



BATTLE BUTCHER

Weapon (Greataxe) Very Rare

THE MITHRAL CANVAS  
**BATTLE BUTCHER****Weapon (greataxe), very rare**

This enormous cleaver has long since outgrown its original culinary usage. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

**Carve.** As an action you can swing this weapon around you, carving the flesh of your enemies. You make a melee attack with this weapon against each creature within 10 feet of you (even if the target is outside the normal range of this weapon). You must roll a separate attack roll for each target.

**Bleed.** When you hit a creature with this weapon, the target gains a Bleed stack. At the start of the creature's turn, it takes 1d4 necrotic damage as it begins to bleed out. The damage die increases in size for each Bleed stack a creature has, up to a maximum of 1d12. To remove Bleed stacks, the target or another creature within reach of it must use an action to make a DC 14 Medicine check to staunch the bleeding. Bleed stacks are also removed if the target receives magical healing. Constructs, undead, and creatures without blood are immune to this effect.



BRISTLEBACK HIDE

Armor (Medium or Heavy but not Chain) Very Rare (Requires Attunement)

THE MITHRAL CANVAS  
**BRISTLEBACK HIDE****Armor (medium or heavy but not chain), very rare (requires attunement)**

A spiny set of armor fashioned from the hide of a massive plant-like creature that roams the Gilded Frontier. This item can hold 3 charges and loses all charges if they are not expended within 1 minute of gaining a charge. The first time each turn you are hit with a melee attack by a creature within 5 feet of you, that creature takes 1d8 piercing damage.

**Thorny Retaliation.** Each time you are hit with a melee attack while this item is thorned, this item gains 1 charge, storing the force of the attack. If it were to gain a charge when it cannot hold any more charges, its thorns explode outward expending all stored charges. Each other creature within 15 feet of you must make a DC 15 Dexterity saving throw, taking 3d8 piercing damage on a failure or half as much on a success. Once the thorns have exploded outward, this item is no longer thorned. The thorns regrow after you finish a short or long rest.

**Syphoning Cestus.** The off-hand of this armor is large and bulky, built from a bristleback's massive stinger. You cannot wield a shield in this hand, but you can use features that normally require a shield while wearing this armor.

Additionally, you can make attacks using the stinger of this armor, which counts as a simple melee weapon that deals 1d8 piercing damage on a hit. While this armor is not thorned, you can cause a creature hit by this attack to make a DC 16 Constitution saving throw. On a failure this armor immediately becomes thorned and the creature takes an additional 1d8 necrotic damage and becomes parched. Constructs, Undead, and creatures that are already parched are immune to this effect. Plants and creatures made primarily from water have disadvantage on the save and take double the necrotic damage.

A parched creature immediately gains 1 level of exhaustion, then gains 1 more level each hour that passes. Once a creature consumes 1 day's worth of water, it is no longer parched and loses all levels of exhaustion gained from being parched.



VOLTAIC SPAULDER

Wondrous Item Rare

THE MITHRAL CANVAS  
**VOLTAIC SPAULDER****Wondrous item, rare**

Technological advancements provide newfound applications of nature's most ferocious energies. This pauldron can be equipped as a part of a set of medium or heavy armor.

This pauldron can hold up to 3 charges. While this pauldron has at least 1 charge, your unarmed strikes and melee weapon attacks made with the respective arm deal an additional 1d6 lightning damage on a hit.

**Lightning Rod.** When you take lightning damage from a single source, you can use your reaction to halve the amount of damage taken as this pauldron absorbs some of the incoming damage. For every 10 points of damage prevented (after applying resistances and reductions) this pauldron regains a charge. This property cannot be used while this pauldron has 3 charges.

**Turbocharge.** When you make a Strength or Dexterity based ability check that you are proficient with, you can spend a charge to push your body beyond its normal limits. Your proficiency bonus is doubled for the ability check.



JINGASA OF THE ELEVENTH HOUR

Wondrous Item Legendary (Requires Attunement)

THE MITHRAL CANVAS  
**JINGASA OF THE ELEVENTH HOUR****Wondrous item, legendary (requires attunement)**

A conical hat adorned with the design of a clock face, softly ticking as it rotates. You always know the precise time of day while attuned to this item.

As an action you can use the spinning clock face of this hat to manipulate the flow of time around you, choosing one of the following properties:

**Double Time.** You spin the clock forward, casting Haste without expending a spell slot.

**Reverse.** You spin the clock back, immediately teleporting to an unoccupied space nearest to the one you occupied at the start of your last turn. If you are under any effects with a duration, the duration is extended by 1 round (6 seconds). If such an effect was not affecting you at the start of your last turn, the effect ends instead.

**Clockstopper.** You hold the clock in place, casting Time Stop without expending a spell slot. Instead of rolling to determine the number of turns you take, the spell lasts for up to 3 turns, but you must hold the hat's brim for the duration of each turn. You may choose to let go of the hat at the start of each of your turns, ending the spell early if you do.

The strain of stopping time may result in this item's destruction. When the Time Stop spell ends, you must roll a d20. If the number is equal to or less than the number of turns taken during the Time Stop spell, this item shatters and is destroyed.

Once you have used a chosen property, that property cannot be used again until you finish a long rest.



SNOWBALL

Wondrous Item Rare

THE MITHRAL CANVAS  
**SNOWBALL****Wondrous item, rare**

The exterior of this frost-covered quiver is cool to the touch, and the interior is always below freezing. A nonmagical piece of ammunition that has been left inside this quiver for 24 hours becomes icebound. Oh a hit, a piece of icebound ammunition deals an additional 1d6 cold damage (2d6 cold damage instead if the target is in extreme cold). Once it hits a target, the ammunition is no longer icebound as the ice surrounding it shatters to pieces.

**Hailstorm.** As an action you can fire 3 or more icebound pieces of ammunition at once with a bow or crossbow (up to a maximum number equal to your proficiency bonus) to produce a 20-foot-radius, 40-foot-high cylinder of crashing hail centered on a point you can see within 60 feet of you. Each creature in the area must make a DC 14 Dexterity saving throw. A creature takes 1d6 cold damage and 1d6 bludgeoning damage per piece of ammunition spent on a failed save, or half as much damage on a successful one.

All pieces of ammunition used for this property are destroyed.