 2 charges instead.

Consecration. From the blood of the infernal that stains this holy vestment, light shines forth. You can use a bonus action to activate this feature, causing you to become a holy avatar of battle. While this feature is active, at the start of each of your turns you regain an amount of hit points equal to 1+ your constitution bonus, you have resistance to fire and necrotic damage, and melee attacks you make deal an additional 2d4 radiant damage. At the end of each of your turns, the raiment loses a charge until it has no charges remaining, at which point this feature is no longer active. You can use this feature a number of times equal to half your proficiency bonus rounded up, and you regain all expended uses at the next dawn.

Corruption. If a creature is reduced to 0 hit points within 30 feet of you while this item has 3 charges, at the start of your next turn you must succeed on a DC 18 Wisdom saving throw. On a failed save you move directly towards the nearest creature to you and use the attack action against that creature. If there is

more than one possible target, roll to randomly determine the target. You then regain control for the remainder of your turn. If you are under an effect that prevents you from concentrating (such as the barbarian's Rage feature), you automatically fail this saving throw.

It was a fierce and terrible battle that none may ever forget. For hours, days, weeks we soldiered onwards. With each passing minute we could feel our resolve crumbling against the endless wave of monsters that sought to tear us to shreds. But then, we saw them; standing amidst the blood and smoke, wrapped in garb as beautiful and as bright as the dawn. With holy light and furious steel they cleaved through the fields of demons, filling us with hope when all seemed lost. Yet the most surprising thing of all was that, though I could have sworn the battle had dyed them crimson from head to toe, at the end they were as bright and pristine as when they had first arrived.

- Journal entry of an unnamed soldier from the 61st crusade.

PRODIGEIOUS 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.

Chadicus was certainly talented in the arcane arts, no doubt about that. Perhaps too much so, such that it bored him. I struggle to find any other reason a student would simply opt to bash his dueling partner with a wand in the middle of a class meant for practicing offensive magicks. The poor victim quit the class, and many others followed suit afterwards.

-Professor Greenbell

SHEETS OF SUDDEN BRILLIANCE

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.

CONFISCATION TAG #229: Seized from first-year Chadicus Thunderbrow. Magically enchanted paper capable of copying information from other sheets or scrolls. Chadicus was caught selling these sheets of paper to students with the express purpose of cheating on exams and was only discovered when multiple students' tests had the exact same handwriting and markings. Additionally, in a particularly stunning demonstration of the students' ineptitude, the test in question had all apparently been signed by the same student. Recommendation: expulsion.

-Professor Greenbell

[MOTION DENIED]

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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 out 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.

With a penchant for modification, Chadicus took to adjusting upon even the most basic of magic tools given to new students. Whether or not it was in fact an improvement upon its functionality is up for debate, but whether the broom's rider looked more fashionable standing atop it rather than saddling it between their legs was a less contentious topic.

-Professor Greenbell

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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.

A favorite beverage amongst the older students that can manage to keep their wits about them. Chadicus was made a legend overnight when he obliterated the previous standing record of most Longhorns drunk in a night by a sizable margin, then proceeded to duel everyone present (and win). An impressive feat, matched only by the costs incurred by his rampage.

-Professor Greenbell

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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.

Far too often a mage underestimates the power of good old fashioned muscle. Chadicus clearly did not, enchanting a championship ring that would amplify his already impressive physical prowess. Some students took issue with his methods and complained, but even in his state of diminished intelligence he ran circles around them in magical theory.

-Professor Greenbell

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SCHOLAR BEATER BELT

Wondrous Item, very rare (requires attunement)

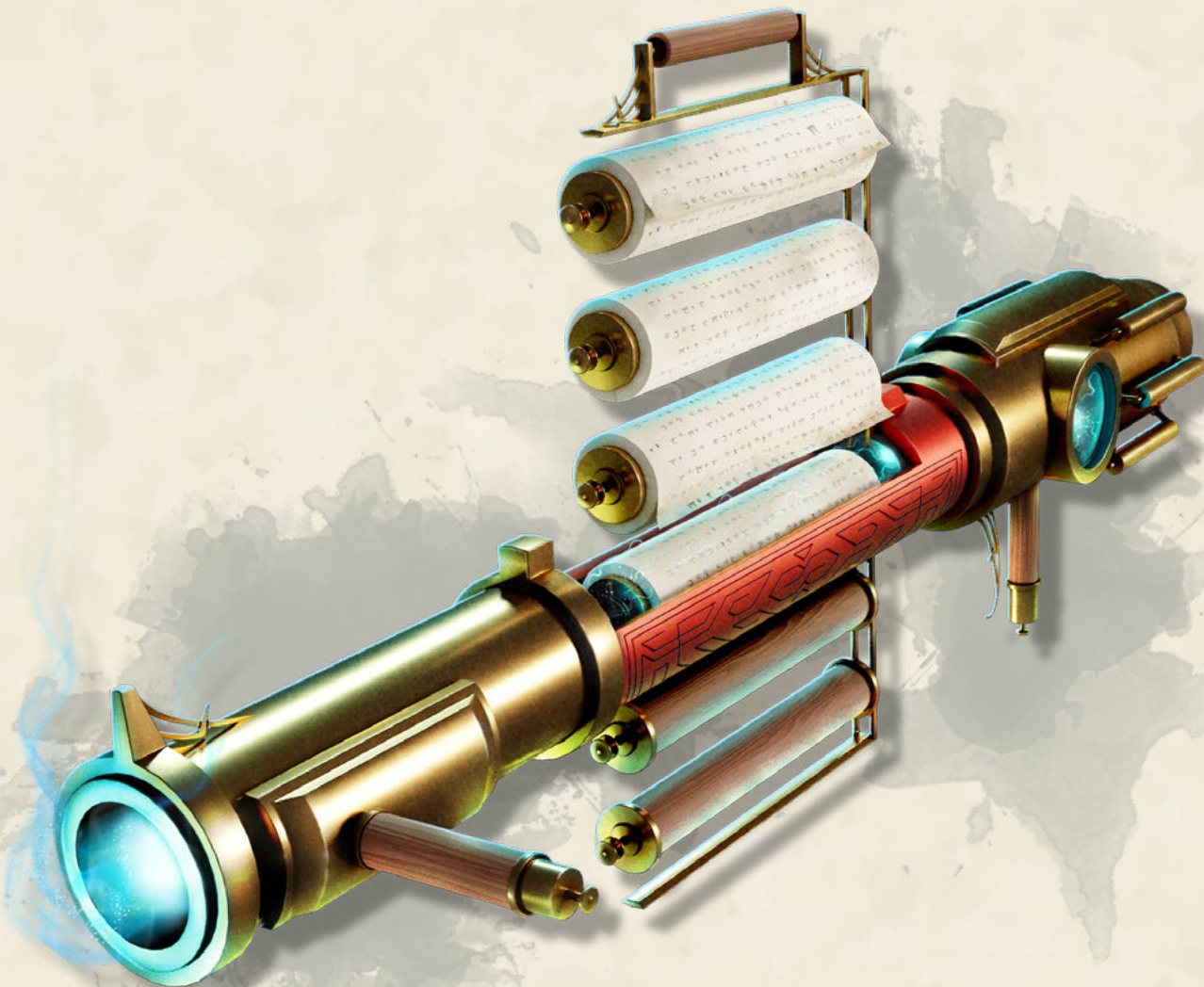
An inconspicuous piece of clothing that turns a warrior into every mage's worst nightmare.

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.

Formulas. Equations. Ceremonies. Chadicus had little patience for tradition and instead devised a way to make such extraneous efforts null and void, much to the chagrin of his fellow mages. One could not argue with his results in the annual mage battles. Effective, to say the least.

-Professor Greenbell

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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.

CONFISCATION TAG #837: Seized from first-year Chadicus Thunderbrow. Suspect proceeded to steal multiple precious spell scrolls from the forbidden archives and sneak onto the stadium after hours to test his newfound invention. Having underestimated the potency of his design, he was discovered in a dazed state after causing exorbitant damage to the field. Both item and student have an untold capacity for destruction. Recommendation: obliteration of item and expulsion of student.

-Professor Greenbell

[MOTION DENIED. PENDING FURTHER TESTING]

YULETIME GIFTS

Yuletide is a time of giving. Each year, when the nights are long and cold, we share gifts and merriment with each other, to fill our hearts with joy. Though some gifts are delivered inexplicably, we welcome them nonetheless. Someone is always watching, and they're sure to bring the most meaningful and magical gifts.



LUMINOUS NOSE

Wondrous item, uncommon

A charming toy inspired by a strangely cruel children's folk tale. When placed on the end of a creature's nose this item glows with a red hue and cannot be removed for 10 minutes or until the creature is knocked unconscious. While attached this way, it sheds bright light in a 20-foot radius and dim light for an additional 20-feet and the creature gains a flying speed equal to their walking speed. This light persists even if you are invisible and pierces magical darkness created by a spell of 3rd level or lower. Completely covering the orb with an opaque object, such as a bowl or a helm, blocks the light. The effect ends after 10 minutes and the creature falls if still aloft unless it can stop the fall. Once you use this feature it cannot be used again until you finish a long rest.

There was once a boy who wished to soar high in the skies, far above the earth. Alas his means were humble, and his parents had no way to bring his dream to fruition. And so he hoped and hoped, begging to touch the clouds if for but a day. Then suddenly, a gift appeared upon their doorstep, bound in scarlet ribbons: a curious little orb that when placed upon the child's nose granted him that which he so desired. It even illuminated his path with a warm crimson light such that his family could spot him no matter how high he flew.

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MISTLE-BOLTS

Weapon (arrow or bolt), rare

Overconfidence ends the careers of more adventurers than even the mightiest beasts.

Revoke Gifts. When you fire this ammunition, if you hit a creature that is resistant or immune to any damage type, the ammunition shatters on impact. The target takes no damage, and for 1 minute the creature loses all resistances and any immunities the creature has are treated as resistances. If the resistance or immunity was granted through the use of a spell or ability such as the *Inulnerability* spell or a *Potion of Resistance*, the effect ends.

Not all wishes are pure and sincere; some are more sinister and borne of selfish desires. Such was the case of a downtrodden adventurer who was forced to witness such success for those who could afford to wander out without fear of danger. Just once, she wished, they could realize how hard it could be out in the world for ordinary folk like her. Suddenly, a mysterious quiver of emerald arrows appeared in her home, topped with a great red ribbon. With but a touch of an arrowhead, she stripped the haughty party of their faux-invincibility and chortled as the now vulnerable individuals began to panic without their precious protection.

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TOP HAT OF COMPANIONSHIP

Wondrous item, uncommon

A fashionable piece of clothing that can bring companionship wherever you go.

Make a Friend. You can place this hat atop a mound of material no larger than 3 cubic feet. For the next hour, the substance is imbued with limited sentience and animation akin to the *Speak with Plants* spell. Depending on the material (such as a mound of rocks or snowman) your companion can move alongside you at a speed of 30 movement. If the animated companion moves further than 100 feet from you, the hat is removed, or the material is destroyed the effect ends. Once you use this feature it cannot be used again until you finish a long rest.

Having outlived her friends and family, an aged old woman spent many a year in solitude, watching the seasons come and go yet again. With each passing year her heart grew heavier, wishing for the companionship of another that she so missed. One day, a box topped with red ribbon was placed upon her table containing naught but a simple top hat. Absent-mindedly she placed it upon a pile of stones, which to her surprise began to jump and move and talk! Each day she placed the hat upon a new object, each day making new friends and conversing with as many personalities as she had days. And from that day forth she was never truly alone.

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MERRY-MAKER BALL

Wondrous item, rare

A lovely souvenir that foretells a frosty evening. You can change the illusory image on the inside of the ball to whatever structure you wish, but snow is always falling. This ball is always ice cold to the touch.

Snow Day. You can spend an action to swirl this ornament around in your palm to cast the *Sleet Storm* spell centered on you. Each turn you use a bonus action to continue to swirl this item in your hand, the radius of the spell increases by 5 feet up to a maximum of 60 feet. The spell is centered on you and the radius moves with you. You ignore the effects and difficult terrain of this spell. This effect ends after a minute or if you do not spend a bonus to action to swirl the item in your hand. Once you use this feature you can't use it again until you finish a long rest.

Blizzard. As an action you can throw this item at a point within 60 ft. Upon contact the orb shatters, destroying it and casting the *Ice Storm* spell centered on that point.

The young desert dwelling boy had heard such tales of frost and snow and all the joy that came with wintery blessings. Yet he was never to experience the crisp morning air or the joy of a snowball fight so long as the cruel sun beat down upon him. Till one day, he awoke to a small glass ball adorned with an intricate scarlet bow placed beside him. When he shook it the air turned chilled and sleet and snow rained down upon the land. When he opened his eyes, the boy was in a wonderland of pure white, as other children came to play in the beautiful flurry that now covered his home.

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GINGERBREAD INN

Wondrous item, very rare

A warm home and tasty treats; what more could an adventuring party want on the road?

Fresh from the Oven. When you speak the command word this tiny gingerbread treat grows into a house that's 40 feet wide and 40 feet long, unless there is not enough room to accommodate it. Inside is enough bedding for up to 20 medium sized creatures as well as a dining room and kitchen with an ever burning flame that warms the hut. Up to twenty total creatures of medium or smaller size can fit inside the house at a time. The atmosphere inside of the house is clean and dry regardless of the weather outside and smells of freshly baked cookies. The structure of the house is composed of gingerbread that remains unaffected by external weather, and up to ten creatures can spend one hour to consume the walls and decorations of the house. A creature that does so gains the benefits of the Heroes' Feast spell. 24 hours after being created, any remains of the house break down into crumbs and this item is destroyed.

Long was the baker hailed as the greatest pastry artisan in all the land. Yet no matter how many told him how scrumptious and delectable his creations were he was never satisfied. Then one fateful morning a tiny box with red ribbons appeared before him. Inside was just a note with a recipe that blew his world wide open. The following day his patrons witnessed the chef in a flurry of creative passion, a whirlwind of sugar and flour from which sprung a single tiny gingerbread home. With his dying breath the baker infused his masterpiece with his very essence. To this day none have dared to consume even a crumb, as to do so would be to erase the final remnants of the artisan's legacy, a man striving for the pinnacle of his craft.

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HOLLY JOLLY JACKET

Wondrous item, legendary (requires attunement)

Wherever you go, winter and merriment follow close behind. While you are attuned to this coat, you are immune to cold damage and you ignore difficult terrain and low temperatures caused by ice and snow. You also grow a long white beard and gain a slight craving for milk and cookies.

Down the Chimney. As an action, you and everything you are wearing and carrying can meld with the coat. Until the end of your next turn you can move through a space as narrow as 1 inch wide without squeezing and cannot be grappled or restrained by non magical means.

Naughty or Nice. If another creature within 30 feet of you rolls a 1 or 20 on a d20, you can use your reaction to change the roll to the opposite number (1 becomes 20 and vice versa). If the roll was for an attack and is changed to a 20, it becomes a critical hit. Once you use this feature it cannot be used again until you finish a long rest.

Father Winter. As an action, you can cause yourself to become wreathed in frigid winter winds for 1 minute. Every step you take leaves icy frost in your wake, causing a 10 foot radius centered on you to become difficult terrain. Melee attacks you make deal a bonus 1d8 cold damage and the first time each turn you damage a creature with a melee attack while this feature is active, the target must make a DC 16 constitution saving throw. On a failed save, the target's speed is halved until the start of your next turn. Once you use this feature you can't use it again until you finish a short or long rest.

'Tis no simple feat delivering gifts to all beings across the land. Danger finds any who partake in such a mission, with unsavory types roaming the world, ready to steal goods that may fetch a pretty penny. But 'tis not by luck or coincidence that every gift reaches its destination regardless of obstacle; the courier himself recognizes the responsibility he shoulders and the importance of his duty. Shrouded in an aura of frost he comes, able to enter any domicile and deliver his packages with none the wiser. And if any stand in his way, let the biting cold of his touch be the last thing they know, his booming laughter the last thing they hear. Ho, ho, ho...

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SCOURGE OF THE SEAS

When sailing the high seas searching for boundless treasure, best be sure you're equipped for the journey. Many a sailor find themselves broken before the trials they face. All that glitters ain't worth yer life, so take me trusty effects and lay claim to what ye be owed. But take heed when sailing on the wake of those before you, for here there be monsters.



BATTLE-READY HOOK

Wondrous item, uncommon (requires attunement)

A prosthetic hook augmented for use in combat.

This item attaches to the end of your arm and replaces a lost limb. You can detach or reattach it as an action and it can't be removed against your will. While attached, you can use the bladed end of the hook to attack as though it were a dagger without the thrown property.

Swordcatcher. You can use your reaction when you are hit by a melee weapon attack to attempt to catch the weapon and reduce the damage by 1d10 + your proficiency bonus. If you reduce the damage to 0, the creature must make a DC 16 Strength saving throw. On a failure, the creature drops the weapon it used to attack you if it is capable of doing so.

Pirates be many things: unscrupulous, uncouth, generally unpleasant bedfellows at the end of the day. Despite that, they hold no disrespect towards the status of their fellow privateers. So long as ye can pull yer weight, any scurvy scallywag has a place on a crew, and with a little smithing and ingenuity, one can turn a perceived weakness into a tool of fierce prowess.

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STURDY FLINTLOCK

Weapon (any single-shot firearm), uncommon

You gain a +1 bonus to attack rolls made with this weapon.

Powder Packing. You can spend a bonus action to imbue your shot with a fiery punch, overpacking the firearm with powder. The next ranged attack you make with this weapon deals an additional 1d8 fire damage. After you make that attack, roll 1d6. On a 1 or 2 the weapon backfires and you cannot use this ability again unless you finish a short or long rest or use an action to make a DC 16 Intelligence or Tinkerer's Tools check to fix the weapon. On a 5 or 6 the weapon retains the heat and the next ranged attack you make with this weapon deals an additional 1d8 fire damage.

Treacherous be life on the high seas, and any pirate worth their salt knows keeping a handy firearm within reach can be the difference between living another day and being sent to The Locker. With ocean exploration booming across the world, it pays to be prepared when dealing with folks just as unsavory as yerself.

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POLLY PENDANT

Wondrous item, uncommon

No true pirate is complete without a trusty animal companion by their side.

Once per short or long rest, you can use this pendant to cast the Find Familiar spell without expending a spell slot or requiring components. When you cast Find Familiar while wearing this pendant, you can choose to summon one of the following creatures with additional features instead:

Monkey (cat): The monkey can carry up to 10 pounds. It can cast Mage Hand as an action.

Parrot (raven): The parrot can cast Vicious Mockery with a Spell Save DC equal to 10 + your Charisma bonus as an action.

Chameleon (lizard): The chameleon can use an action to become invisible.

Companionship be not in short supply in the pirating profession. Spending every waking hour aboard a rickety vessel with nary a moment of privacy for oneself could drive a man mad. Some alternative camaraderie is a welcome gift, be it lizard or primate or bird; the sea-weary find great pleasure in the antics of their animal friends that help pass the long hours.

DEAD MAN'S DRINK

Potion, rare

This bottle of liquor contains 1d4+4 servings of magically-infused rum.

Liquid Courage. The dark-brown liquid leaves a fiery burn in your throat that instills you with fighting spirit. When you drink a serving of this rum, for the next 10 minutes you ignore the effects of being frightened or charmed. During this time when you make your first melee weapon attack each turn, flip a coin. On heads your attack is a critical hit. On tails your attack misses and you fall prone.

Many a soul been lost to the drink. What once was comfort now acts as poison to the mind of even the mightiest sailors that wish to forget the horrors upon these waters. Yet again and again the siren song of that luscious ichor reaches out to us, making us believe ourselves mighty and powerful and happy. And on the seas, what greater solace is there to be found?

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FOUR SIGHT PATCH

Wondrous item, rare (requires attunement)

An enchanted eyepatch fitting for those with or without an eye to cover.

One Eye Open. When you take a long rest while attuned to this eyepatch, you can see as normal and remain aware of your surroundings while resting.

Sight Beyond the Horizon. If you remove this eyepatch you gain the ability to change your vision to have one of the following effects: Seeing as normal in the dark and magical darkness, X-ray vision (akin to a Ring of X-Ray Vision), seeing the presence of magic (as if affected by the Detect Magic spell), or a glowing trail to the most valuable object within range. This vision lasts for one minute and extends out to a radius of 60 feet. When you remove the eyepatch, you immediately end your attunement to it and must attune to it again to use this ability.

Short-sightedness has claimed the careers and lives of many a pirate. But for those with the foresight to look past the surface, this mysterious eyepatch grants a peek behind the veil for a short period of time. Even with one eye blind the wearer of this item ought not be underestimated, even as they slumber. Keep your eyes open and don't forget to look twice.

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CAPTAIN'S LUCKY TRICORN

Wondrous item, very rare (requires attunement)

A fashionable hat that has seen some wear, decorated with vibrant plumage.

While wearing this item, you have proficiency with Navigator's Tools and Seafaring Vehicles, as well as advantage on ability checks regarding seafaring such as predicting the weather or reading where fishing is optimal. When you attune to this item, you can choose one vehicle you are in contact with as the designated target of this item. To designate a new vehicle you must re-attune to this item.

Master of Seas. While wearing this hat, you can use an action to cast one of the following spells from it: Control Water, Water Walk, or Maelstrom. Charisma is your spellcasting ability for these spells. Once a spell has been cast using this item, it can't be used to cast that spell again until the next dawn.

Favorable Winds. While riding the designated vehicle you gain the ability to cast the Control Weather spell. Once you do so, you cannot cast it again until the next dawn.

Brutality and degeneracy be not all it takes to make a proper pirate; a rabid beast could manage as much. What distinguishes a proper privateer from any common bilge-rat be a sense of showmanship, announcing their arrival with some panache. Any captain without a feather in their cap will be forgotten like waves in the sea, replaced by any of the thousands of scurvy dogs that fancy themselves a pirate.

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UNDERTOW

Weapon (war pick), legendary (requires attunement)

A glimmering golden anchor found untouched by the seas, unlike the corpse that clung to it.

You gain a +1 bonus to your attack and damage rolls you make with this magic weapon. This weapon has the thrown property (range 35/100) and deals double damage to objects, vehicles, and structures. When thrown an unbreakable spectral chain connects you to the anchor out to a range of 100 feet. As a bonus action you can recall this weapon to your hand. While attuned to this item, you cannot be moved against your will and you can breathe underwater. Any creature that is not attuned to this weapon must succeed on a DC 30 strength check to lift it.

Dead Weight. When you hit a creature with this weapon, you can forgo the damage and have the chain of this weapon wrap around them. If you do, the target becomes restrained. While a target is restrained by this weapon, you can use an action to have the chain tighten around the restrained creature to deal an amount of bludgeoning damage equal to 5 + twice your Charisma bonus or to pull the restrained creature 10 feet towards you. A restrained creature must use an action to make a DC 25 Strength (athletics) check to free itself from the chain.

Clubhaul. If you damage a moving object or vehicle with this weapon, you can force it to come to a sudden and complete stop as an arcane anchor pins it in place. This effect persists until you use a bonus action to dismiss it or you are knocked unconscious. Once you use this feature it can't be used again until you finish a short or long rest.

Curse: Overboard. Once attuned, this item remains attuned to you until you die or the anchor is destroyed. While attuned to this item you cannot swim as you sink to the bottom of any large body of water. Magical effects such as the Water Walk spell or another creature carrying you can bring you to the surface.

With an elegant appearance that belies its destructive ability, the Undertow is heralded as the weapon of choice for the greatest scoundrels and most treacherous villains. Shining brighter than any commonplace treasure, this ostentatious slab of gold be the bane of any seafaring folk seeking safe passage, as they soon find themselves at the mercy of its perplexing powers. Many a pirate lord has made their name with the Undertow in their hand, and many more still shall do the same after they inevitably sink to the fathomless depths.

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ARMS OF THE GRANDMASTER

To be a proficient warrior, one must exhibit both might and strategy. One without the other will spell failure, but when combined in both mind and metal one becomes a true master. Forge your prowess into cold steel and you shall surely find victory.



PAWN'S PROMISE

Weapon (shortsword), uncommon (requires attunement)

Small and unassuming like the chess piece it is designed after, this gladius assists its wielder in the art of tactical combat.

En Passant. Punish any foe that overextends themselves. While wielding this weapon, when a creature you can see moves into the reach you have with a melee weapon you're wielding, you can use your reaction to make one attack against the creature with that weapon. You can use this feature a number of times equal to your proficiency bonus before finishing a long rest. If you have proficiency with Dragonchess, that number is doubled.

Promotion. You can cast a ritual to transform this weapon into the Queen's Might. The 8-hour ritual must be performed under the light of a full or new moon and requires the body of a humanoid killed within the past 24 hours and a diamond worth at least 1000 gp, both of which are consumed by the ritual.

A kingdom is built on an army, and an army built on soldiers. Each devoted to give life and limb for king and country, to shed their blood to water the land they call home. And from those ranks of hundreds of thousands, a hero can rise and lead the way to victory.

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KNIGHT'S CHARGE

Weapon (lance), rare (requires attunement)

An elegant lance with a guard resembling a horse's head and mane. You gain +1 bonus to attack and damage rolls made with this magic weapon.

Fork. When a hostile creature moves out of the reach of a melee weapon you're wielding, you may use your reaction to make an opportunity attack against a different creature within reach of that weapon instead of the moving creature. If you have proficiency with Dragonchess, you may make an additional attack against the moving creature as part of the same reaction.

Jumper. You can cast the Jump spell as a bonus action on yourself or a mount you are riding without expending a spell slot. If you cast the spell this way on a mount, the effect is suppressed while you aren't riding that mount. Once you use this feature, it can't be used again until you finish a long rest.

When a straightforward tactic proves less than effective, the knights shine in their capacity for unorthodox tactics and means of placing their foes in difficult positions. A properly positioned knight can wreak havoc upon an army's formations and expose weaknesses previously unseen. As the foes are thrown into disarray, a knight can leap in to deliver the killing blow.

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BISHOP'S FAITH

Rod, rare (requires attunement by a spellcaster)

A rod of authority modeled after the mitre of a religious advisor. This rod functions as both an arcane focus and a holy symbol. You gain +1 bonus to spell attack rolls made while using it. This rod has 3 charges and regains all charges after a long rest. If you have proficiency with Dragonchess, this weapon regains all charges after a short or long rest.

Skewer. You can use your action to spend a charge and summon a beam of light 5 ft. wide and 60 ft. long originating from you. Each creature in the area must make a Constitution saving throw equal to your spell save DC. If more than one creature is in the area, you can forgo this effect on one of the creatures to have another creature make their saving throw with disadvantage. On a failed save the creature takes 3d8 radiant damage and is stunned until the end of your next turn. On a successful save the creature takes half as much damage and is not stunned.

Fianchetto. Mastery of distance is a valuable skill in combat. When you make a ranged spell attack against a creature, if the target is at a distance greater than half the maximum range of the spell, your attack roll is made with advantage.

Every king has their advisors, and a bishop fulfills its role quite elegantly in that regard. With pinpoint precision, these members of the clergy wage long-distance warfare against their enemies. Any foe that fails to recognize the threat a bishop presents is sure to regret their moves sooner rather than later as it weaves through the gaps in their defenses.

ROOK'S RESOLVE

Weapon (warhammer), very rare (requires attunement)

A hammer with a head resembling dual towers. You gain +2 bonus to attack and damage rolls made with this magic weapon. This weapon has 5 charges and regains all charges after you finish a long rest.

Pin. As a bonus action you can spend a number of charges to increase your movement speed by 10 ft times the number of charges spent until the end of your turn. The first time this turn you damage a creature with a melee attack with this weapon the target must succeed on a Strength saving throw. The DC equals 10 + your Strength bonus + the number of charges spent. On a failed save you can move the creature with you in a straight line up to your maximum movement speed. If you push the creature into an object such as another creature or a wall, it takes an additional 1d8 bludgeoning damage per charge and is knocked prone. The object suffers this damage as well.

Castle. You can use your action to swap places with another creature within 100 ft of you that is not a larger size class than you. An unwilling creature must succeed on a DC 16 Charisma saving throw to resist this effect. Objects carried by the creature (up to creatures' maximum loads) move with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke opportunity attacks. Once you use this feature it cannot be used again until you finish a long rest. If you have proficiency with Dragonchess you can use this feature as a bonus action instead.

Mighty and stalwart much like their original namesake, a single rook can stand on the battlefield and be trusted to repel the tide of enemies that threaten their sovereign. When the time is right these towering warriors barrel into the opposition, crushing them underfoot one after another until naught remains but the thundering of feet.

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QUEEN'S MIGHT

Weapon (longsword), legendary (requires attunement)

A courtly longsword with a pommel depicting the ornate crown of a monarch. You gain a +3 bonus to damage and attack rolls made with this magic weapon. It deals radiant or necrotic damage instead of slashing damage depending on whether the Pawn's Promise was transformed under a Full or New Moon respectively. This weapon has 9 charges and regains all charges after a long rest. If you expend the weapon's last charge, it shatters and reforms at midnight on your person as the Pawn's Promise.

Open. When you hit a creature with this weapon, you can spend 3 charges to deal an extra 3d8 damage of the type that this weapon deals.

Battery. When an ally hits a creature with an attack, you can use your reaction to spend a charge and move up to your movement speed towards the target, making one melee weapon attack against them with this weapon if they are within range. Once per turn, if you have proficiency with Dragonchess, you can spend an additional charge to use this ability again as part of the same reaction against another target.

Sacrifice. You can spend an action to force this weapon to shatter upon command, giving all allies within 30 feet of you 15 temporary hit points, +10 bonus movement speed, and advantage on the first attack roll or saving throw they make for the next minute. If an ally affected by this ability is stunned, charmed, or frightened, that condition ends. Afterwards this weapon reforms at midnight on your person as the Pawn's Promise.

The thunderous beat of her steps signals her approach. With her every move, the Queen dictates the battlefield to her whim, changing the position in a way impossible for a lesser being with naught but a gesture. As the Queen shoulders past her soldiers, the uncountable swathes men at her beck and call, she flies into the throes of battle with the ferocity of a thousand warriors.

IMAGES | CARDS



KING'S TRIUMPH

Weapon (mace), legendary (requires attunement)

A deadly weapon and symbol of royal authority. You gain +3 bonus to attack and damage rolls made with this magic weapon.

Checkmate. Once per day while holding this weapon you can use a bonus action to bolster your abilities for one minute. While this feature is active you gain the following properties:

You are resistant to nonmagical piercing, bludgeoning and slashing damage and you cannot be moved against your will.

If you are within 5 feet of an allied creature you gain a +1 bonus to your AC to a maximum of +3 AC.

The first time each turn you hit a creature with this weapon, the target must succeed a DC 17 Constitution saving throw or become stunned for one minute. A creature stunned by this ability makes another Constitution saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this feature for the next 24 hours.

If you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. If you do so, this feature immediately ends. If the feature ends this way, you cannot move or take actions until after your next turn.

Stalemate. You don't have to win, you just have to make sure they lose. When you are reduced to 0 hit points by an attack, spell, or ability, you can choose to die instantly. This effect cannot be prevented in any way. When you do so, your body turns to dust and the creature that dealt you damage must succeed on a DC 20 Constitution saving throw. If you have proficiency with Dragonchess, the target makes their saving throw with disadvantage. On a failed save the creature takes 20d10 force damage or half as much damage on a successful save. If this damage reduces the creature to 50 hit points or fewer, it dies. If you use this ability you can only be returned to life through the True Resurrection spell.

Alone, out of both reach and harm, the king sits upon his throne of blood and bone. Many lay down their lives for the king, and when he does personally venture into the battle, innumerable forces rally around him to keep him from harm. His presence on the battlefield signals the coming end, and victory is all but assured one way or another.

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MILESTONE MISCELANEA

A celebration of those who have helped in the creation and spreading of magic items through The Mithral Canvas itself.



SNAP DRAGON

Adventuring Gear (1gp per bag of 100, 1 lb.)

These novelty fireworks can be thrown at a point within 60 feet, dealing 1 thunder damage to all creatures within a 5 foot radius when they explode. If you throw multiple snap dragons at once, the damage to an individual creature cannot exceed your Strength bonus. Each explosion also lights a 10 foot radius around the point of explosion for 1 round. The explosion from Snap Dragons can be heard up to 100 feet away.

Popular novelty fireworks made using tiny bits of thunderstone. A hard impact grinds the stones together releasing a sparkling blast of force. The crafty user may use them for distractions or as particularly annoying projectiles. Quite thrilling.

DEVIL BANGER

Wondrous item, common

Each bag of Snap Dragons has a 30% chance to contain one Devil Banger. These variants on Snap Dragons are a tad more insidious than their cousins. When thrown at a point within range, a Devil Banger explodes and creates a minor illusion of a frightening visage in the shape of a devil, accompanied by wicked laughter. Each creature within a 5 foot radius must make a DC10 intelligence saving throw. On a failed save a creature is frightened of the illusion until it vanishes at the end of your next turn.

A devilish trick, these magical variants of Snap Dragons find their way into bags of the mundane fireworks from time to time. Upon exploding, a devilish visage screeches out from the sparks. Though only a minor illusion, this trick can be quite frightening to the faint of heart.

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LUCKY 13 COIN

Wondrous item, uncommon

A simple gold coin with the dwarven numeral thirteen embossed on one side.

Middling Fortune. When you or a creature within 60 feet of you makes an attack roll, ability check, or saving throw, but before you know the result, you may flip a coin. If the result is Heads, you may choose whether the number rolled on the die is a 13 or that the total number of the result is 13, after which the coin vanishes. If the result is Tails, nothing happens. You can only flip the coin this way if you are physically able to do so.

When a dwarven gambler meets a trickster god, great and terrible things can happen. Gifted to those who have a penchant for twisting fate, this coin can be used to turn a dire situation into a potentially favorable one. Though the number 13 is middling, it can mean success or failure depending on the situation. Upon completing its function, the coin disappears to turn the fate of another worthy gambler..

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PERPLEXING PARTY POPPER

Wondrous item, common

When you use an action to pop this item, it deals 1d4 thunder damage in a 15 foot cone. Any creatures in the radius concentrating on a spell must make a DC 10 Constitution saving throw or lose concentration on the spell. After popping the item, it is destroyed.

"The ritual is nearly complete. Soon the world shall kneel before my might! Behold heroes, my glorious ascension is finally-"

** POP**

"... DAMN it..."

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BENNY'S BEWITCHING BILL OF BARGAINING

Wondrous item, uncommon

A favorite item for swindlers and hagglers to gain a sly upper hand in negotiations. You can use an action to hand this item to a creature and utter the command word, charming the creature when it makes physical contact with the paper. The target must make a DC 16 intelligence saving throw, believing the paper is truly worth 5000 gold pieces on a failed save for up to 10 minutes. When the spell ends, the creature realizes it was magically charmed and that the paper itself is not worth 5000 gold pieces. On a successful save a creature is not charmed and does not perceive the paper as valuable. After being used in this way the paper loses all magical properties. A creature proficient in Arcana can make a DC 13 Intelligence (Arcana) check to discern the true nature and effects of the paper.

“Carrying a heavy bag of gold is so old-fashioned. Who has the patience to lug around a heavy sack of metal all day, clinking and clanking around? That’s why the government’s trotting out this here new legal tender, paper money! Hand to the gods, just as valuable as gold itself, with none of the back breakin’. This particular diddy? Five THOUSAND gold if you’d believe it! But tell you what, I’ll cut you a deal at fifty gold a pop. How’d ya like the sound of that?”

-Last known words of Benny Four-Fingers, scam artist and crook.

FIRECRACKER WAND

Wondrous item, uncommon

You can use an action to aim this strange wand at a point within 150 ft. of you. A burst of magic and pyrotechnics streaks from this wand and erupts in a grand fireworks display. Each creature within a 25 foot radius must make a Dexterity saving throw. The DC is equal to 10 + your proficiency bonus + your Wisdom bonus. On a failed save a target takes 3d8 radiant damage and 3d8 thunder damage, or half as much damage on a successful one. If a creature takes 18 or more radiant damage they are blinded until the end of their next turn. If a creature takes 18 or more thunder damage they are deafened until the end of their next turn. The explosion from this item can be seen and heard up to 10 miles away. After you use this item it becomes a nonmagical rod of wood.

Whizz. Snap. Bang! This popular little item meant for celebration and cheer can become dangerous in the wrong hands. Though efforts have been made to curtail its production and usage, its popularity keeps a market of eager buyers well supplied. Though not meant for actual combat, it serves as an effective surprise tactic against an unprepared foe.

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PARTY BALL

Wondrous item, rare

Within each of these mysterious orbs is a surprise waiting to be unleashed. As an action, you can throw this ball at a point up to 60 feet away, then roll a d10 to have a random effect occur from the table below. Any spell cast from the ball has a save DC of 13. Once the effect has been activated, the ball turns to dust.

- 1 - The ball casts Fireball at 3rd level centered on the point.
- 2 - A single gold coin drops from the ball.
- 3 - The ball casts Grease centered on the point.
- 4 - Up to 6 random creatures within 10 feet of the point regain 4d4 + 4 hit points.
- 5 - The ball casts Fog Cloud at 1st level centered on the point. This sphere of fog lasts for up to 1 hour or until dispersed.
- 6 - Flip a coin. The ball casts Polymorph on up to 6 random creatures within 10 feet of the point transforming them into either Sheep (heads) or Tyrannosaurus Rex (tails)
- 7 - All creatures within 10 feet of the point must succeed on a DC 13 constitution saving throw. On a failed save a creature becomes blinded until the end of its next turn.
- 8 - All creatures within 10 feet of the point turn invisible for 1 minute. The effect ends early if they attack or cast a spell.
- 9 - A single Potion of Healing drops from the ball. Roll a d4 to determine the rarity of the potion.
- 10 - 1000 gold erupts from the ball. All creatures within 5 feet of the point take 1d4 bludgeoning damage as they are pelted with gold coins.

Sometimes NOT knowing is half the fun. Perhaps conceived of as some twisted prank by a trickster god, each of these golden orbs can dispense either pure joy or sheer terror depending on how lucky the user is. Not all are willing to roll the dice on their fates, but as the old adage goes: "Fortune favors the bold. Sometimes."

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CHAMPAGNE OF TRIUMPH, AGED 500 YEARS.

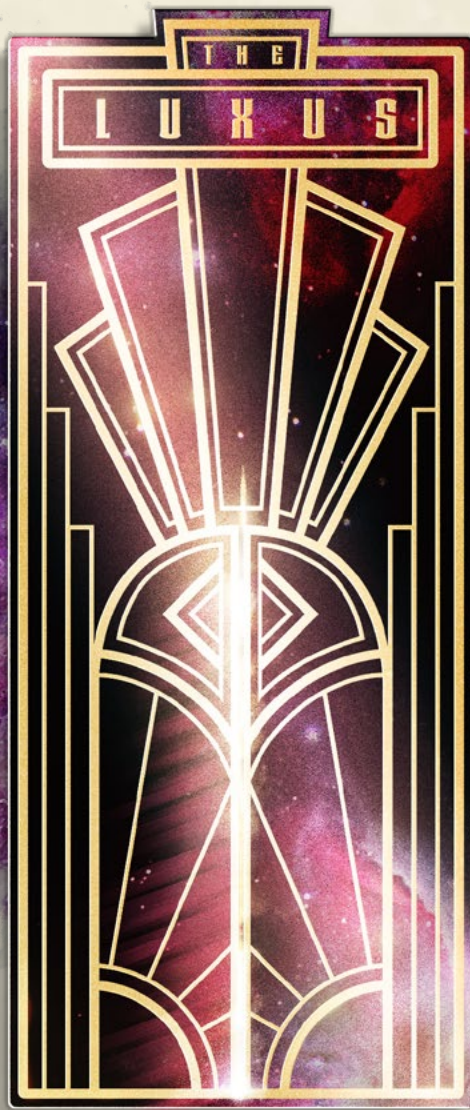
Potion, very rare

For a proper celebration, spare no expense.

A Toast! The contents of this bottle can be shared with up to six creatures, acting as a Potion of Greater Healing for each serving. Before popping the cork on this bottle, a creature may spend one minute giving a toast to bolster the spirits of all present, making a DC 15 Charisma (Performance) check. On a success, the liquid sparkles as it comes alive with magical properties for one hour and each creature that drinks the wine within that time is considered to be under the effect of a 5th level Motivational Speech. If the toast fails, a different creature may give another toast in an effort to bring the wine to life, but a creature that has already attempted to toast cannot do so again for up to 24 hours.

Before the final hurrah, nothing else compares. The pop of the cork signals the start of revelry, of celebration, of camaraderie. The fizz lifts all spirits and delights the ears of all who hear it. The taste reignites the fire within and inspires the spirit to rise to the occasion, no matter how daunting the task. Cheers!

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LUXUS VOUCHER

Wondrous Item, legendary

The finest hospitality in this, or any plane.

Welcome. This single-use voucher grants you one visit to The Luxus, a lavish hotel located in the Astral Plane. When you tear the ticket, a gorgeous mahogany door appears in front of you as though instantly casting the Magnificent Mansion spell. The door disappears after it has been closed. The interior appears as a luxurious hotel decorated in gold. All other aspects of the spell are subject to your wishes.

Rest and Relaxation. While in the hotel a creature can enter the hotel spa to undergo treatments to cure them of diseases, conditions, and curses that could be undone by the Greater Restoration or Remove Curse spells.

Chauffeur. When a creature leaves the hotel it can choose to teleport to a place that it knows on the plane that the creature is from. If a creature has not left the hotel after 24 hours they reappear at an unoccupied space near where the ticket was torn.

Luxury and indulgence are rare treats for an adventuring party weary from travel on the road, sleeping on the hard earth with little to eat. Bringing the finest hospitality to you, The Luxus Hotel is here to meet every need and fulfill all requests of any who arrive in our lobby. Few patrons are fortunate enough to sample a taste of the high life, and even fewer return to the lavish halls of The Luxus, floating between realms awaiting their next guest.

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CURATED CURIOS

A curious selection of items created with the help of our beloved Patrons. Collected and catalogued by the Curator, the items are the subject of further study into the strange nature of The Mithral Canvas.



CENSER OF ZEAL

Weapon (flail), rare (requires attunement by a Cleric, Paladin, or Monk)

This magic weapon deals an additional 1d8 damage to fiends. While attuned to this weapon, you are proficient with it and it is considered a monk weapon for you.

Zealous Vapours. You create a 10 foot radius cloud of incense centered on you that invigorates your allies and debilitates your foes for 10 minutes. Whenever you or a friendly creature within the radius make an attack roll or saving throw they can roll a d4 and add the number rolled to the attack or saving throw. Whenever a hostile creature within the radius makes an attack roll or a saving throw the creature must roll a d4 and subtract the number rolled from the attack roll or saving throw. You must maintain concentration on this feature as though concentrating on a spell as you chant a hymn to maintain the effect for a maximum of 10 minutes. You must complete a 1 hour ritual to refresh the incense after using this feature.

Prayer alone cannot stave off evil, and sometimes matters must be taken into one's own hands. For those who walk the path of righteousness shall carry their blessings with them into battle. Avatars of such zealous faith bolster their allies and strike fear into the hearts of the unholy.

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STARSTEP DIADEM

Wondrous item, rare (requires attunement)

A crown fashioned to hold the fossilized fetal remains of a creature that fell from the stars. It allows the wearer to interact with the mysterious shifting of space across the universe. While attuned to this item, you can sense when a creature within 100 feet of you is teleporting (e.g. Misty Step, Dimension Door, Planeshift, etc.). This item has 2 charges and regains all charges daily at dusk.

Cosmic Passenger. When a creature within 100 feet of you teleports, you can use your reaction to spend a charge and teleport alongside them, appearing in an empty space within 5 feet of the creature.

Universal Eye. When a creature within 100 feet of you teleports, for the next minute you can use this item to cast the Scrying spell on that target, making its wisdom save with disadvantage. The base Spell Save DC is 10 unless yours is higher. Once you use this feature it cannot be used again until you finish a long rest.

Once a star that fell from the night sky, little is known of the entity whose remains give this crown its power. What is known is that for one who attunes to this crown, spacial position becomes fluid. Perceiving across the vastness of reality, one simply steps along with any who would magically reposition themselves. This is of course impressive, but begs the question: If this is the power granted by nothing but a fetal fossil, what is its fully grown form capable of?

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GRAND WOLF'S HIDE

Wondrous item, very rare (requires attunement)

While attuned to this magic pelt, if your physical form would be altered by lycanthropy or a spell or ability (Wild Shape, Polymorph, Enlarge/Reduce, Form of the Beast, etc.), this item merges into your body empowering your new form. For the duration of your transformation, you gain the following additional traits:

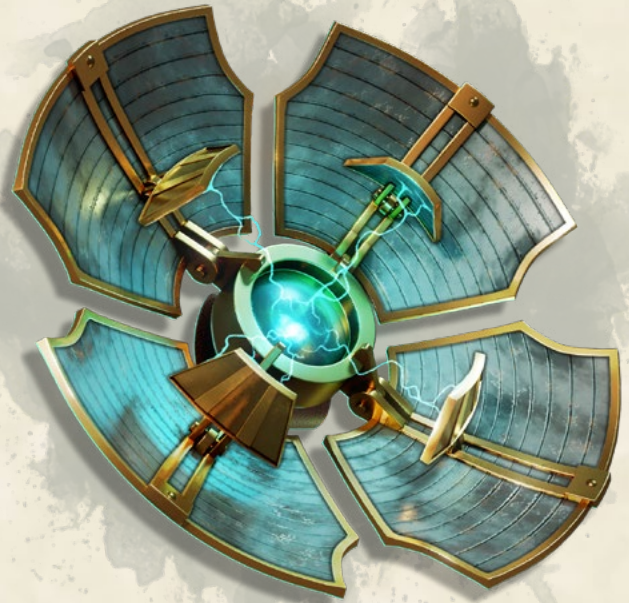
Lupine Senses. You have advantage on Wisdom (Perception) checks involving sight, hearing, and smell, and advantage on Wisdom (Survival) checks to track a creature. If your form would already have advantage on such checks you gain an additional +2 bonus to them instead.

Lycan Legs. You are considered to be under the effect of the Jump spell while transformed.

Ancestral Hide. You gain 10 temporary hit points at the start of your turn if you have at least 1 hit point as a mass of thick furred hide forms to cover your body. If you take damage from a silvered weapon, this trait doesn't function at the start of your next turn.

Many think of werewolves and their kin as simplistic brutes, capable of no more than violence and succumbing to their most primal desires. Yet history shows what could be considered an evolved culture amongst these creatures, starting eons ago with the most ancient werewolves. They would take the flesh and bone of their own in reverence and fashion them into a cloak with magical properties, enhancing their already impressive physical abilities with it. Fearsome though a werewolf may be, one shudders to think what other animals may benefit even more greatly from the properties of the lupine.

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SPELLSNARE BUCKLER

Armor (shield), rare (requires attunement)

Constructed from arcane shielding used in experiments, this shield grants its wielder the ability to absorb and even redirect magical energy.

Catch. This shield has a number of charges equal to 3 + your proficiency bonus and regains all charges after you finish a long rest. When a creature within 10 feet of you becomes the target of a spell, you can use your reaction to spend 1 or more charges to attempt to snare it. If the number of charges spent is equal to or exceeds the spell level, the spell's effect is countered as it is absorbed into the shield. If the number of charges spent is less than the level of the spell, the spell targets you instead and is not absorbed. The shield can have only one spell absorbed at a time.

Release. While a spell is absorbed by the shield, you can spend an action to release it. The spell is cast as though the original spellcaster had done so using the original DC and dice rolled, but you may choose a new target within the spell's range. At the end of your turn, if a spell is absorbed by the shield, you must make an Intelligence saving throw to attempt to contain it. The DC is equal to 10 + the spell's level. On a failure, the shield is destroyed as it explodes in a 20ft sphere around you, dealing 1d6 force damage for each level of the spell to each creature in the area.

Project [REDACTED]: Final Entry of [REDACTED]

We did it. After all the theorizing, all that planning we finally did it. A way to intercept and HARNESSE magic mid battle. This will revolutionize combat as we know it; warriors able to stand toe-to-toe with spellcasters on their own terms without training? They all said it was impossible, but after the demonstration tomorrow, I'm sure they'll all come crawling back on hands and knees for one like the sycophants they are. I'm sure General [REDACTED] in particular will be quite pleased when he sees the potential of our creation. I just pray we don't have another accident like before. But I'm sure things will go smoothly. Finally, things are looking up.

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GLOVES OF THE RIME KEEPERS

Wondrous item, rare (requires attunement)

The warmest care comes from the coldest hands. This item has 5 charges and regains all charges after a long rest. Whenever you take an instance of cold damage from a spell or ability, roll 1d6. On a 6, this item regains a charge.

Keep on Ice. As an action, you can spend a charge to cast Spare the Dying as icy frost stabilizes the target. You can spend 2 charges to cast Gentle Repose, freezing a creature's body to keep it preserved for the duration.

Coldhearted. As an action you can spend 2 charges to harden the heart of a creature you touch with frosty protection. For the next minute the creature has advantage on saving throws against being frightened or charmed as the chill focuses their minds against invasion. This ability has no effect on undead or constructs.

Frosty Embrace. While attuned to this item, whenever you use a spell or ability to heal a creature, you can spend any number of charges to have the target gain a number of temporary hit points equal to five times the number of charges spent.

The biting cold of the North is often regarded as nothing but cruel and deadly. However, some find themselves inspired by the chill of winter and discover new uses for its adamant nature. So came the Rime Keepers, those who wield the boreal magicks not to harm but to heal. A nomadic group, they travel the frozen tundra offering aid to those in need, sealing wounds, soothing the nerves, and ensuring the bodies of the dead reach their loved ones preserved and prepared for interment. Who could expect that such a harsh and cold land could inspire such warmth?

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REGOLITH MANTLE

Armor (half plate or plate), legendary (requires attunement)

A bulky set of stone armor that seems to be covered in perpetually flowing sand, though none ever falls to the ground. While wearing this armor, you gain an additional +3 bonus to your AC.

Terra Titan. While you are attuned to this armor, you can use an action to cause this armor to expand and reform itself into an enormous puppet made of earth and sand that encapsulates your being. You gain a number of temporary hit points equal to half of your current remaining hit points which last for 10 minutes. While you have these temporary hit points you gain the following benefits:

Your size becomes huge. If there isn't enough room for you to attain that size, you attain the maximum possible size in the space available.

You are not affected by difficult terrain, you cannot be moved against your will, and you have resistance to bludgeoning, piercing, and slashing damage.

You cannot cast spells and when you take the attack action you can only make unarmed strikes. Your unarmed strikes deal 2d8 bludgeoning damage.

Immediately after this ability ends you must make a DC 16 Constitution saving throw. If you fail, you gain one level of exhaustion. Once you use this ability it can't be used again until you finish a long rest.

Borne in the crust of the world; forged by rock and metal and time. Just as the bedrock from which it emerged, this armor bears no signs of damage save for the eons of erosion and weather that have taken their toll upon its surface. To don this hefty chassis is to bequeath your body to the earth itself, to become a force of nature; immovable, unbreakable, impossible. Listen now, the mountains shudder and the sand whispers of the coming force.

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BASALT CLEAVER

Weapon (battleaxe or greataxe), very rare (requires attunement)

A weapon forged of the hardest obsidian, the blade drips with molten magma when wielded. You gain a +2 bonus to attack and damage rolls you make with this magic weapon which deals fire damage instead of the normal slashing damage. While attuned to this weapon you are immune to damage from lava and can move across it as though you were affected by the Water Walk spell.

Mantle Breaker. As an action you can split the earth before you to create a river of lava 60 feet long and 15 feet wide. When you do so, each creature within its area must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 6d8 fire damage, or half as much on a successful save. The area is considered difficult terrain, and when a creature makes contact with the area for the first time on a turn or ends its turn there, that creature takes 3d8 fire damage. When a creature moves across the surface, it takes 1d8 fire damage for every 5 feet it travels. After 10 minutes, the lava cools and solidifies. Once you use this ability it can't be used again until you finish a long rest.

Lava Spray. If you are within 5 feet of a source of lava, as an action you can use this weapon to splash a 20-foot cone of molten rock. Each creature in the cone must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 4d8 fire damage, or half as much on a successful save.

Forged in the molten heart of a volcano, this jet-black weapon carries the heat of its origin inside itself. Though initially cool to the touch, at a moment's notice it roars alive with the power to transform the field of battle. Leaving smoldering slag heaps in its wake, the weapon scars the land with every swing.

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UMBRA VEIL

Wondrous item, very rare (requires attunement)

A flowing veil woven from shadow itself. While wearing this cloak in dim light or darkness you gain a +2 bonus to your AC. While attuned to this cloak you gain dark vision out to 60 feet and can see through magical darkness.

Shaded Slight. If you or another creature within 30 feet of you is targeted by a melee attack you can see, you can use your reaction to obscure the attacking creature's vision with shadow causing them to make their attack with disadvantage. If the target misses its attack, you can choose to teleport the defending creature to an unoccupied space within 30 feet of you that is in dim light or darkness or teleport yourself to an unoccupied space within 5 feet of the attacker. You can use this feature a number of times equal to your proficiency bonus until you finish a long rest.

In the lightless lands, shadow is worn like fine cloth. Woven into beautiful finery, these veils can meld the wearer into darkness itself. Those of the Umbra Veil hunt together, blinding their party's assailants and traveling through darkness, assisting in their allies' retreat, or enabling a killing blow. Those who pass through the Veil's territory keep a wary eye on the dark.

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HEADSTONE OF THE GILDED GAZE

Armor (shield), artifact (requires attunement)

A golden aegis depicting the visage of a forgotten snake-haired God-Queen. You gain a +3 bonus to your AC while wielding this shield. While attuned to this shield you can sense the presence of gold within a 100 foot radius of you and neither you nor the shield can be targeted by any divination magic or perceived through magical scrying sensors.

Gild. As an action, you can aim this shield at a creature within 5 feet of you. The target must make a DC 15 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to gold and is restrained. While restrained in this way, the target must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. A creature petrified by this ability is turned to gold and their soul is captured within the shield until the petrification ends or this shield is destroyed. A creature is immune to this effect if it does not have a body made of flesh, or has legendary actions. The creature remains petrified until it is freed by a spell such as Greater Restoration. Once this property is used, it cannot be used again until the next dawn.

Glint. Gold produced by this shield is cursed and any creature other than yourself that touches it with their bare flesh or examines it for 1 minute must make a DC 17 Wisdom saving throw or become charmed by the otherworldly lustrous shine. A creature charmed by this gold becomes obsessed with it and feels the need to possess it, no matter the cost. They become untrustworthy of anyone they believe wishes to take the gold from them and will plead, bargain, and even fight to keep it to themselves. This affliction persists until the creature falls

unconscious or is targeted by the Remove Curse spell. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the thrall of the gold for the next 24 hours.

Gain. You can draw on the knowledge of the souls trapped inside this shield. When you finish a long rest, you can choose to gain proficiency in two skills or languages of your choice. This benefit lasts until you finish a long rest.

Curse. This shield is cursed, and attuning to it extends that curse to you. While cursed in this way you are unwilling to part with it, keeping it by your side at all times. You also become exceptionally greedy, particularly in the case of gold. If you die while attuned to this shield your body is petrified as though affected by its Gild feature.

Destroying the Shield. The only way to destroy the shield is by using its ability on a Mirror of Life Trapping, reflecting its gaze and turning it to nonmagical gold. This gold remains cursed as though by the Glint feature.

Legends tell of a golden city; a brilliant beacon of glittering zigúrats and immaculate treasures, ruled by a God-Queen with a matching golden gaze. Those who claimed to have caught a glimpse of this glimmering paradise would be obsessed with returning to the land, unable to bear living outside of the abundance of glorious metal. Years later, when stories of the city had been dismissed as rumor and fable, expeditions still were made to the far off lands in search of even a shred of evidence left by the civilization. And though the city itself was never found, what was discovered instead was far grander, and far more terrifying, than any of them could have imagined.

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THANKS TO OUR PATRONS!

Thank you all for helping bring this collection of magic items to life!

Special Thanks to our Patrons of **Ring of Immutability** tier and above from **All Time**:

Aaron Besse	Christopher	Hunter Cox	Mark Urlacher	Sengoku Freak
Aaron Kelderman	Christopher	Isaac Cunningham	Martin	Shayne Hurdle
Adam	Coca_7	Imperial Nicolas	matias rivalta	SidiusMaximusMaridius
Adam Anzualda	Cody Burlingame	J Trees	Matt Robinson	SilentToonz
Adam Hunter	Colin McBride	Jack Stuart	Max	slash
Adam Morishita	Collin	Jacob pierce	Maximumcharge	Smackz
Adendrachi	Connor	Jacob Vanrensselaer	Mello	SourPineTree
Alejandro Arredondo	Connor L.	Jai-Michael McMillian	Micah Ortiz	Spencer Alexander
Alex Bail	Corey Tesseneer	James Cundiff	Michael Cooley	SS W
Alex King	Cory Hunt	Jared	Mike Machura	Stephen
Alex Ruffer	Cryptik	Jaykob C Baxter	mike ross	Steph n Jacob
Alex Ruiz	Dalton Duplantis	Jeremy Link	MythicalGrubbin	StormVahalla
Alex Stoner	Daniel Salas	Jeremy Noiseux	Nelson Waters	Super Alex
Alexander A Hazim	Danilo Sebben	Jesse Hedman	Nicholas Hawes	Syleboris
Alexthulhu	Dannielle DeMichiei	Jo Ma	Nick Osborn	Teddy Middleton
Andreas Pitzer	Dardaelliande	Joe C	Nico Zimmer	TheFallentine
Andres Gonzales Villanueva	David	joel Castaneda	Nicole Lazaro	Theocrass
Andrew	Deacons of the deep	John Liebl	Noah Williams	Thomas Cruz
Andrew	Demetrius Willoughby	Jonathan Davis	Nomad CLL	Thomas Morgan
Andrew Taylor	Devon Joseph	Jonathon Hyslop	Nononomo	ThomasMagnum
Andrew Traub	DF	Jordan	Norto By Nature	Thomas Spector
Anella Dawn	DJ Richards	Jordan Muckle	OneNameMarty	Tim Barnes
Antonius	DraconianCLH	Jordan Smith	Orlando Hernandez	Timothy Winkler
Ark D Volkov	Dylan Goar	Jose Massana	Oshy	Tjorven Van Hoecke
Austin Casiano	Dylan Haase	Joseph Nichols	Paige Coblentz	Tom Petrola
Avery	Eddie	Joseph Peters	patrick marsh	Tone
Behold The Plasma Donut	Eduardo Campagnolo	Joshua	Patrick Quinn	Tosari
Ben Kullerd	Edward Schmitzer II	Justin	Predrag Pešić	tr dw
BerserkerBruin	Eldritch Quinn	Justin Carter	Rachel Clayton	Trent Holmes
bij8383	Elijah Rodriguez	Justin Wisdom	Rainbow Crest	trey love
Brandon Benes	Emily Rose	Kaleb Rabideau	Raymoendo	Tucker Broxson
Brian Folger	Eric Rudolf	Katie Wahler	ReaperTheWolf	Twitcz
Brodie perry	Ethan Reeder	Kestra EchoWolf	Richard Abare	Tyler Dahn
Bryce Clegg-Anderson	Ethan uhlig	Kevin Ryba	Righteous	Vazir
Bryce Koskela	Everett Black	Kiro	Riley Edwards	Wess Tester
CalebRook	Falidam	KriticalKlown	Robert	Will
Callum Thornton	Feloniouz	Landonis	Ruben Escobar	Will Peltier
Cameron Jones	Francisco Hernandez	Levi Frost	Rusty	William Breiwald
Cameron Wilson	FrogDM	library test	Ryan Conroy	Z3brim
captainnate	Funky Nerfherder	Linden Drezet	Rylan Fellows	Zandet Wilkinson
Carl	Garrett Marcum	Logan Olson	Saki's Arts	Zachary Craig
Casper Bøje	Gavin Pacheco	Logan Shureb	Sal	Zachary Powell
Chanse Westby	Gray	LoppuZ	Samuel Brown	Zachary Taylor
Charlie	Greg Anderson	Luca del bene	Sean M	Zelektron
Chris Nadalini	Hector	Lydia Fritz	Sean Woodard	
Chris Nation	Henry	Marcella Valencia	Sebastian Groza	

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