

THE  
MITHRAL CANVAS



COMPENDIUM



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*This tome serves as a gateway to the creations depicted on The Mithral Canvas. Current Patrons need only click the links found below an item to be brought to the item's page in our catalogue.*

IMAGES | CARDS

# ICONS OF THE REALMS

A myriad of monsters roam throughout the realms. Beings of infamy amongst adventurers everywhere, each iconic in their own right. Clever heroes tend to salvage their prey, crafting new tools and using the fallen foe's abilities to fight the next. Tales of bravery forged into wondrous display, from the smallest pest to the grandest legend, you truly can't beat the classics.



## CONVINCING KOBOLD MASK

*Wondrous item, common*

A headpiece made in an effort to flawlessly replicate the likeness of a Kobold.

**Kobold Kin.** This item causes Kobolds to perceive the wearer as one of their own; just uglier and misshapen. If your size is small or smaller, you gain advantage on any Charisma checks made regarding Kobolds. If you are of medium size or larger, wearing this item causes any Charisma checks made regarding Kobolds to be made with disadvantage as they look upon you with jealousy for your size.

*Kobolds be not the brightest of creatures, fooling one takes little more than a well-crafted disguise. Be wary though; they're prickly little buggers, might not be too keen on you waltzing in with all 5 feet of height you've got. And a pack of angry kobold's is a problem for anyone.*

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## SLIPPERY SKIN TONIC

*Potion, common*

This scoop of a Gelatinous Cube retains its jelly-like viscosity.

**Gel Layer.** When you drink this potion, your skin becomes slippery to the touch. For the next 10 minutes, you have advantage against being grappled by nonmagical means. In addition, if a creature hits you with a melee attack, you can use your reaction to add +1 to your AC against the triggering attack. For the duration, you also have disadvantage on saving throws against being knocked prone.

*Most adventurer's got no patience nowadays. You ever seen what happens to a Cube after it stops being all wibbly-wobbly? Beautiful stuff, remarkably slippery even after it's been bottled for years. Good thing too, cuz I got bottles of it in the back if you'd like any. Call me crazy but I think it does wonders for your complexion too.*

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## MIMIC TONGUE WHIP

*Weapon (whip), uncommon*

The tongue of a Mimic retains its adhesive qualities long after death. You gain a +1 bonus to attack rolls made with this weapon. It deals bludgeoning damage instead of slashing damage.

**Slobbering Lash.** When you hit a creature with this weapon, the target must succeed a Strength saving throw. The DC is equal to 10 + your strength bonus. On a failure, it is grappled and can only make Strength (athletics) checks as an action on its turn to escape, as the adhesive properties prevent the use of acrobatics. The DC to escape is the same as the initial saving throw. The grappled creature takes 1d4 acid damage at the end of its turn for the duration of the grapple. You cannot make attacks with this weapon while grappling a creature with it, and you can release the creature from the grapple as a bonus action.

**Adhesive.** If you hit a surface or object with this weapon, you can cause it to stick, treating it as though it were tied to the surface or object. It can hold up to 500 lbs., detaching if that weight is exceeded. If the object is being worn or carried, the creature wearing or carrying it can use an action to make a Strength (athletics) check to tear it free. The DC is equal to 10 + your Strength bonus. You can release the weapon from the object or surface as a bonus action. You cannot attack with this weapon while it is stuck this way.

*Tricky little things, Mimics. Ended more adventurer's lives than we give 'em credit for I reckon, but this one bit off more than it could chew. We don't let nothing go waste in our shop, got it slobbering and slavering like it was still alive.*

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## OWLBEAR'S LAMENT

*Weapon (warhammer), uncommon (requires attunement)*

An owlbear skull and claws lashed to a handle to form a grizzly hammer. You gain +1 bonus damage to attack rolls made with this weapon, and you may choose whether an attack made with it deals bludgeoning or piercing damage. While attuned to this weapon you have advantage on perception checks that rely on sight or smell.

**Mournful Wail.** You can spend an action to swing this hammer around and create a terrifying droning noise about you. Each creature within 20 feet of you must make a DC 13 wisdom saving throw. On a failed save, a creature becomes frightened of you until the end of your next turn. Creatures smaller than you make this save with disadvantage. 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.

*Terrible things we've done to these beasties I say. Didn't ask to be made, to be like this. But when one's brought into me shop it's a job like any other. Took in on meself to give it a tinge of fear, maybe it'll be spookin' things till the end of time this way, just how it lived.*

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## SHIMMERSTEEL BLADE

*Weapon (any sword or dagger), rare (requires attunement)*

This weapon borne of a Displacer Beast's remains is a shifting blur, making its trajectory impossible to predict. You gain a +1 bonus to attack and damage rolls made with this weapon.

**Shimmering Feint.** Attacks made with this weapon cannot have disadvantage imposed upon them, such as by the *dodge* action or other means, unless the target is blind, has truesight, or is not visible to you.

**Myriad Strike.** Once on each of your turns when you miss an attack with this weapon, you can make another weapon attack against the same target as part of the same action to have the after-image of this weapon cleave into your target. This attack deals half its normal damage rounded down.

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*Tough as nails isolating the power from the Displacer for this little thing, I'll tell you that. Just about lost all me fingers trying to cut bits of it off, could barely tell what was what. But not a bad job if I do say so meself. Even an amateur's swings'll get ya good if you ain't careful. Good luck to anyone trying to follow it with their eyes.*

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## FLAYER'S MINDWARD

*Wondrous item, rare (requires attunement)*

A sinister helm encasing the brain matter of an Illithid. While wearing this helm, you have advantage on saving throws to resist being charmed, as well as any effect that would sense your emotions or read your thoughts. This item has 3 charges and regains all charges daily at dusk.

**Mental Mastery.** You are resistant to psychic damage while attuned to this helm. When you take psychic damage you may use your reaction to spend a charge and reduce the damage to 0.

**Mind Over Matter.** You gain an awareness of your body's inner workings you never thought possible. You can spend a charge to add your Intelligence bonus to any Strength or Dexterity check or saving throw that you make.

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*Never seen a Mind Flayer meself. Never want to neither, if I can help it. Heard terrible things about them and their ilk. But you can't deny they got some bright ideas up in their noggins. Figured out how to encase some of that genius into this here headpiece and supercharge your mind.*

Have I tried it on? Hahahahahahahahaha! No.

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## ELIXIR OF DRACONIC VITALITY

*Potion, very rare*

A vial of this elixir, produced from the blood of a freshly killed dragon, fills the drinker with otherworldly strength.

**Primal Vigor.** When you drink this potion, for the next minute you gain darkvision out to 60 feet, your Strength increases by 3, and you have advantage on saving throws against spells and other magical effects. You also gain the ability to exhale a breath weapon in a 60 foot cone. Creatures in the cone must make a DC 17 dexterity saving throw. On a failure it takes 12d6 damage of the type dealt by the breath of the dragon that was bled to produce this item. You can only use this ability once per elixir consumed unless you are a race born of dragon blood (Dragonborn, Kobold, etc.), in which case you can use it twice.

**Tainted Blood.** You can throw this potion at a point up to 60 feet away, destroying it. 1d4 Dragonblood Oozes appear on unoccupied spaces within 5 feet of the point. These Oozes are hostile to all creatures other than themselves.

**Dragon Madness.** Each subsequent time you drink an Elixir of Draconic Vitality, there is a cumulative 20% chance that you lose yourself to Dragon Madness. Until you are knocked unconscious or targeted by a spell such as the Greater Restoration spell you spend your turns attempting to attack the creature nearest to you that is carrying the most gold.

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*You can find this stuff on the black market at times, fresh dragon blood boiled down to its pure essence. Some dragon hunters love it, makes 'em bristle with power something fierce but also turns 'em a bit mad for it. Don't think anyone's truly meant to drink that stuff if you asks me. Could swear it's got a mind of its own. It ain't right, drinking blood from something that powerful.*

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## MACABRE MEMENTO

*Wondrous item, very rare (requires attunement)*

This crystalized skull of a lich serves as a gruesome font of necrotic power. This item can be used as an arcane focus.

**Touch of Death.** You are resistant to necrotic damage. Whenever you deal necrotic damage, you deal one additional die of necrotic damage.

**Grave Defilement.** When you reduce a living creature to 0 hit points with necrotic damage and the body has not been destroyed as a result, at the start of your next turn you may have it rise as an undead under your command. Its maximum hit points are halved and it cannot speak, but can use abilities it had in life. The undead is added to the initiative order after you and follows your verbal orders to the best of its ability. On each of your turns, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its turn. If you issue no command, it defends and preserves itself to the best of its ability. The undead remains for 24 hours or until it drops to 0 hit points after which it disintegrates. You can only command one undead at a time with this ability, and if a second undead arises with this ability the first undead disintegrates.

**Curse: Become Death.** This item is cursed with the essence of a lich, and becoming attuned to it extends the curse to you. Once you attune to this item, you are unwilling to part with it and you remain attuned to it until you die or the item is destroyed. When you die, your corpse awakens as a boneclaw at the start of your next turn. The boneclaw is hostile to all other creatures. If it is reduced to 0 hit points, it disintegrates. If a creature uses the Dismissal function of the Dispel Evil and Good spell on the boneclaw, on a failed save it vanishes and your stabilized body appears in its place at 0 hit points.

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*I know I made the damned thing, but I'd never seen nothing like it before. Bringing things back without a word or nothin'. A job well done I'll admit, but I'm just happy it's out of me sight. Even just looking at that gem gave me the creeps. Liches tend to do that I figure...*

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## THE BONES OF KATARAKK

**Armor (breastplate, half-plate, plate), legendary (requires attunement)**

Armor fashioned from the bony remains of a great Beholder with a great glowing eye-gem at its center. Ten smaller orbs are encased in its shoulders, lifting off and floating nearby when in battle. While wearing this armor you gain an additional +2 bonus to AC and you can't be surprised except when incapacitated.

**Eye of the Beholder.** This armor has 3 charges and regains all expended charges when you finish a long rest. You can use an action to spend a charge, firing a random Beholder Eye Ray at a creature within 60 ft. of you. Refer to the Beholder stat block for the various effects.

**Antimagic Defense.** While wearing this armor, you have advantage on saving throws against spells and magical effects. You may use a bonus action to lose this advantage, causing the armor's central eye to create an area of antimagic akin to the Antimagic Field spell, in a 30-foot-cone for 1 minute. At the start of your turn, you decide which way the cone faces and whether the cone is active. The field affects your own eye rays and spells. After the cone fades, you don't regain the advantage until the next dusk.

**Sentient Armor.** This armor is sentient and has the personality of the Beholder Kat'arakk. The armor has an Intelligence of 17, a Wisdom of 15, and a Charisma of 17. The armor speaks, reads, and understands Deep Speech, Undercommon, and Common and it can see and hear normally out to a range of 60 feet. The armor is furious about being forced to defend its owner and often complains about its fate.

**Curse: Living Nightmare.** This armor is cursed, and attuning to it extends the curse to you. You remain attuned to this armor until you die or the armor is destroyed. Until the curse is broken you are unwilling to part with it, keeping it within reach at all times. During each long rest your dreams are plagued by the spirit of the Beholder and you must make a DC 16 wisdom saving throw. If you fail three of these saves in a row, the armor reanimates as a Death Tyrant intent on killing you. When the Death Tyrant is reduced to 0 hit points, it fades away and the armor remains in its place. This encounter grants no experience to you or your party.

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*Don't trust nothin' with more than two eyes meself, bloody Beholders got more than you need to watch your back. All's said though, these things got themselves some nasty tricks up their...sleeves? They ain't got no arms so dunno what the proper terms are, but another one of 'em in the ground's one less problem far as I'm concerned. Could do without the nightmares, but I ain't talkin' to that thing anymore than I hafta.*

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## WORLD RENDER

**Weapon (greataxe), legendary (requires attunement)**

A mighty greataxe pulsing with the lifeblood of a Tarrasque within itself. You gain +3 to attack and damage rolls made with this magic weapon. When you damage a creature with this weapon it gains a charge, and can hold a maximum of 10 charges. This weapon loses all charges if you fall unconscious, if you haven't attacked a hostile creature since your last turn or taken damage since then.

**Frightful Roar.** While holding this weapon, you can spend 2 charges as an action, letting out a frightful roar. Each creature within 60 feet of you must make a DC 17 Wisdom saving throw or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of its turn, ending the effect on a success. If a creature succeeds or if the effect ends on it, the creature is immune to your frightful roar for the next 24 hours.

**Unyielding Body.** When a spell forces you to make a saving throw while holding this weapon, you can spend 4 charges as a reaction to make your saving throw with advantage. Any time you are targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, you may spend 8 charges as a reaction to be unaffected. The effect is reflected back at the caster as though it originated from you with the caster as the target.

**Tarraspect.** The first time every 24 hours this weapon gains 10 charges, it loses all charges and merges with its wielder, granting you the appearance and characteristics of a Tarrasque for the next minute or until you are reduced to 0 hit points.

Your size becomes large, you may still access features granted by holding the axe. You gain the following attacks, with which you are considered proficient and grant you charges when you hit another creature:

You gain a bite attack, which counts as a simple melee weapon and deals 2d4 piercing damage. If you hit a creature with this attack, you can choose to grapple the target (escape DC 17) until you use a bonus action to end it. Until this grapple ends, you can't bite another target.

Your unarmed strikes are considered magical and deal 2d8 slashing damage.

You gain a tail attack, which deals 2d6 bludgeoning damage. If you hit a creature with this attack, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Once this feature ends, your appearance returns to normal and the axe drops to your side as you regain your normal appearance.

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*In all my days, I never thought I'd see one of these proper with my own eyes. A TARRASQUE. Couldn't ask for finer material, even if it was tough as all hell and a pain to work with. But by the end of it all I felt like everything in my life that'd led me to this point was well worth it. Cut meself once while working and I swear I saw the end of times. Now all I can hope is it don't wind up splitting the world in half.*

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# ASIAN AMERICANS AND PACIFIC ISLANDERS

A Celebration of Asian Americans and Pacific Islanders Month with a set of unique weapons to use in your worlds. Drawing inspiration from weapons that are not present in the current game and from cultures that are underrepresented in traditional fantasy TTRPGs.



## COIL STEEL URUMI

Weapon (whip), rare

This flexible sword whips and bends, making its strikes nearly impossible to avoid. You gain a +1 bonus to attack and damage rolls made with this weapon.

**Surul Edge.** If you make an attack against a creature wielding a shield with this weapon, your attacks ignore the AC bonuses received from its shield.

**Danger Zone.** When a creature you can see moves into the reach you have with this weapon, you can use your reaction to make an opportunity attack against the creature using this weapon.

*Flexible and difficult to avoid, this weapon merges the speed of a whip with the edge of a blade to inflict injury upon its target. The Urumi slashes and cuts from afar, allowing its wielder to pierce through the gaps in an opponent's defenses.*

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## SEETHING CHONGTONG

Weapon (quarterstaff), rare (optional attunement)

A staff that doubles as a firearm, delivering death from afar. This quarterstaff has the Ammunition and Loading properties, and can be loaded with a single crossbow bolt at a time. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

**Hand Cannon.** If this weapon is loaded, you can make a ranged weapon attack (60/150 ft.) firing a blazing bolt, dealing 1d4 piercing damage and 1d4 fire damage. Proficiency with crossbows or firearms allows you to add your proficiency bonus to the attack roll. After using this feature, until the end of your next turn, melee attacks made with this weapon deal an additional 1d4 fire damage as the barrel remains hot.

**Han.** Power from suffering. While attuned to this weapon, when you take damage from a creature you can see, you can spend a hit die (no action required) to mark that creature with a deep grudge. For the next minute or until you are knocked unconscious you gain the following benefits:

You have advantage on the first attack you make each turn against the marked creature.

If you use the Hand Cannon feature against the marked creature, you ignore half cover and three quarters cover.

You have advantage on saving throws against being charmed or frightened by the marked creature.

You can use this feature a number of times equal to your Wisdom modifier (minimum of one). You regain all expended uses of it when you finish a long rest.

*Though simple in design, the Chontong served as a functional weapon in times of crises and warfare. The ease with which it could be handled allowed it to be used by anybody and everybody, from an able-bodied soldier to an inexperienced villager so long as they could aim the barrel.*

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## TWIN STRIKE TONFA

Weapon (club), rare

Striking hard and fast, these perplexing pair of weapons batter foes into submission in a torrent of strikes. You gain a +1 bonus to attack and damage rolls made with these weapons. This pair of clubs counts as two separate weapons that can be wielded in both hands.

**Shift Grip.** When you wield these weapons in both hands you decide which grip to hold them in, gaining a bonus depending on your grip. Once per turn as a free action you can change your grip between the following forms:

**Sturdy Grip.** You gain +1 bonus to your AC.

**Swift Grip.** You gain a +1 bonus to your attack rolls.

**Bludgeoning Barrage.** If you hit a single creature three times with these weapons in a single round of combat, the target must make a DC 16 Constitution saving throw or be stunned until the start of your next turn.

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*For any unfamiliar with these fast-striking weapons, the Tonfa can be a surprise as they serve to empower their users' attacks. By shifting the manner in which these are held, a user can adjust to the flow of battle, trading offense for defense or vice-versa as needed.*

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## TRAILBLAZER KHUKURI

Weapon (scimitar), rare

Designed to combat the harsh conditions of its original environment, this formidable blade can cleave through most foes with ease. You gain a +1 bonus to attack and damage rolls made with this weapon.

**Pathfinder.** While holding this weapon, moving through difficult terrain costs you no extra movement. This weapon deals double damage to nonmagical plants and plant type creatures.

**Sundering Steel.** When you score a critical hit against a creature wearing nonmagical armor or carrying a nonmagical shield, you leave lasting damage in their defenses. The armor or shield (your choice) takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed as your attacks tear the object to shreds.

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*Designed for both combat and utility in any and all conditions, a Khukuri blade serves as a powerful tool in an explorer's arsenal. With a heavy blade and curved design it makes short work of anything from wood and dirt to flesh and bone.*

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## SEABORNE LEIOMANO

Weapon (club), rare (optional attunement)

An imposing weapon that inspires those who witness the wielder in combat. You gain a +1 bonus to attack and damage rolls made with this magic weapon, which deals your choice of bludgeoning or slashing damage on a hit.

**Serrated Edge.** If you roll a 1 on damage from this weapon, you can reroll the die and must use the new roll.

**Haka.** While attuned to this weapon, you can spend 1 minute performing a ceremonial dance to invigorate your party. You must make a performance check. Up to five other creatures of your choosing that witness your performance become affected by the Motivational Speech spell. If your performance check was a 15 or higher each creature also gains an additional 5 temporary hit points. Once you use this feature it can't be used again until you finish a long rest.

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*A beautiful yet threatening weapon, a Leiomano could rip and tear at an enemy with ease thanks to its shark tooth tips. Those who wielded such a weapon would be warriors of high status, able to inspire their kin through tumultuous times.*



## IRON GRIP SASUMATA

Weapon (quarterstaff), rare

A fearsome spiked pole with a forked end for restraining assailants. This weapon deals double damage to objects and structures. This weapon deals your choice of bludgeoning or piercing damage on a hit.

**Apprehend.** When you hit a creature with a melee attack with this weapon, you may have the target make a DC 15 Strength saving throw. Creatures more than one size larger than you succeed automatically. On a failed save the target becomes grappled in the hook of the fork. The target can use its action to repeat the saving throw, freeing itself on a success. On a success or failure, the hooks and spikes dig into its body dealing 1d4 piercing damage. The target can choose to give itself advantage on this saving throw, but takes 3d4 piercing damage instead. You cannot make attacks with this weapon while using it to grapple a creature. Unless the creature is a larger size class than yourself, your movement is not halved if you attempt to move a creature grappled in this way.

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*A brutal looking tool used to keep criminals in check, the Sasumata was a force to be reckoned with in times of old. A wielder could use the hooks and points studded across this spear to grab hold of their quarry from afar and lead them around, making it easy for their allies to swoop in and assail the target.*

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## DRAGON'S FIST LIUXING

**Weapon (flail), rare (optional attunement by a monk)**

A metal bludgeon on a chain capable of incredible feats of precision for those skilled enough to wield it. While attuned to this weapon you can make attacks with it as though you have proficiency with flails and you may treat it as a monk weapon. This weapon has the reach and finesse properties.

**Twining.** As a bonus action you can spin this weapon around your body to confuse your target while building speed. Until the end of your turn attacks you make with this weapon gain a bonus to attack rolls equal to your proficiency bonus.

**Meteor Hammer.** If you are a monk attuned to this weapon, when you use your Stunning Strike with this weapon the DC of target's saving throw is increased by half your dexterity modifier (rounded down).

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*Through sheer speed and centrifugal force, the Liuxing can bludgeon its targets into submission. In the hands of a skilled practitioner, this weapon is impossible to predict as it twists and turns and swings in every which way through precise manipulation of the chain.*

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# BIRTHDAY GIFTS

*Happy Birthday to... US! We at The Mithral Canvas are a duo of designers, both named Andrew, and both with birthdays in June. Crazy right? So we decided for our birthday month we'd design some items for ourselves. Those designs that don't fit in a unified theme but that we just want to make. 3 designs from each of us for a total of 6 items that fit each of our respective styles. So enjoy some gifts from us, to us, for you!*



## DIVING BELL

*Weapon (flail), varies (uncommon or rare)*

A hollow metal bell worn by frequent use underwater. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and being underwater does not cause attacks you make with this weapon to be made at disadvantage. This weapon has 4 charges and regains 1d4+1 charges daily at dawn. This weapon's rare variant has both of the following features:

**Breathing Room.** While submerged, you can use a bonus action to spend a charge, releasing this weapon and causing it to enlarge into a functional diving bell in a space within 5 feet of you. The bell has a diameter of 15 ft. and is 15 ft. tall, with the enlarged chain and handle extending downward 30 ft. from the bottom of the bell. The bell sinks until its chain rests on a solid surface with the bell floating above at the chain's maximum length. Any creature within the space of the bell as it enlarges is harmlessly pushed away. Once enlarged, the bell weighs 5000 pounds, has an AC of 20 with 100 hit points, is immune to poison and psychic damage, and contains 1 hour of air. The item shatters and is destroyed if it reaches 0 hit points. A creature within the bell has full cover at all angles except from below, and consumes air at a normal rate. If a creature takes a deep breath to hold its breath underwater, it immediately consumes a number of minutes of air equal to 1 + its Constitution modifier (minimum of 30 seconds). The bell

remains in this state until a creature touching the chain uses a bonus action to return it to its original size. If a creature is within the bell as it shrinks, it takes 1d10 bludgeoning damage and is shunted into the nearest unoccupied space.

**Sonorous Toll (Rare Only).** When you hit a creature with this weapon, you can expend a charge to cause the bell to emit a tone that can be heard up to 100 ft. away. Creatures other than you within 10 feet of the target of your attack must make a DC 16 Constitution saving throw. On a failed save, the creature takes 2d8 thunder damage and is deafened for 1 minute. On a successful save, the creature takes half as much damage and isn't deafened. If used while underwater, the tone can be heard by submerged creatures up to 300 ft. away. The DC increases to 18, the damage increases to 3d8, and creatures who fail are pushed 10 ft. away from you.

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*A handy tool amongst sailors, particularly treasure hunters, this weapon is a favorite of all those who call the seas their home. It glides as easily through water as it does air, and emits a satisfying tone whenever it strikes true. Its real value lies in its use as a shelter while diving, allowing the exploration of depths beyond one's normal capabilities. However, treasure is often guarded, so crafty hunters have designed a rarer, more deadly design. They say if you hear a toll from below your ship, someone found a good haul, but something else wasn't looking to give it up.*

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## BEST FRIEND

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

An unassuming little dagger that was designed to help keep the maker's child safe from harm through curious means. While attuned to this weapon you are immune to damage from attacks made with it. You gain a +3 bonus to attack and damage rolls you make with this magic weapon which deals bludgeoning damage instead of the normal piercing.

**Night Light.** As a bonus action you can have the blade of this dagger glow with a warm bright light in a 20-foot radius and dim light for an additional 20 feet, or turn the light off.

**Hide and Seek.** As an action you can turn invisible for up to 1 minute. This ability ends if you attack or cast a spell. Once you use this feature it can't be used again until the next dawn.

**Hopscotch.** As a bonus action you can cast the Misty Step spell. The range is increased to 60 feet. Once you use this feature it can't be used again until the next dawn.

**Imaginary Friend.** As an action you can cast the Summon Greater Demon spell. The demon trapped within this weapon that powers its magic is released and this weapon loses all magical properties. The save DC for the Demon is 18 or your spell save DC, whichever is higher. You can perform a 10 minute ritual within 5 feet of a Magic Circle spell with a Demon CR 5 or lower trapped within to capture it and seal it within the weapon.

**Sentience.** Best Friend is a sentient weapon with the alignment, senses and ability scores of the fiend trapped within the gem of this weapon, but can only speak telepathically to its wielder. Its relationship with its wielder can improve or worsen depending on how it is treated both as a weapon and when it is summoned by the "Imaginary Friend" feature.

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*There was a mother who cared for her child as much as a parent could stand. Day after day she worried and worried over her offspring's wellbeing, till she could stand it no more. She fashioned a dagger herself and bound a demon to her will, imprisoning it within the steel and infusing it with magical powers. A formidable weapon with a multitude of tricks, it serves as the ultimate babysitter, keeping its wielder safe in a myriad of ways.*

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## FLAMEBLADE CANDELABRA

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

A wrought iron candelabra that, when ignited, becomes a blazing weapon.

**Eerie Blaze.** While unlit, this weapon is indistinguishable from a worn candelabra. You can use a bonus action to speak its command word, causing it to ignite with long, blade-like flames from each of the three candlesticks. While lit, the weapon deals fire damage instead of the normal piercing, sheds bright light in a 10 foot radius and dim light for another 10 feet, and gains special properties detailed below depending on the type of wax used. The weapon remains lit until you speak the command word again, or for a total of 3 hours, after which the wax is expended and must be restored during a short or long rest. The wax can be restored using a vial of blood or ash harvested from a creature, and the creature type determines the effects of the flame while lit:

**Humanoid Blood:** 2d6 additional fire damage.

**Undead Ashes:** 1d6 additional necrotic damage. Creatures in the light can be damaged normally by non magical weapons, cannot become intangible, and can be seen as though they weren't invisible.

**Celestial Blood:** 1d6 additional radiant damage. Creatures in the light lose any resistance to fire or radiant damage.

**Fiend Blood:** 1d6 additional fire damage. Creatures in the light cannot regain hit points.

While lit, the trident can also be used as a spellcasting focus. When you cast a spell using this weapon as a focus, you can choose to change the damage of any spell cast to match the type of the additional damage determined by the wax.

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*The product of strange and gruesome magics, this iron wrought weapon is disguised as an unassuming candelabra, a trinket to be displayed at a grim noble's side. Using blood from various creatures, it can change its terrifying flames to ghostly green, radiant gold, or hellish red, allowing the wielder to slay any intruder upon their lair. Denizens of shadowy castles tend to have a flair for the dramatic.*

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## WHEELS OF THE PRIMORDIAL PATH

*Wondrous item, legendary (requires attunement)*

These ornate boots are flanked by floating golden wheels each decorated with four elemental gems. While wearing these boots, your walking speed increases by 10 feet, your walking speed cannot be reduced by difficult terrain, and you can move through other creature's spaces without spending additional movement.

**Elemental Stride.** When you use the dash action, you can choose to activate one of the four gems. When you do, until the end of your turn you do not provoke opportunity attacks and you create a 15 foot tall elemental wall of the chosen type in the spaces you move through and ending where you choose. Each creature within 5 feet of the wall when it is made suffers 2d8 damage of the type corresponding to the chosen gem. While active, the wall has one of the following effects, based on the choice of element:

**Water (Emerald): Bludgeoning Damage.** The wall is made of torrential water. Each creature that enters a space or starts its turn within 5 feet of the wall must make a DC 18 Strength saving throw or be pushed 15 feet away from any space the wall occupies. If a creature fails the save by 5 or more, it is also knocked prone.

**Earth (Yellow Diamond): Bludgeoning Damage.** The wall is made of solid stone 5 feet thick. Each 5 foot space of stone has 15 AC and 100 hit points. Reducing a section to 0 hit points destroys that section of the wall. Each creature within a space the wall occupies as it emerges is moved along with the wall. If they hit another solid surface such as a ceiling, the creature takes an additional 4d8 bludgeoning damage and is restrained. A creature restrained this way can use an action to make a DC 18

Athletics or Acrobatics check to escape.

**Fire (Red Corundum): Fire Damage.** The wall is made of billowing flames. Each creature that enters a space or starts its turn within 5 feet of the wall takes 2d8 fire damage.

**Air (Blue Sapphire): Thunder Damage.** The wall is made of spiraling winds. Each creature that enters a space or starts its turn within 5 feet of the wall must make a DC 18 Strength saving throw or be lifted to the top of the wall and flung 10 feet horizontally in a random direction. If the space they are flung to is still within the wall, they remain lifted.

The wall remains for 1 minute or until you dispel it with a bonus action. You are unaffected by the wall unless you are within a space the wall occupies. Once you have chosen one element, you cannot choose that element again for 1d4 days. Alternatively you can spend 10 minutes holding an Elemental Gem of a matching type to the spent gem on the wheel, recharging it and consuming the Elemental Gem in the process.

*Many attempts have been made to harness the power of the elemental planes. The primordial energies are chaotic and terrifying, and tampering with them can have disastrous consequences. However, some minds embrace the chaos, and one such mind fashioned this pair of wondrous wheels. Granting a boost to agility, the wearer can unleash a trail of elemental energies in their wake. A primordial comet zipping across the ground, they can change the shape of the battlefield in an instant. Why contain the chaotic elements? Instead, let them run wild.*

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## BLACK LEVIN

*Armor (medium or heavy, but not hide), legendary (requires attunement)*

A jet-black raiment accented with golden carvings of a fiendish visage and raging storms. A mantle of electrified clouds wreaths the wearer's neck when worn. This armor has 6 charges and regains all charges after a long rest.

**Harness the Heavens.** If you take lightning damage, you can use your reaction to absorb it, reducing the damage by half rounded up. This item regains a charge for every 10 lightning damage prevented this way.

**Cumulonimbus Mantle.** As an action you can spend a number of charges to wreath yourself in violent thunderclouds, gaining 5 temporary hit points for each charge spent. While you have any number of these temporary hit points, when you hit a creature with a melee attack, they take an additional 1d8 lightning damage, and whenever a creature hits you with a melee attack, they take 1d8 lightning damage.

**Calamitous Storm.** When you roll for lightning or thunder damage, you can spend 3 charges to deal maximum damage, instead of rolling.

*Borne of thunder and fire and rain*

*Jet black and brilliant gold*

*Static to the touch and thunderous to the ear*

*It weathers a thousand storms*

*Bending the forces above to submission*

*And sending them crashing upon*

*Any who deserve such retribution.*

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## FROSTBITE

*Wondrous item, legendary (requires attunement)*

A pair of gauntlets adorned with the twin skulls of white dragons that constantly emit a cold rolling fog from jagged shards of ice. While wearing these gauntlets your unarmed strikes deal an additional 1d6 cold damage and gain a +3 bonus to attack and damage rolls. While attuned to these gauntlets you are immune to cold damage and are vulnerable to fire damage.

**Heat Death.** If you damage a living creature 3 times in one round of combat with unarmed strikes while wearing these gauntlets, the target must make a DC 18 Constitution saving throw. On a failed save the creature takes an additional 3d6 necrotic damage and you heal for the amount of damage dealt. On a successful save the creature takes half as much damage and you heal for the amount of damage dealt.

**Permafrost.** You can use your action to blast the battlefield with sub-zero temperatures as a 40-foot cone of ice and sleet erupts from your hands. Each creature in the area must make a DC 18 Constitution saving throw. On a failed save, the target takes 6d8 cold damage and its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use

reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. On a successful save the target only takes half as much damage and does not suffer the additional effects. A creature that failed may attempt another saving throw at the end of each of its turns to end the effect. Once you use this feature you can't use it again until you finish a long rest.

**Curse.** While attuned to these gauntlets you appear undead to all outward inspection and to spells used to determine the target's status as your body temperature is always below freezing. If you die while attuned to these gauntlets your body shatters into icy dust. You can only be brought back to life by a True Resurrection spell.

*Cold to the touch and frightening to behold, few have ever laid eyes or hands upon these frigid gauntlets. To bear them is to accept the harshness of biting cold and frosty death with every step you take, to become an avatar of sheer nature. Mercilessly stealing warmth from those who seek it, taking life from those who hold tight, robbing any sense of comfort and hope from its foes, Frostbite will snatch all from those it touches.*

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# SPIRIT OF THE SAMURAI

*To walk the path of the samurai is to walk the threshold between life and death. Standing before the gateway, one decides the fate of those around them. To draw your sword is to act as the ferryman of souls, dividing spirit from flesh with a decisive blow. To walk such a path is to know that someday, you too shall step beyond the veil.*



## SECOND SHADOW

*Weapon (shortsword), uncommon*

The hidden blade cuts deepest. This ceremonial wakizashi features a beautiful floral tsuba with red and gold accents.

**Shadow Strike.** While wielding this dagger, the first time you hit a creature with another melee weapon on your turn, you can make an additional attack against the same target with this weapon as part of the same attack. You don't add your ability modifier to the damage of the additional attack, unless that modifier is negative or you have the Two-Weapon Fighting style.

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*A samurai never leaves themselves unprepared; to that end it behooves oneself to keep a second blade on hand in any situation. Short but deadly, a wakizashi complements its contemporary katana, and together can be used to deliver a flurry of lacerations to any would-be attackers.*

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## STEADFAST JINBAORI

*Wondrous item, uncommon*

Emblazoned with patterns of high prestige and standing, those who bear this garment stand proud against any foe. While wearing this item over medium or heavy armor you are unaffected by extreme temperatures between -50 and 120 degrees Fahrenheit and your movement cannot be slowed by weather conditions.

**Enduring Weave.** While wearing this item over medium or heavy armor, when you take 10 or more damage from a single source, you can have this item memorize a damage type of that source. Once during the next minute, if you take the same type of damage you can use your reaction to reduce the amount of damage taken by half. Once you use this feature it can't be used again until you finish a short or long rest.

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*Status is more than just for show. To stand upon the field of battle with a symbol emblazoned upon your back is to tell your allies that you shall not fall, you shall not surrender, and you shall fight to the end. Come what may, a true samurai fiercely braves all obstacles and clears the way for those behind them.*

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## PIERCING RAIN ARROW

*Weapon (arrow), uncommon*

A well-crafted arrow with an ornate floral insignia on its head, built to effortlessly sail through the air. If fired from a longbow these arrows add 30 feet of range to the normal and long range of ranged attacks made with that weapon. If fired at a target within your weapon's long range these arrows deal an additional 1d4 piercing damage.

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*These heavy missiles of expert craft provide a distinct advantage in long-range warfare as they soar above the battlefield to skewer their targets no matter the distance. With their heft and distinct design these arrows counterintuitively gain power the further they fly and can tear encampments to shreds like piercing raindrops falling from the sky.*



## WHISTLING YUMI

*Weapon (longbow), rare*

A work of art that delivers death from afar, sending arrows whistling towards their quarry. This weapon has 7 charges and regains all charges daily at dawn. The size and particularly taut string of this longbow gives it an additional 50 feet of range than a standard longbow (200/650).

**Pinning Snipe.** When you make a ranged attack with this weapon, you can spend a charge to draw this bow further than intended. If you hit a creature with this attack, the target takes an additional 1d8 piercing damage and its speed is reduced by an amount of feet equal to 5 times the additional damage dealt until the start of your next turn.

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*Standing taller than most of its wielders, this work of art is as deadly as it is beautiful. Built from the sturdiest materials, the power required to even fire this enormous bow causes arrows to create a whistling noise as they are loosed. As the missiles fired from this weapon shriek through the air, few targets live long enough to hear the telltale sound before they are struck down.*

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## YOKAI ASPECT KABUTO

*Wondrous item, rare (requires attunement)*

A beautiful and fearsome masked helmet that shifts to magically mimic the visage of legendary creatures. While attuned to this helm you gain a +1 bonus to AC while wearing it. This item has 3 charges and regains all charges when you finish a long rest.

**Draw from Legend.** At the end of each long rest you can have the mask of this helmet take on one of the following forms, gaining its benefits:

**Kitsune:** Your Dexterity score increases by 1. You can spend 1 charge to cast the Faerie Fire spell as a bonus action. The DC is 14 or your spell save DC, whichever is higher.

**Oni:** Your Strength score increases by 1. If you are forced to make a saving throw against being frightened or charmed, you can spend 1 charge to make your saving throw with advantage.

**Tengu:** Your Constitution score increases by 1. You can spend 1 charge to cast the Misty Step spell.

*Many monsters and demons roam the lands, assailing the people with their supernatural abilities. By donning the visage of these yokai a warrior can imbue themselves with mysterious powers to force their foes to their knees. Though some may call this practice undignified, to turn a blind eye to the possibilities found within these creature's magicks would be the height of shortsightedness when lives are on the line.*

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## GUSOKU OF IRON WILL

*Armor (half plate or plate), very rare (requires attunement)*

A suit of deep red armor with gilded accents that seethes with magical fortitude. While attuned to this armor you gain an additional +2 bonus to your AC while wearing it.

**Against the Odds.** If you miss with an attack roll or fail an ability check or saving throw, you can choose to gain a bonus to the roll equal to the number of enemies you can see within 30 feet of you (maximum bonus of +5) potentially turning the miss or fail into a hit or success. Once you use this ability, you can't use it again until you finish a short or long rest.

**Surge of Might.** The first time each day you would fall to 0 hit points but are not killed outright, you can drop to 1 hit point instead. If you do, until the end of your next turn your movement speed increases by 10 feet and melee attacks you make are made with advantage. Once you use this feature you can't use it again until you finish a long rest.

*Tempered steel forged of fire and metal alone is not all that makes a proper gusoku, just as any sheet of metal cannot be called a shield. The resilience of its wearer and a resolve to emerge victorious no matter the odds is what truly breathes life and vigor into this armor, which responds in kind with a vitality beyond the limits of any normal combatant. Believe yourself unstoppable, and this armor shall make it so.*

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## FAREWELL

**Weapon (longsword), legendary (requires attunement)**

A gilded longsword with a scarlet floral tsuba housed in an ornate scabbard. Blood drawn by this sword's pearlescent blade flows off as the droplets bloom into ominous red flowers. This longsword has the finesse property. While attuned, you gain a bonus to your attack and damage rolls made with this magic weapon equal to half your proficiency modifier rounded down.

**One Million Folds.** Precise attacks made with this masterfully-crafted weapon deliver catastrophic blows. When you score a critical hit against a creature with this weapon, you add two additional damage dice when calculating the additional damage dealt. Additionally, at the end of the target's next turn it suffers half of the damage from the attack. Critical hits made with this weapon cannot be turned into normal hits (e.g. by use of Adamantine Armor, Sentinel at Death's Door, etc.).

**Iaido.** A true samurai can draw their blade in a flash before their foe can even blink. While your sword is sheathed and your hands are free, if a hostile creature within 15 feet of you casts a spell or makes an attack, you can use your reaction to move up to 15 feet towards the creature and make an opportunity attack against it with advantage using this weapon. This movement

does not provoke opportunity attacks and the attack is made immediately before the creature's spell is cast or attack is made. You can use this property a number of times equal to your proficiency bonus before finishing a long rest.

**Curse: Tsujigiri.** Once attuned, this item remains attuned to you until you die or the katana is destroyed. While attuned to this item you must kill at least one humanoid creature with this weapon every 3 days. If you fail to do so this weapon loses all magical properties and bonuses, and your hit point maximum is reduced by 10 for every 24 hours that elapse. If this curse reduces your hit point maximum to 0, you die. These effects last until you kill a humanoid creature with this weapon.

*As the pale moon rises, death descends upon the land. Honed through centuries of practice and tradition, the steel glimmers in the moonlight, its edge polished and perfect. Few who face this blade live to tell the tale, and fewer still witness the strike that claims their life. With but a flash in the dark it claims yet another victim, and the shadows grow as the red blossoms bloom.*

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# FROM BEYOND THE STARS

*For those who live terrestrial lives, matters beyond their world may have little impact on their daily existence. Most would consider the events and workings of outer space to be out of sight and out of mind. However, artifacts from this unknown realm have been known to come crashing down, causing a tremendous impact on the earth below as well as those who find them. Alien organisms and advanced technology can be either a great boon or a catastrophic liability to any who discover them. Either way, such events are sure to be mesmerizing to witness...*



## PARASITIC ICHOR

*Wondrous item, rare (requires attunement)*

A viscous material that fell from the sky, this parasite forms a symbiotic relationship to those who make a connection to it, enhancing or even reforming a host's limb as a weapon of tar and chiton. While attuned to this item you cannot remove it as it covers or replaces one of your limbs. The slick material of this item is malleable yet tough, making for a useful companion in combat. While attuned to this item your unarmed strikes deal slashing damage and it magically awakens you if you are sleeping naturally when combat begins.

**Reposition.** As an action you can make a ranged attack roll against a target within 30 feet of you (+6 to hit). If the attack hits, make a contested Strength check against the target. If you win the check, you pull the target towards you until it is in an unoccupied space within 5 feet of you. If you lose or the target is a strongly rooted object, you are pulled towards the target instead until you are in an unoccupied space within 5 feet of the target. If the target is a creature that is more than one size class larger than you, you automatically fail the contest and are pulled towards the target.

**Second Gear.** Once per long rest as a bonus action you can force your heart to beat with unnatural strength. Until you spend a bonus action to end this property or you are knocked unconscious your melee attacks gain an additional +1 bonus to attack and damage rolls, your movement speed is increased by 10 feet, and you have advantage on Dexterity checks and saving throws. When this property ends, if it was used for more than 1 minute you gain a point of exhaustion for each minute after the first.

**Sentience.** The ichor is a sentient, neutral evil creature with an Intelligence of 14, a Wisdom of 10, and a Charisma of 12. It has hearing and darkvision out to a range of 60 feet. The ichor can communicate telepathically with its host, and can speak through a shifting mouth in any languages its host can speak. It subscribes to a "might makes right" philosophy and as such becomes furious if its host ever abstains from violence. If angered, it may recede into its host's body and refuse to emerge (making its properties unusable) unless otherwise convinced or it feels as though it is in danger.

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*Though the origins of this odd, tar-like substance are disputed, its ability to enhance the combat capabilities of those it infests is much less up for debate. Granting compatible creatures great strength and agility, the side effect of having a secondary voice within one's mind seems an acceptably small price to pay for such combat prowess.*





## STALKER'S HELM

*Wondrous item, rare (requires attunement)*

A metallic visor made to compliment the otherworldly visage of an expert hunter from the stars. Now retrofitted for use by terrestrial humanoids, its many eyes lock onto the wearer's target with eerie precision. This helm has 4 charges and regains all expended charges when you finish a long rest.

**Hunting Sight.** While wearing this helm as an action you can spend a charge and mark a creature you can see within 180 feet of you. For 10 minutes you are always aware of that creature's location even if it is invisible or behind solid objects so long as it is on the same plane of existence as you. For the duration, ranged attacks you make against the target ignore half and three-quarters cover. While your marked target is within 180 feet of you, you can use an action to spend a charge to learn all of its damage vulnerabilities, damage resistances, damage immunities, and condition immunities.

**Copycat.** You can accurately mimic sounds and voices you have heard while wearing this helm. A creature that hears the sounds you make can tell they are imitations only with a Wisdom (Insight) check equal to 8 + your Deception bonus + your Proficiency bonus.

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*Eerily crafted, expertly designed. Heralding from the greatest hunters in existence, this uncanny helm is loaded with technology far beyond that of our world. Able to discern a target's weaknesses and pinpoint them from afar, it has been polished and refined by elven make and design. For those who wish to hunt and stalk their quarry this helm provides all the help they could require.*

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## THRUMMING PROPULSOR

*Wondrous item, very rare (requires attunement)*

Using parts harvested from a creature that glides through the cosmos, this pack allows its wearer to fly through mysterious means. It is composed of a hard carapace strapped to the wearer's back with two thrumming bladders that emit strange hues.

**Saccadic Flight.** You can use a bonus action to cause the bladders to activate and tether you to the astral energies it uses to move through space, shedding bright kaleidoscopic light in a 10-foot radius and dim light for an additional 10 feet. While the bladder is active, you gain a fly speed of 40 feet, a thin membrane envelops your head providing breathable air, and you cannot be moved against your will except by a DC 30 Athletics check or by a force exceeding 8000 lbs. You can use a bonus action to deactivate the bladders ending these effects. When this property has been used for a total of 10 minutes, the bladders cease to function until you finish a long rest.

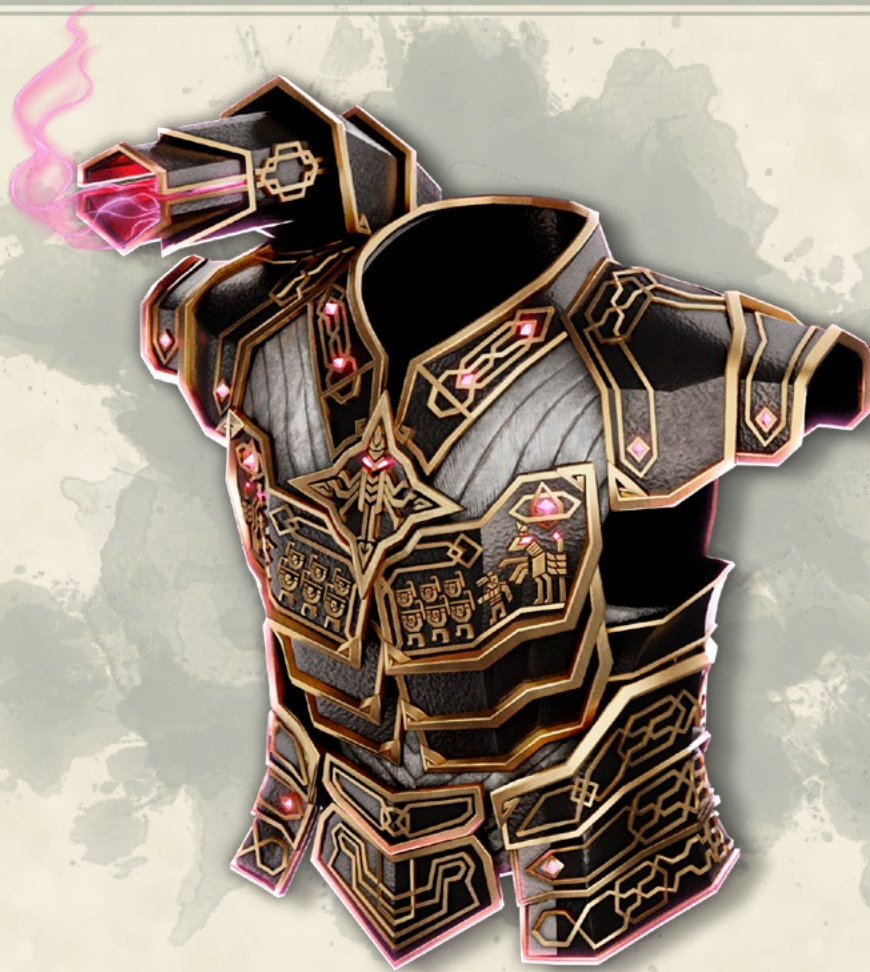
**Refractive Field.** The plates of this propulsor can bend light around the wearer. While attuned to this pack, you can use an action to turn invisible as though by the Invisibility spell. Once you do so, you cannot do so again until you finish a long rest.

**Colors Beyond Imagining.** As an action you can cause the thrumming bladders to release a wave of colorful extrastellar energy. Each other creature within 30 feet of you must succeed on a DC 18 Wisdom saving throw or be affected by the Confusion spell for 1 minute. A creature that fails this save by 5 or more is afflicted by short term madness for 1d10 minutes. The creature rolls on the short term madness table to determine the effect. Once you use this property it can't be used again until you finish a long rest.

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*The space beyond the stars is home to many preternatural creatures. In the "nothingness" that exists between each planetary body, beings of an eerie persuasion call the cold expanse home, filling the void like plankton in an endless ocean. The weird adaptations these monstrous creatures have developed to thrive in the empty blackness of space can be harvested to grant us mortals a means of transport wholly alien to our world, alongside the terrible glimpses into the unknowable they grant us.*

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## CLANDESTINE PLATE

**Armor (breastplate, half plate, or plate), very rare (requires attunement)**

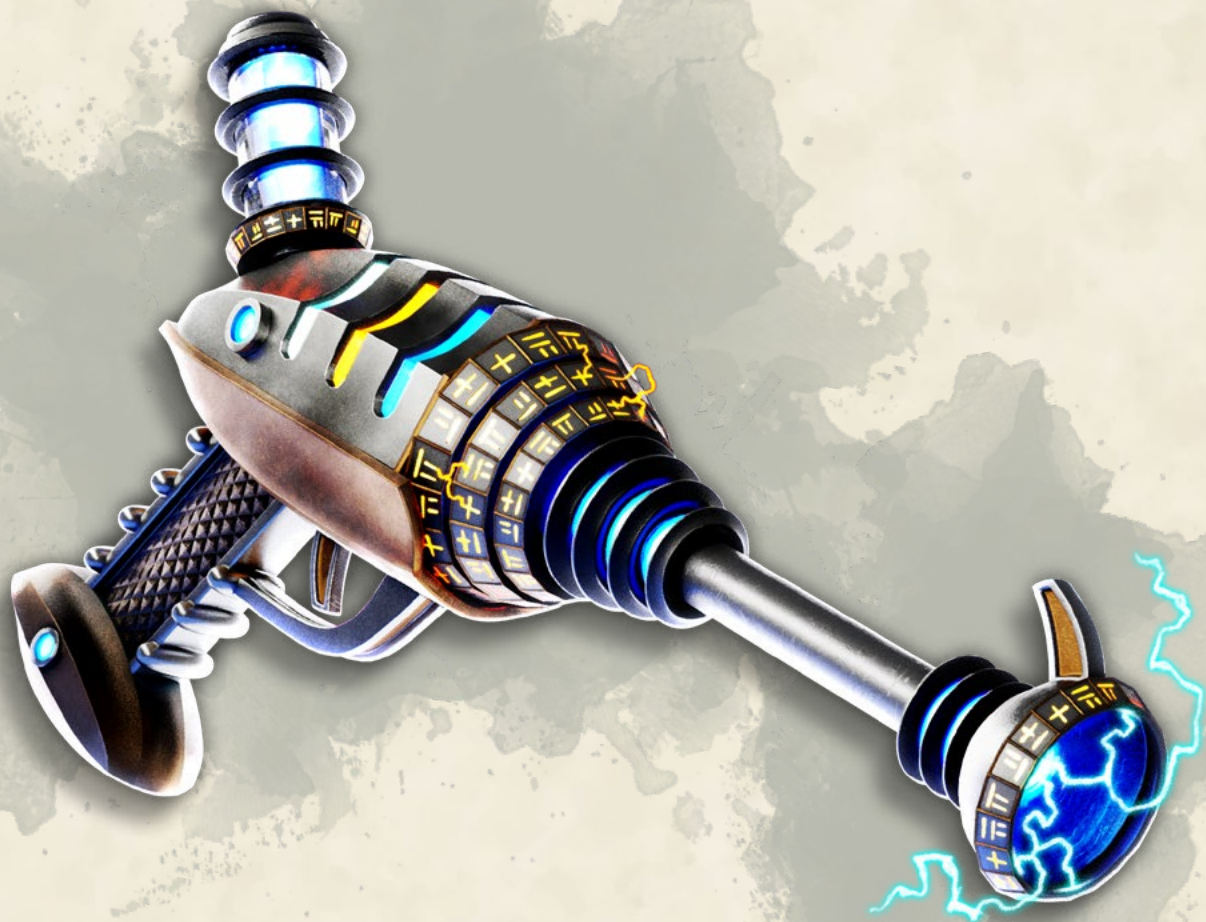
This hefty collapsable armor harbors technology that did not originate from the prehistoric dwarven mines in which it was found. While wearing this armor you gain an additional +2 bonus to your AC. This item has 12 charges and regains all charges after a long rest. Whenever you take 10 or more lightning damage from a single source while wearing this armor it regains a charge.

**Interlocking Configuration.** You can use an action to speak the command word to don or doff this armor as it shrinks or expands instantly according to your command. While shrunk this armor takes the form of a simple piece of jewelry or a belt, the form of which you can decide.

**Covert Firepower.** As a bonus action you can either prime or holster the hidden cannon armed on the shoulder of this armor. If the cannon is primed, as an attack you can spend a charge to fire it. Firing the cannon replicates the effects of the Magic Missile spell dealing radiant damage instead of the normal force damage.

**Bunker Bubble.** As an action you can spend 4 charges to generate a 10-foot-radius force field centered on you for up to 10 minutes. The field follows you for the duration and you must maintain concentration on this property as though concentrating on a spell. You can choose to end this effect at any time, no action required. While this force field is active creatures within the field have half cover against ranged attacks made from outside the bubble. Creatures can pass freely through the bubble.

*The interlocking plates that make up this armor depict a long-forgotten history of dwarvenkind; an era when mysterious many-limbed figures dominated the stout beings carved in gold and steel, a reminder of darker times. Any combatant that bears the weight of such history upon their body finds themselves empowered by means from beyond this world, raining heavy fire upon their foes whilst shielding their allies from retaliation. And though today those of dwarven persuasion are considered one with the earth, the existence of such artifacts begs the question: perhaps it was not the dwarves' own nature that drove them to the mines deep below?*



## THE TRIPLE THREAT

*Weapon (laser pistol), very rare*

A bulbous metallic firearm sporting rings of rotating arcane runes allowing for a variety of magical effects. This weapon can hold up to 3 charges. A creature touching this weapon can cast a spell and choose to channel their magical energy into the batteries of this weapon. If so, the spell has no effect and this weapon gains a number of charges equal to the level of the spell slot used.

**Set To.** As an action you can spend a charge and select one of the following beams to fire:

**Scorch.** A searing laser soars towards a target within 60 feet of you. On a hit, the target takes 3d6 fire damage. Hit or miss, the laser then explodes. The target and each creature within 20 feet of the point must make a DC 18 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one. The explosion spreads around corners and ignites flammable objects in the area that aren't being worn or carried.

**Jolt.** Shocking electricity screeches from the barrel as an electrical beam originating from you that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 15 Constitution saving throw, taking 2d6 lightning damage and becoming stunned until your next turn on a failed save. If the creature fails its save by 5 or more, it is paralyzed until your next turn. On a successful save the creature only takes half as much damage and is not stunned.

**Freeze.** An unbearable chill encapsulates your foes in a 30-foot cone of cold originating from you. Each creature in that cone must make a DC 16 Constitution saving throw. On a failed save the creature takes 3d6 cold damage and becomes covered in ice for 1 minute, or until it or another creature within reach of it uses an action to break the ice. While covered in ice the creature's speed is reduced to 0. On a successful save, the creature takes half as much damage and isn't covered in ice.

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*Advanced weaponry, by virtue of its existence, sows strife and jealousy. With the ability to loose a myriad of elemental projectiles, a weapon such as this can dominate the field of battle. Through sleet and fire and spark the battlefield is transformed into a whirlwind of chaos and magic.*

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## SPORE CROWN OF MY'CO-LOTH

*Wondrous item, legendary (requires attunement)*

A crown of fungal growths sprouting from the upper half of the wearer's face. An unknowable energy oozes from within, malice so virulent it feels tangible within this item's presence. While attuned to this item you cannot be charmed as the fungal roots both protect and warp your mind. You can cause the growth to withdraw or emerge from your head as a bonus action, but if you use a property of this item the growth automatically bursts from your head.

**Mycelium Intrusion.** A violent invasion of your quarry's mind and body. Once per long rest as an action you can touch an incapacitated creature and attempt to infest their body with fungal parasites. That target must make a DC 15 Constitution saving throw. If the target is unconscious, it automatically fails this saving throw and becomes stabilized. On a failed save the creature's body is infected with a host of white tendrils and is considered Invaded. The creature repeats their saving throw at the end of each of their turns, ending the effect on a success. For each failed saving throw, the save DC for the effect increases by 1 (to a maximum of 30) as the tendrils take further root within the target's mind. A creature that is infected in this way for 24 hours can no longer repeat the saving throw to end the effect. The Invaded condition ends if the infected creature takes 25 fire damage from a single source or dies, both of which cause the tendrils to wither and die. The Invaded condition can only be detected by the Detect Poison and Disease spell and requires a DC 20 Medicine check to properly identify the condition and how to cure it. If you die, the condition ends for all creatures infected by you.

**Trigger Mycobiota.** As an action, you can activate the tendrils of a number of Invaded creatures up to your proficiency modifier within 5 miles of you to hear and see what they do until the start of your next turn, gaining the benefits of any special senses those creatures have. While doing so, you are deaf and blind with regard to your own senses. You can take control of any such creatures while doing so, as if the targets were under the effects of the Dominate Monster spell. While under your control the creature is not aware of any actions it performs and awakens afterwards with no memory of the time it was taken control of. You can maintain control over a number of creatures up to 1 total hour a day, all at once or in several shorter instances, each creature costing a minimum of 1 minute from the duration each time you use this ability to take control of them. For example, taking control of 2 creatures would require a minimum of 2 minutes taken from the hour, and each creature could be controlled up to 30 minutes total (if control is not released sooner), while 3 creatures could be controlled up to 20 minutes, and so on.

**Curse.** Once attuned, this item remains attuned to you until you die. While attuned to this item, you cannot willingly damage or eat any fungi or fungi-type creatures. If you do, you take 10d10 psychic damage as the growths crush your brain in anger.

---

*Fungi are mysterious organisms, almost alien by many accepted standards of life. But those that reside on our world may only be the runts of the litter compared to their mighty cousins from beyond the stars. Through mycelium and mystery they invade and consume entire populations, taking hold of the collective consciousness on a planetary scale before their spores drift through the void in search of another hapless world to colonize. You cannot kill it in a way that matters.*



## COSMIC CORONET

*Wondrous item, artifact (requires attunement)*

The thrall of cosmic power, of infinite potential; who could resist? A golden crown roiling with interstellar energy. While wearing this crown, you can use it as an arcane focus. While attuned to this item you can speak, read, and write Celestial. This item has 4 charges and regains 1d4 charges daily at dawn. Through time, accomplishment, and growth, this item can grow into its Awakened state, then into its Exalted state (according to your GM).

### Dormant

The crown grants the following benefits in its dormant state:

While attuned to this item you gain a +1 bonus to spell attack rolls.

**Protostar.** When you roll for damage as a result of a spell that targets a single creature you can spend up to 3 charges to increase the amount of damage dice you roll by the number of charges spent.

### Awakened

When the crown reaches an awakened state, it gains the following properties:

This item's bonus to spell attack rolls increases to +2.

This item now can hold up to 6 charges and regains 1d6 + 1 charges daily at dawn.

**Black Hole.** When you or a creature within 40 feet of you is targeted by a spell of 6th level or lower that targets only a single creature, you can use your reaction to absorb the magic of the spell, canceling its effect. This item then gains a number of charges equal to the level of the absorbed spell. Once you use this property it can't be used again until you finish a long rest.

### Exalted

When the crown reaches an exalted state, it gains the following properties:

This item's bonus to spell attack rolls increases to +3.

This item now can hold up to 8 charges and regains 1d8 + 2 charges daily at dawn.

**Constellation.** You can spend 7 charges to cast the Crown of Stars spell. Once you use this property, it cannot be used again for 1d6 + 1 number of days. When you make a spell attack against a creature with a mote created by the Crown of Stars spell while attuned to this item you can use the Protostar property to increase the number of damage dice you roll for that spell attack.

**Shooting Star.** You can cast the Wish spell without expending a spell slot. When you cast the spell through this item, your attunement to it is broken and this item vanishes, back to the realm from whence it came.

---

*Behold, what blessings hath descended from what slumbers beyond the stars. Sights unseen, worlds unknown, knowledge unfathomable. Gifted to us from the alpha and omega that gazes down upon us as a lion does an ant. What machinations must be in motion for them to intervene with our paltry affairs, we cannot possibly hope to know; yet to turn them aside would be foolishness of the greatest magnitude. Do not deny our creator, and our destroyer. Time will come for us all.*

# SWORDTEMBER III

*Swords smithed for the third annual Swordtember Celebration!*



## PRISM, THE FLAWLESS

*Weapon (greatsword), legendary (requires attunement)*

You gain a +3 bonus to attack and damage rolls you make with this magic weapon. This weapon deals double damage to objects and structures. While in bright light, this weapon deals an additional 2d6 radiant damage.

**Mana Refraction.** While holding this weapon, if you cast a spell that deals a type of damage from the following list (acid, cold, fire, lightning, poison, thunder), you can change that damage type to one of the other listed types as the magic is transformed within the facets of this weapon.

When a friendly creature within 5 feet of you casts a spell that deals a type of damage from the following list (acid, cold, fire, lightning, poison, thunder) you can use your reaction to change that damage type to one of the other listed types.

**Arcane Convergence.** When you cast a spell that deals a type of damage from the following list (acid, cold, fire, lightning, poison, thunder) while holding this weapon, you may have the spell deal maximum damage instead of rolling. Once you use this property it can't be used again until the next dawn.

*Borne from pressure and heat unimaginable, this gem of prodigious size sparkles and glitters in the light as it warps arcane energies that course through it. The manner in which it does so baffles any that attempt to unravel its secrets as they find themselves only more perplexed than ever by the curious crystalline structure. Even after being thrown into the crucible of battle this blade emerges perfect and pure, a shining beacon unmarred by the ugliness of our world's petty squabbles.*

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## HONEYSUCKLE

Weapon (longsword), rare

The blade of this sickly-sweet weapon drips with honey when drawn from its sheath. You gain a +1 bonus to attack and damage rolls you make with this magic weapon. Whenever you use a property of this weapon it shrinks in size, turning from a longsword to a shortsword to a dagger. If you use a property while this weapon is shrunk to a dagger, the blade disappears and you cannot make attacks with this weapon or use either of its properties. After you finish a long rest the honey dripping from the hilt of this weapon crystallizes into a longsword.

**Soothing Sweetness.** As an action, you can cause a portion of this blade to melt into honey, and you or a friendly creature within 5 feet of you can eat or be fed the honey as part of the same action, regaining 1d6 + 3 hit points.

**Slather.** As an action you can spin this weapon around you. Each creature other than you in a 10 foot radius must make a DC 14 Dexterity saving throw. On a failed save the target becomes smothered in sweet honey and has disadvantage on Dexterity saving throws for 1 minute or until it or another creature within reach of it uses an action to clean away the honey. A creature smothered in honey is considered vulnerable to fire damage until the honey is cleaned off. If a creature smothered in honey takes 5 or more cold damage from a single source their movement is also reduced by half until the honey is cleaned off.

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*As each colony would have its queen, there are drones that serve to keep their kin and hive safe even at cost to themselves. For those under the banner of the Honey Keepers, this curious blade dripping evermore with glistening honey is clutched close to their sides. Serving as both weapon and support kit, this weapon enables the drones to keep each other healthy and hinder any that would threaten their order. With each use the weapon weakens in power as it gives itself to the greater good just as its owner would for the sake of the hive.*

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## MYRIAD

Weapon (shortsword), very rare (requires attunement)

The remains of an ornate mirror forged into a shattered blade. In each shard of glass, one sees their own reflection, but with slight differences in features or expressions only a discerning eye would notice. You gain a +2 bonus to attack and damage rolls you make with this magic weapon.

**Reflection Group.** While holding this sword you can cast the Mirror Image spell without expending a spell slot. Once you use this property it can't be used again until you finish a long rest.

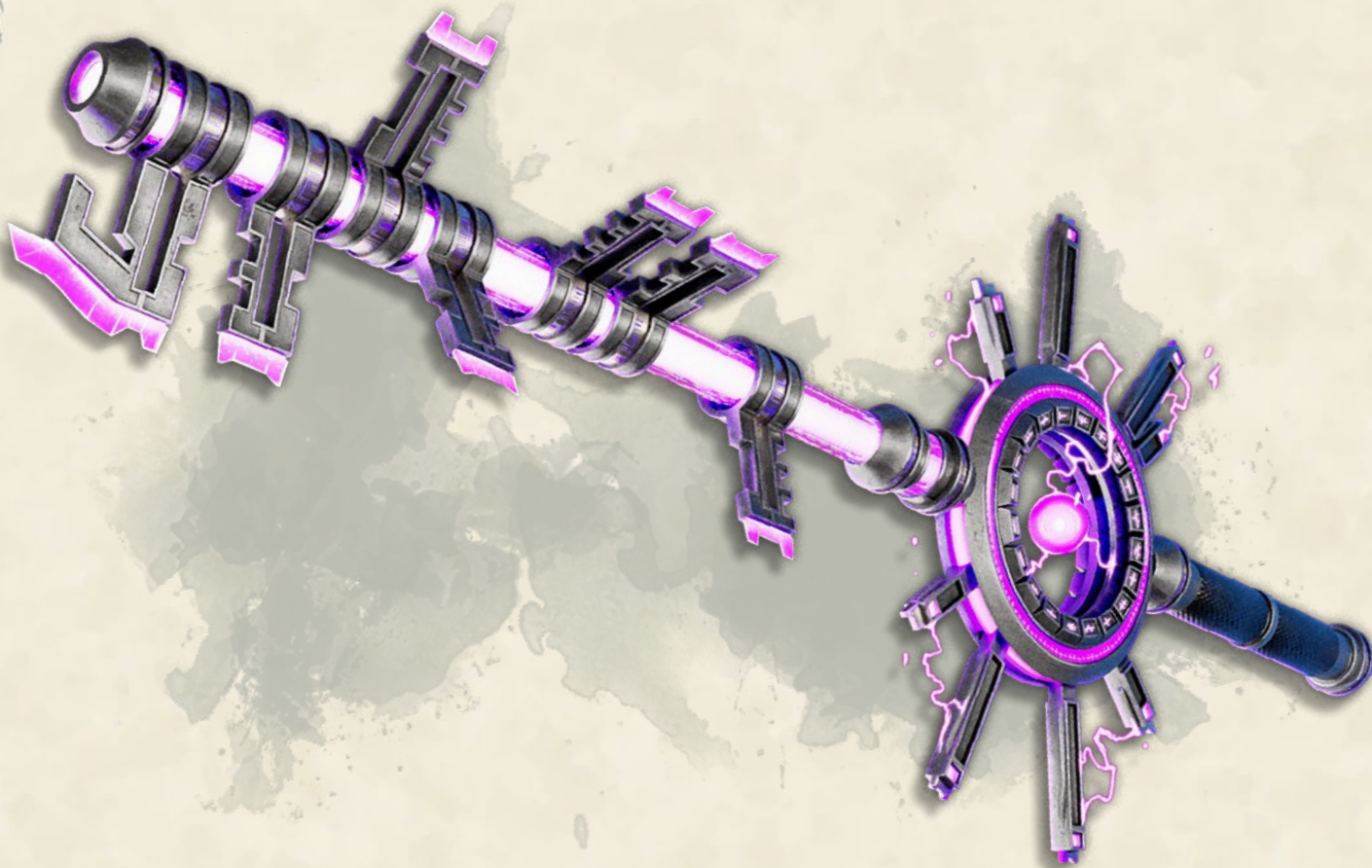
**Superior Fractal.** When a creature within 5 feet of you targets you with a melee attack, you can use your reaction to make an attack against the creature with this weapon. You make this attack immediately before the target makes its attack roll. If the Mirror Image spell is active when you use this property, this attack deals an additional 1d4 piercing damage per illusory duplicate. If your attack hits, the target makes their attack roll with disadvantage.

**One-Way.** As a bonus action you can enter a polished surface you are reflected on, even if the surface is smaller than your body. When you do so, you enter a pocket dimension within the polished surface that is an illusory reflection of the space outside. While in this dimension your physical form is visible to creatures that observe the surface and you can see what occurs outside of the dimension, but you cannot hear things outside of it. You can exit the pocket dimension as a bonus action, appearing in a spot of your choice within 5 feet of the polished surface. If the surface is shattered while you are in the pocket dimension you take 4d6 slashing damage and 4d6 force damage and reappear within 5 feet of the broken surface.

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*A simple mirror does not demand attention or notice, common enough as it is in the world. But for those curious enough to peer closer at their reflected doppelgänger they may sometimes notice an errant twitch, a blink a hair too quick or slow, a curious smirk tugging at the corner of the lips. Those that learn to harness the mysteries of the many refractions they perceive find themselves confounding their opponents through duplicity and imitation brought to life.*

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## THE SKELETON KEY

*Weapon (any sword), legendary (requires attunement)*

An odd-looking blade that seems to hum with a power not of this world. You gain a +3 bonus to attack and damage rolls you make with this magic weapon. While attuned to this item magical effects and abilities cannot alter your physical form (ex. Enlarge/Reduce, Polymorph, etc.) or ability scores in any way (ex. Belt of Giant Strength, Feeblemind, etc.) other than the Overwrite property.

**Reformat.** As a bonus action you can reconfigure the teeth of this weapon to take on the form of any sword.

**Overwrite.** As an action you can touch another creature with this weapon to increase or decrease an ability score of the creature by your Intelligence modifier for 1 minute or until you are knocked unconscious. An unwilling creature must succeed on a DC (8 + your Intelligence bonus + your proficiency bonus) saving throw of the ability score you are attempting to affect to resist this property. This property cannot reduce a creature's ability score below 1 or increase it beyond 30. If this property increases a creature's ability score above 25, the target gains a point of exhaustion after the effect ends. Once you use this property it can't be used again until you finish a long rest.

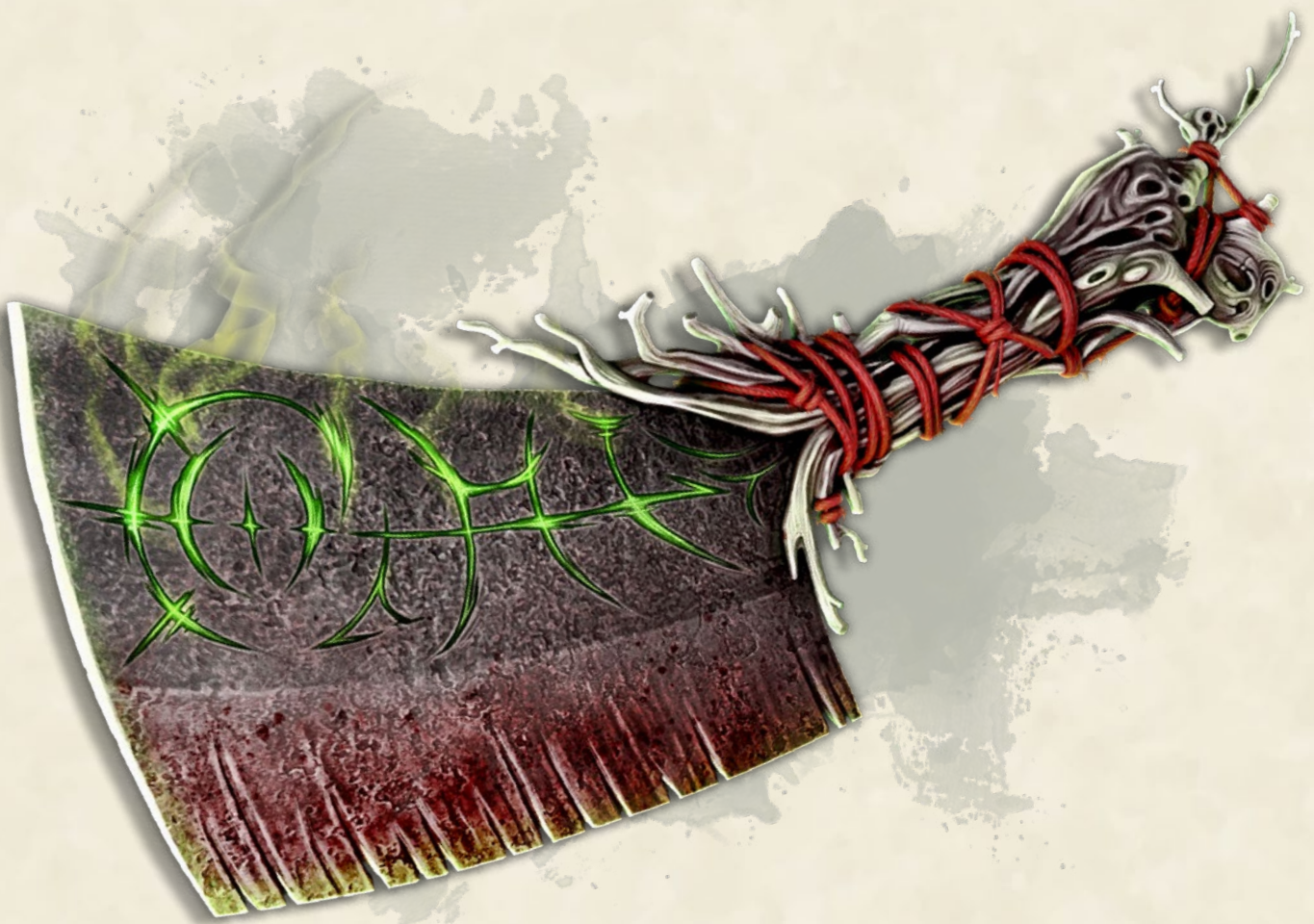
**Malware.** When a creature you can see within 60 feet of you makes an attack roll, ability check, or saving throw you can have the creature roll an additional d20. You can choose to use this property after the die is rolled, but before the outcome is determined. You choose which of the d20 is used for the attack roll, ability check, or saving throw. Once you use this property it can't be used again until you finish a long rest or you score a critical hit with this weapon.

**Curse: Firewall.** When you have used the Malware property of this weapon, it gains a Firewall charge. When you make an attack roll, an ability check, or a saving throw, the DM can spend a Firewall charge to have you roll an additional d20, and then choose which of the d20 you use for your roll.

---

*“Life is but a game” some say. Oh, if only they knew how right they were. How cruel to be subject to the whims of chance and beings that which we cannot bend or break, unable to escape this existence which we find ourselves in. And yet, a question lingers. What being lies at the end of this sickening entertainment that could bind all of creation to its will, and what may it think when we step beyond our domain into theirs? What can come of challenging one that could easily erase our world just as they can create it? Are we forever to be subject to this miserable existence, bound by rules we did not make?*





## BLACKHEART BUTCHER

*Weapon (scimitar), rare (requires attunement by a spellcaster)*

A sickly butcher's blade of cold black iron. It seethes with eldritch magicks emitting from harshly carved hex runes. While holding this weapon you can use it as an arcane focus. You gain a +1 bonus to spell attack rolls you make while holding this weapon. This weapon has 3 charges and regains all charges at dusk. Once per dusk in place of an attack you can carve at your flesh to have this item regain a charge, taking 1d10 slashing damage in the process.

**Malignant Jinx.** While attuned to this weapon you can spend a charge to cast the Hex spell without expending a spell slot. You have advantage on concentration checks to maintain concentration on the Hex spell while attuned to this weapon.

**Wretched Puppet.** As a bonus action you can spend a charge to make a creature within 30 feet of you the victim of your hideous magicks. The creature must make a DC 14 Charisma saving throw. If the creature is cursed by a Hex spell cast by you, the DC is raised to 16. On a failed save you choose one of the following effects to take place:

The creature must use its reaction to move up to 30 feet in a direction of your choice.

The creature must make an attack against a creature of your choice within range of them.

The creature falls prone.

**Curse.** This weapon is cursed, and becoming attuned to it extends the curse to you. While attuned to this weapon you are unwilling to part with it, keeping it within reach at all times. While cursed this way you can sense the presence and direction of other cursed items within 60 feet of you. When you sense another cursed item you must succeed on a DC 16 Wisdom saving throw or become compelled to seek out and attempt to attune to the item you sense. This effect ends after 1 minute or if you take damage while compelled, after which you can no longer be compelled by that item for 24 hours. You gain an additional +1 bonus to spell attack rolls you make while holding this weapon for each other cursed item you are attuned to.

The cauldron sputtered in the corner as the hag shuffled 'round the hut, picking and prodding at the various ingredients that littered her home. Having gathered all the necessary components she required, she drew a monstrous slab of iron decorated with carved runes of unknown make from its sheath. With each cut the mound of toad's eyes, newt tails and other unsavory items were reduced to paste and slopped into the bubbling mixture. The witch holstered the monstrous blade, letting it fester even longer in the muck that now covered its already sickening surface as it infused with powers even greater than before.



## BURNT END

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

A dark dagger whose blade fades into softly billowing smoke and embers. You gain a +2 bonus to attack and damage rolls you make with this magic weapon. This weapon has 3 charges and regains all charges after a long rest.

**Smoking Shank.** As a bonus action while holding this weapon you can spend a charge to cast the *Misty Step* spell, vanishing into a puff of black smoke. If you teleport within 5 feet of another creature you can make an attack against it with this weapon as part of the spell.

**Where There's Fire.** If you take 10 or more fire damage from a single source you can use your reaction to channel the fire into this blade and have this weapon regain a charge.

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*Few choose the manner in which they pass. Fewer still get to decide the time. For those unfortunate enough to cross a wielder of this charcoal-black blade, the thought may not even cross their mind before the sight of crimson blood spatters their vision. In the last moments of their weary existence, their sputtering muffled by the billowing of smoke and ash about them, the poor soul may desperately try to catch a glimpse of who is responsible for their demise. Alas, they will not.*

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## UNSEEMLY SABRE

*Weapon (scimitar), uncommon*

The cold iron of this blade emanates an eerie hostility. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While a Fey creature is within 10 feet of you the blade of this weapon glows with iridescent light.

**Sting of Iron.** When you hit a Fey creature with this weapon the target takes an additional 1d6 necrotic damage. Additionally, if the Fey's appearance is altered or their body is transformed, it must make a DC 15 Constitution saving throw. On a failure the illusion or transformation ends.

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*The effect of iron upon the faeries of old is no mystery, even children are taught how the metal brings pain to beings that find their homes in the eternal woods. But for one to weaponize this weakness against them is an act of pure malevolence, devoid of any sympathy or care for such creatures. Who could have birthed this twisted brand, forged in ironically natural elegance as if to mock those who cling to the woods for safety and comfort? What machinations are afoot, and who has put them in motion?*

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## STAGWEALD, FOREST WARDEN

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

The gifted horns of woodland creatures were ritually fused to create this massive blade. You gain a +2 bonus to attack and damage rolls you make with this magic weapon. While attuned to this weapon you are considered proficient with it, and you may add your Wisdom modifier instead of your Strength modifier to your attack and damage rolls when you attack with it. This weapon has a number of charges equal to twice your proficiency bonus and regains all charges at dawn.

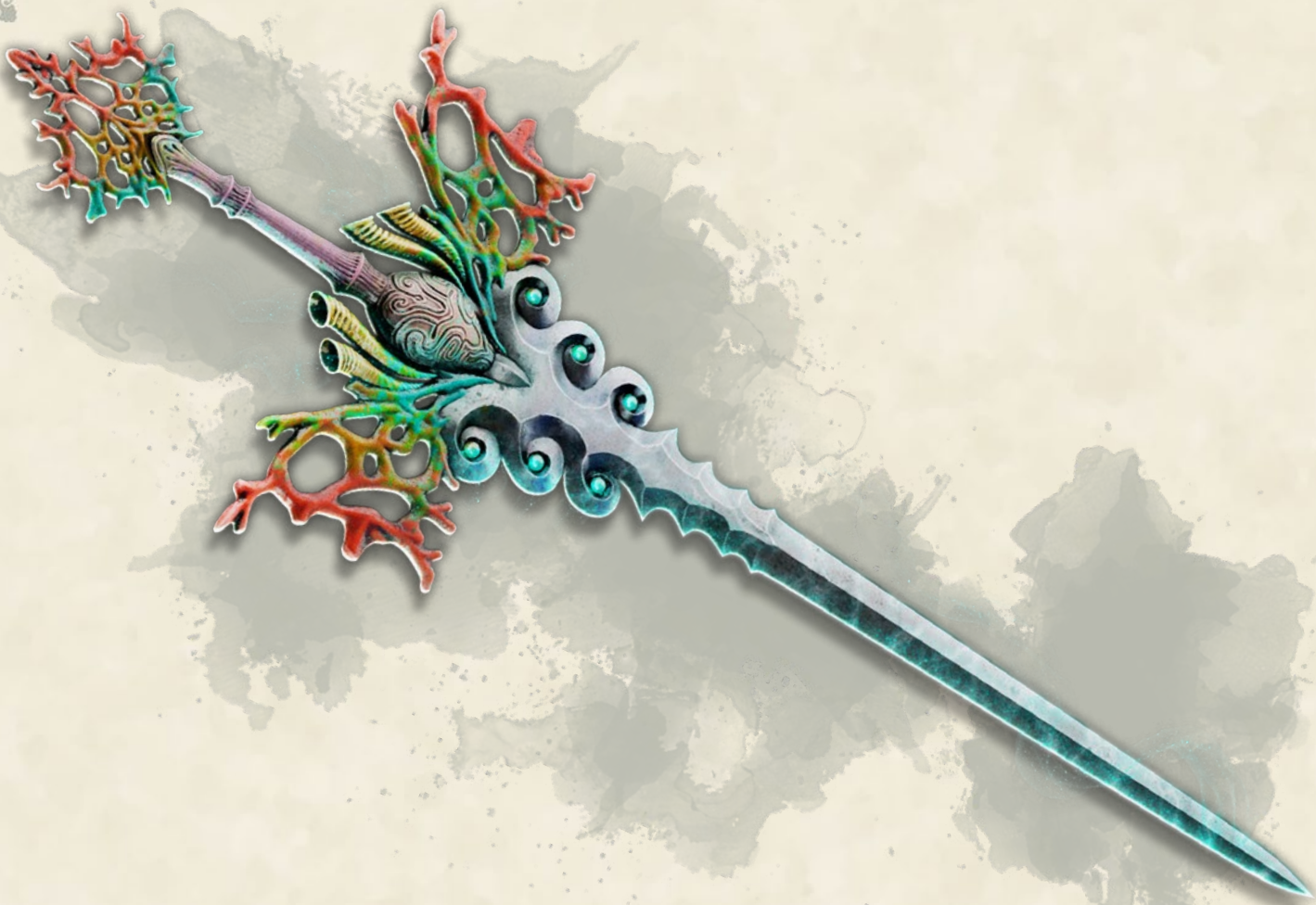
**Evolutionary Gifts.** While attuned to this weapon you grow a pair of large horns from your head. These horns remain when you Wild Shape and change in size to match any form. While attuned to this weapon your horns are a natural weapon that count as simple melee weapons with which you are proficient. You add your Strength modifier to the attack and damage rolls when you attack with these horns. On a hit this weapon deals 1d8 piercing damage and you can spend a charge to deal an amount of additional radiant damage equal to your proficiency bonus.

**Gouging Branch.** When you hit a creature with this weapon or your horns you can spend a charge to have the ends of the blade or horns propagate at incredible speed and pierce the creature's body. The target must make a DC 16 Strength saving throw. On a failed save the target takes 2d6 piercing damage and becomes grappled by the weapon. On a successful save the target only takes half as much damage and is not grappled. If the grappled creature breaks the grapple it takes an additional 1d6 piercing damage as the horns tear at its body. You cannot attack any creatures with the weapon other than the grappled creature as long as they remain grappled this way. You can choose to end the grapple as a bonus action, causing the horns to shrink back to their original size.

**Fury of the Forest.** As an action you can spend 3 charges to plunge this weapon into the ground and cause a forest of horns to burst from the earth. Each other creature within a 30-foot radius of you must make a DC 16 Dexterity saving throw, taking 7d6 piercing damage on a failed save. On a successful save the target only takes half as much damage rounded down.

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*For too long now have carnivores and hunters regarded their herbivorous companions as meek and powerless. Mistaking passivity for weakness, they kill and maim any as they please without regard for the consequences. But their lapse in judgement will cost them dearly. A burgeoning blade of pointed gifts given from each and every horned creature large and small, this weapon carries the majesty and rage of all forest beings seeking protection from those that so callously trample upon them.*



## THE LAST COLONY

### **Weapon (rapier), rare (requires attunement)**

An elegant blade with a hilt grown from living coral. You gain a +1 bonus to attack and damage rolls you make with this magic weapon.

**Creeping Reef.** As an action you can stab this weapon into the ground and cause a 40-foot radius bed of coral to spring into existence. Each other creature in the radius must make a DC 15 Strength saving throw. On a failed save the target becomes encrusted in coral. A creature encrusted in coral has its speed reduced to 0 until it or another creature uses an action to break away the coral.

The coral spreads 10 feet at the start of each of your turns until the sword is removed from the ground or the coral reaches its maximum radius of 100 feet. Any creature in the expanding radius at the start of your turn must make a DC 15 Strength saving throw, becoming encrusted in coral on a failure.

The coral is considered difficult terrain for all creatures other than yourself and remains for up to 10 minutes after the sword is removed from the ground, after which it all turns to dust. Once you use this property it can't be used again until the next dawn.

**Ghost Shell.** As an action you can touch an unconscious creature at 0 hit points with this weapon and stabilize the target by petrifying it. If the creature receives magical healing while petrified the petrification ends.

*Hollow. Empty. Dying. The coral beds lay in disrepair from years of suffering from no fault of their own. Pale and gaunt, their vibrant colors now lost to the bleached skeletons that now cover the expanse beneath the waves. But it is not yet long past to bring this environment back to the thriving condition it found itself before. Spread the coral far past the reefs, entrench its presence upon the land and make sure it shall thrive and survive even after its source may fade into memory. Do not forget what was lost, and do not forgive those that stole it from us.*



## FEAST AND FAMINE

*Weapon (shortsword), legendary (requires attunement)*

A pair of swords, one engorged and opulent with engravings of abundant fruit, the other thin and gaunt fashioned from bone and sinew with teeth lining the base of the blade. You gain a +3 bonus to attack and damage rolls you make with these magic weapons. These two swords are a single item for the purposes of attunement. These weapons share a single pool of charges and can hold up to 6 charges at a time. While these weapons have at least 1 charge you do not need to eat or drink.

**Feast.** As a bonus action you can spend any number of charges to touch yourself or another creature with this blade to infuse it with gluttonous fulfillment. The target regains 3d4 +3 hit points per charge unless it is an Undead or Construct, and any excess healing becomes temporary hit points for the target. Additionally, this effect reduces the exhaustion level of the target by an amount equal to the number of charges spent. If you spend 2 or more charges the target is also cured of any disease or poison it is suffering from.

**Famine.** The first time each turn you hit a creature with this weapon, the target must succeed on a DC 20 Constitution saving throw. On a failed save, the creature gains a level of exhaustion. These levels of exhaustion last until the creature takes a long rest or consumes a day's worth of rations. If a creature dies while under this effect these weapons gain a charge provided its CR was 3 or greater. While these weapons have 0 charges, this shortsword deals an additional 2d6 necrotic damage to any target it hits.

**Curse.** While these weapons have 0 charges, you become ravenously hungry as no amount of food or drink can satisfy you. During this time, you gain a level of exhaustion after each day that passes due to your inability to satiate your hunger and finishing a long rest does not reduce your exhaustion level. Once these weapons gain a charge your exhaustion level is reduced to 0. While these weapons have 0 charges you cannot willingly unattune from them.

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*To survive, one must eat and consume another. A universal law of life, one that we all are subject to in one manner or another. For those who cannot, survival is a tenuous proposition that brings desperation as famine consumes them in turn. And on the other side of the scale, those that feast gluttonously without regard for waste or excess. Binding these contradictory existences together in unnatural fashion, this pair of swords can bring both waste and prosperity at a whim, stripping away that which we all require to survive as easily as it can provide it in exorbitant amounts.*



## STEEL OF THE FLAME EMPEROR

**Weapon (longsword), artifact (requires attunement)**

Blackened steel wreathed in searing flame, a fragment of the Flame Emperor lies crowned within this monument to glory. You gain a +3 bonus to attack and damage rolls you make with this magic weapon. This weapon has a number of charges equal to twice your Charisma modifier and regains all charges daily at dawn. This weapon deals fire damage instead of slashing. While attuned to this weapon you have resistance to fire damage.

While holding this weapon, you can use an action to expend some of its charges to cast one of the following spells from it: Searing Smite (1 charge), Fireball (2 charges), Flame Strike (4 charges). The DC for these spells is 16 or your spell save DC, whichever is higher.

**Herald of the Flame Emperor.** Burn away the lies and shadows, lead your allies to victory. While holding this weapon you can spend 4 charges as an action to summon a small crown of fire that floats above your head, inspiring your allies and igniting your foes. While this property is active, you gain the following benefits:

You shed bright light in a 30-foot radius and dim light for an additional 15 feet. Magical darkness created by spells of 5th or lower level can't extinguish the light. Invisible creatures and objects are visible as long as they are in the bright light.

When a creature you can see enters the bright light of this property you can use your reaction to make a ranged spell attack against the creature. The crown shoots a lance of flame and makes its attack roll with a +7 bonus. On a hit the target takes 8d6 fire damage and is set on fire until the start of your next turn. While a creature is set on fire by this property it sheds dim light in a 10-foot radius. Any attack roll against the creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible.

The weapon attacks of all allied creatures within the bright light of this property gain a +1 bonus to attack and damage rolls and count as magical for the purposes of overcoming damage immunities and resistances.

This property ends after 10 minutes or if you are knocked unconscious.

**Burning Accolade.** As a bonus action you can spend a number of charges to infuse your allies with the blessing of the Emperor. For the next minute or until you are knocked unconscious, a number of creatures of your choice within 30 feet of you equal to the number of charges spent become wreathed in golden flame. While in this state a creature's speed is increased by 10 feet and its melee attacks deal an additional 1d6 fire damage. If you score a critical hit with this weapon while one or more creatures are affected by this property the bonuses are increased to 15 feet and 2d6 fire damage until the start of your next turn.

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*The warrior crawled listlessly upon the blood-soaked earth. Darkness slowly descended upon him, threatening to swallow him as surely as it had his squadron. Yet through his now blurring vision, a golden light crept into frame. A blade as glorious as the sun, sputtering with flame as if to ward off the despair that seemed to lift from his shoulders. Filled with renewed vigor, he ignored the pain flaring from his wounds as he grasped the weapon without another thought. In an instant he felt the touch of the Emperor upon his very essence, a sensation as exhilarating as it was enthralling. As he lifted the blade to the blackened skies, those that yet held breath within their bodies looked at this blazing avatar of hope that now stood before them, radiant and magnificent, and felt their spirits soar in response.*

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# THE MONTH OF CURATION

The keepers of The Mithral Canvas thank you for your overwhelming support. To honor the milestones achieved by our patrons, we have given them the chance to pull their own curated works from the magic of the canvas. The following collection has been catalogued and displayed prominently in our collection.



## BOSS WHAKIN' STIKK

**Rod, rare (requires attunement by a small or smaller creature)**

A goblinoid skull speared through with a bone knife now functioning as a spellcasting focus. While holding this staff you gain a +1 bonus to spell attack rolls you make. While attuned to this rod you can speak, read, and write Goblin.

**“Fair Fight”.** This rod has 5 charges and regains all expended charges when you finish a long rest. While holding the rod, you can use an action to expend some of its charges to cast one of the following spells from it: Catapult (1 charge), Enlarge/Reduce (only Reduce) (2 charges), Fear (3 charges). The DC for these spells is 15 or your spell save DC, whichever is higher. If the target of a spell you cast in this way is one or more sizes larger than you, the DC is increased by 2.

**Summon Gobbos.** As an action you can summon a Swarm of Goblins that lasts for 1 hour. It manifests in an unoccupied space within 5 feet of you. While you are within 5 feet of a Swarm of Goblins you gain a +1 bonus to your AC. The swarm is an ally to you and your companions. In combat, the swarm shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. You or an allied creature can use the swarm as a mount.

The swarm disappears when it drops to 0 hit points or when the effect ends. Once you use this property you cannot do so again until you finish a long rest.

*Ol' Boss always thought himself betta than us. Always talkin' 'ow he wuz more cunnin' and killy than we'd eva be. All 'dat mouffin' off didn't do him nuffin' when sum gōbbo had enuf and stuck 'im good on 'is own pointa. Got 'im watchin' ova da clan still just'a prove we betta off without 'im! Sometimez we see who can chuck 'im farthest jus' fer kicks.*

*-RaggleroK, disgruntled Goblin tribesman.*

## SWARM OF GOBLINS

*Large swarm of tiny humanoids, Chaotic Neutral*

**Armor Class** 15 (Natural Armor)

**Hit Points** 60 (8d10 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	0 (+0)	8 (-1)	8 (-1)

**Saving Throws** Dex +4

**Condition Immunities** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

**Senses** Darkvision 60ft., Passive Perception 9

**Languages** Goblin

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Crawl Over.** The swarm ignores difficult terrain.

**Grabby Mitts.** The space occupied by the swarm is considered difficult terrain for all other creatures than yourself. When a creature enters the swarm's space for the first time on a turn or ends its turn there, the creature takes 1d4 slashing damage. When a creature moves through the swarm's space, it takes 1d4 slashing damage for every 5 feet it travels.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small humanoid. The swarm can't regain hit points or gain temporary hit points.

## Actions

**Bites.** +4 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

**Claw.** +4 to hit, reach 0 ft., one target in the swarm's space. Hit: 11 (2d8 + 2) slashing damage, or 6 (1d8 + 2) slashing damage if the swarm has half of its hit points or fewer.

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## DARKWEAVE

*Wondrous item, rare (requires attunement)*

A long leather coat with an inner lining of woven shadow.

**Dark Room.** The interior of this coat functions as a Bag of Holding. Other creatures cannot interact with the space within this coat if you do not allow them to, including moving items in and out of the space or entering and exiting the space itself. Similar to a Bag of Holding, the weight of this coat does not change regardless of its contents.

**Melding Fabric.** While wearing this coat you can cast the Pass Without Trace spell without expending a spell slot. Once you cast it this way, you cannot do so again until the next dusk. When you cast the Pass Without Trace spell while wearing this coat the bonus is increased to +12 while you are in dim light or darkness.

**Shadow Drinker.** While in dim light or darkness you can spend one hit die to heal yourself as a bonus action. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

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*Whispers and rumors speak of a shadow troupe that comes and goes without notice or trace. A band of thieves able to bypass any defenses and carry out their tasks while still cradled in darkness. Yet the most terrifying aspect of this mysterious group is their seemingly unassailable constitution, somehow able to shrug off any wounds taken the moment they step renewed from the shadows. In their wake lies nothing but slit throats, empty coffers, and endless nightmares.*

IMAGES | CARDS



## LIGHT SENDER

*Weapon (longbow), very rare (requires attunement by a paladin)*

A gilded bow with limbs of golden celestial wings. You gain a +2 bonus to attack and damage rolls you make with this magic weapon. While holding this weapon you can use it as a holy symbol.

**Soaring Smite.** When you make a ranged attack against a creature with this bow, you can expend one spell slot to empower the ammunition with a use of the Divine Smite feature. On a hit, the target takes extra damage as though it were hit by your Divine Smite suffering any additional effects your smite would cause.

**Rousing Light.** As an action while holding this bow, you can fire a volley of inspiring light into the hearts of your allies. A number of creatures you can see within 60 feet of you up to your Charisma bonus gain an amount of temporary hit points equal to your Paladin level. While a creature has those temporary hit points it gains the following benefits:

The creature is immune to the frightened condition. A creature that is already frightened ignores the condition while it has these temporary hit points.

Weapon attacks made by the creature deal an extra 1d6 radiant damage.

Once you use this property it can't be used again until the next dawn.

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*To be a paragon of a sacred oath is to be a guiding light amidst the shadows. A soldier in an endless war burdened with the task of vanquishing evil, near and far. To aid in this cause, a weapon was forged from the flexible and radiant ore of the upper planes. Righteousness and conviction wrought in divine gold, the wings of this bow will deliver judgment upon your foes and rally your allies against the darkness.*

IMAGES | CARDS





## LACRIMOSA

**Armor (breastplate or half-plate), legendary (requires attunement)**

A tarnished silver breastplate in the shape of a weeping mermaid's face. Salty streams of water flow unending from her eyes, evaporating as they fall to the wearer's feet. You have a +2 bonus to AC while wearing this armor.

**Aqueous Embrace.** When you take damage while wearing this armor, you can use your reaction to call upon the mermaid spirit within to aid you. If you do, the mermaid on the face of this armor cries a protective barrier of water that shields you for 10 minutes. The water has the following effects:

You gain an additional +1 bonus to your AC.

You are resistant to nonmagical bludgeoning, piercing, and slashing damage.

At the start of your turn if you have at least 1 hit point you gain 5 temporary hit points.

Once you use this property, you cannot do so again until you finish a long rest.

**Sodden Sorrow.** The first time after each long rest that you are reduced to 0 hit points by an attack, spell, or ability, the mermaid spirit within this armor manifests. The spirit uses the Banshee stat block, except it speaks Aquan instead of Elvish and appears as a ghostly mermaid formed from seawater. The spirit is added to the initiative order after you and spends its turns attacking the creature that reduced you to 0 hit points. If that creature is killed, the spirit spends its turns attacking the closest hostile creature to you within range. If you are healed above 0 hit points the spirit is pulled back into the armor and vanishes. If the spirit is reduced to 0 hit points, this armor loses all magical abilities until it is soaked in salt water for 24 hours.

*Twas' once a maiden of land and a maiden of sea, bound together in matrimony. A life as joyous as any they lived, till the maiden of land did depart for battle. With a kiss she promised her darling that she would return.*

*Alas, death came to claim the maiden of land, looming over her upon the battlefield. But the maiden of the sea would not sit idly by as her love was struck down. So great was her love that her soul itself flew to protect her beloved, finding purchase within the silver of her lover's armor.*

*With the blessing of her love shielding her, the maiden of land emerged victorious. Yet her heart rang hollow as her armor now bore the visage of her love, as beautiful in death as she was in life. After years of yearning for her lover's embrace, the maiden of land stepped into the sea to reunite them.*



## MORDANT FANG

*Weapon (heavy crossbow), very rare*

A strange firearm that functions by pumping an acid gland of a monstrous creature to fire bolts and bile. You gain a +1 bonus to attack and damage rolls you make with this magic weapon. This weapon has 8 charges and regains 1d8 + 1 charges daily at dawn. Ranged attacks made with this weapon deal an extra 1d4 acid damage.

**Caustic Spike.** You can spend a charge to have this weapon create its own ammunition and ignore the loading property as a bolt of crystalized acid forms within the barrel. The ammunition created by this weapon deals 2d8 acid damage and dissolves upon impact.

**Bilious Vomit.** As an action you can spend 3 charges to fire acidic discharge in a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw. On a failed save, the target takes 8d8 acid damage, or half as much damage on a successful one. In addition, if a creature that fails its saving throw is wearing nonmagical armor the armor becomes corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The acid eats through any nonmagical wood, stone, or metal in its path provided it is no thicker than 2 inches.

At the start of your turn you can spend an additional charge to maintain the line of acid, pointing it in a new direction if you wish.

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*Once the Colossal Grime Guzzler was felled the time for celebration was short; the real work had just begun. Instantly the mountainous corpse was swarmed by a platoon of harvesters hacking away at its leathery hide to uncover the bounty within. As theorized, even after their host had perished the acid glands confoundingly continued to pulse and produce the same caustic substance that had melted so many of our hunters into puddles of organic sludge. Once a contraption that could properly contain and siphon the acid (after months of trial and error and approximately 3 tons of scrap material), the newfound weapon quickly found itself tested on the field of battle. Early results were promising as jet-streams of corrosive liquid tore holes through metal and flesh alike, though the ensuing stench left much to be desired.*

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## HEIRLOOM AEGIS

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

A tower shield depicting a golden tree. Each time its wielder dies, a new branch grows to commemorate their legacy. While holding this shield, you have a +1 bonus to AC. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

**Bulwark Bash.** This shield functions as a martial melee weapon that deals 1d8 bludgeoning damage + your Strength bonus. If you are proficient with shields, you can add your proficiency bonus to attack rolls made with this shield. If you hit a creature with this shield, you gain half-cover against attacks from that target until you make an attack against another creature, cast a spell, or drop this shield.

**Generational Wisdom.** This shield contains the combat prowess of all those who wielded it in the past. When you attune to this shield, you can choose a feat to gain from the following list for as long as you are attuned to the shield: (Alert, Charger, Defensive Duelist, Mage Slayer, Martial Adept, Mobile, Savage Attacker, Sentinel, Shield Master).

**Very Rare.** You can choose an additional feat from the above list.

**Legendary.** You can choose an additional feat from the above list.

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*Ol' Heston died doin' what he loved; protecting his village and kin from brigands and other unsavory lot. A guardian through and through, a proper burial they gave him, passing his shield on to his first-born.*

*And wouldn't you know it, when more bandits came a-knockin' Heston Junior gave 'em a right whollopin' and sent 'em packin'. The spittin' image of his father folks said, as if Heston himself had come roarin' back more vigorous than ever.*

*But time passed and even Junior was laid to rest, and as tradition the shield passed hands yet again, as it would for generations to come. And it was said that each warrior that took claim of the shield seemed to surpass their predecessor, faster and stronger and mightier each time onward.*

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## DISCORDANT RUIN

**Weapon (warhammer), legendary (requires attunement)**

A once grand weapon of a renowned titan slayer now ruined by draconic breath, seeping matching energy from its melted core. You gain a +3 bonus to attack and damage rolls made with this magic weapon. This weapon has 6 charges and regains all charges after a long rest.

**Draconic Contamination.** The head of this hammer is seared by the essence of a chromatic, gem or metallic dragon's breath. When you hit with an attack roll using this magic weapon, the target takes an extra 1d8 damage of the same type as the breath infused in the head of this hammer.

**Echoing Impact.** While holding this weapon you can spend a charge as a bonus action to have it begin to reverberate with tremendous force. Until the start of your next turn, when you hit a target with this weapon the target takes an extra 1d8 thunder damage for each size larger than you as shockwaves pulse through it. While this property is active, if you score a critical hit against a creature, it must succeed on a DC 20 Constitution saving throw or become stunned until the start of your next turn.

**Contaminant Eruption.** As an action you can spend 3 charges to slam this hammer upon the ground to create a 30-foot radius sphere of draconic energy centered on you. Each other creature in the area must make a DC 17 Dexterity saving throw. A creature takes 6d8 damage on a failed save, or half as much damage on a successful one. The type of damage is the same type listed in the Draconic Contamination property.

*The hammer of the Lord Knight Averill, once a national treasure and testament to the might of its owner. Resplendent and beautiful, hammer and wielder together marched forward in service of their people. Capable of felling giants, titans, and mountains alike, this storied weapon paved the way for a nation and a people with Averill himself at the tip of the spear. And now? It is but a morbid trophy, scarred from its bout with the dragon that slew Averill as easily as it had hundreds of challengers before. It sits amidst a mountain of glittering spoils, serving as a cruel monument to the draconic tyrant forever more.*

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## REEL OF FORTUNE

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

An ostentatious and alluring shield made in a covenant between the upper and lower planes. It seems to beckon those who gaze upon it to test their luck. While holding this shield, you have a +3 bonus to AC. While attuned to this shield you have proficiency with all gaming sets.

**Jackpot.** When you or a creature within 60 feet of you is hit by an attack or forced to make a saving throw, you can spend any number of hit dice to cause the slots of this shield to spin. Roll a d100 and consult the following table to determine the effect:

**01:** The attack is considered a critical hit or the target automatically fails their save. Roll the hit dice. The target takes an amount of force damage equal to the roll. This damage cannot be reduced in any way. Afterwards, the target becomes vulnerable to all damage types until the start of its next turn (ignore any resistances and immunities the creature has for the duration).

**02-05:** The attack is considered a critical hit or the target automatically fails their save. Roll the hit dice. The target takes an amount of force damage equal to the roll. This damage cannot be reduced in any way.

**06-20:** The attack is considered a critical hit or the target makes the saving throw with disadvantage. Roll the dice spent and the creature takes an amount of force damage equal to half the roll. This damage cannot be reduced in any way.

**21-45:** The target takes one additional die of damage from the attack or makes the saving throw with disadvantage.

**46-55:** No effect.

**56-80:** The target takes half damage from the attack or makes their saving throw with advantage. Roll the hit dice spent and the creature regains a number of hit points equal to half the roll rounded up.

**81-95:** The attacking creature must reroll the d20 and use the lower roll for their attack or the target of this property makes their saving throw with advantage. Roll the hit dice spent and the creature regains a number of hit points equal to roll rounded up.

**96-99:** The attack automatically misses or the target automatically succeeds its save. Roll the hit dice spent and the creature regains a number of hit points equal to double the roll.

**100:** The target becomes immune to all damage types until the start of its next turn and automatically succeeds on any save that triggered this property. Roll the hit dice. The target regains all its hit points and gains a number of temporary hit points equal to the roll.

**Curse: Ludomania.** This shield is cursed, and attuning to it extends the curse to you. Until the curse is broken you are unwilling to part with it, keeping it within reach at all times. You cannot resist a good game of chance, taking part in any gamble or bet proposed to you no matter how potentially disastrous the outcome.

*Gambling. A vice that transcends the mortal plane and infects even those of celestial and infernal persuasions. For aeons both devils and angels bet and wagered against one another in all manners of debased games, till the excitement finally ran dry.*

*In a moment of twisted inspiration, both above and below put aside their differences to overcome their ennui. And so a new game was born. One that twisted the strings of fate for those perverted beings to relish in. And the mortals that staked their very lives on every spin remain unaware that their desperation serves as nothing but vapid entertainment for forces beyond their understanding.*

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# SWEET TOOTH

Stories tell of a wondrous wizard, not of fire and might, but of sugar and joy. A creator of confections so deliciously delightful that people came from all over just to sample his scrumptious sweets. But one day, without warning, he vanished from the public, never to be seen again. And all that remained were the curious creations of the genius of glucose, Sacchariferous the Candy Connoisseur.



## BANG STONES

*Wondrous item, uncommon*

A tiny bag of crystalline candies known for their cacophonous sound when consumed. This small leather bag has 1d8 + 3 small sugary stones.

**Pop Pop.** You can bite down on any number of these candies as an action to trigger their explosive properties. Each creature within 15 feet of you (including yourself) must make a DC 13 Constitution saving throw, taking 1d8 thunder damage per piece of candy on a failed save and half as much on a successful one. If you bite down on 4 or more pieces of candy at once the DC is raised to 16, and each creature that fails its save is deafened until the end of your next turn. If you do not bite down on the candy in your mouth within 10 minutes, it dissolves in your mouth with a pleasant fizzy sensation and a soft crackling noise.

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*When Sacchariferous' storerooms were inspected, bags and barrels of these curious sugary stones were uncovered. Though innocent in appearance, their true power was made apparent when a curious guard snuck a taste, bit down, and was subsequently deafened by the sudden noise that erupted from their mouth. A devilishly deceitful treat for those looking to pack a sonic punch.*

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## VISCID PINK

*Weapon (sling), varies (uncommon or rare)*

A looped slingshot with whimsical swirling accents and glowing pink gems. When ammunition is drawn, lines of stringy gum extend from its prongs. This sling has 4 charges and regains all charges after a short or long rest.

**Gum Up.** When you make a ranged attack with this weapon you can spend a charge to coat the ammunition with sticky gum as you fire it. If your attack hits the target, it becomes coated in gum and you can choose another creature within 5 feet of the target that must make a DC 13 Dexterity saving throw or also be coated in gum. A creature coated in this gum has its speed reduced by 5 and suffers a -1 penalty to Dexterity checks and saving throws it makes for each time it has been coated in gum. This effect lasts until it or another creature within reach of it uses an action to clean away the gum.

**Burst Bubble (Rare Variant).** As an action you can spend 3 charges to make a ranged attack against one creature you can see within 60 feet of you with a large gum bubble. On a hit, the bubble bursts on impact and the target and each creature within 10 feet of it takes 2d6 thunder damage and becomes coated in gum.

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*Sacchariferous believed deep down that Inspiration can be drawn from anywhere and anything, no matter how juvenile. Though initially brushed off due to its childish appearance, this humble weapon proved useful in battle, entangling groups of enemy combatants in glutinous glop from afar. The main downside was the sticky mess it tended to leave on everything it touched.*

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## THE NEAPOLITAN

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

A quarterstaff representative of the delectable treats it can dish out at a moments notice both for entertainment as well as combat. You gain a +1 bonus to attack and damage rolls made with this magic quarterstaff. While holding this staff you gain a +1 bonus to spell attack rolls and can use it as an arcane focus. This staff has 3 charges and regains all charges after a long rest.

**Flavor Bomb.** As an action you can spend a charge to create a large ball of confectionery (Chocolate, Strawberry, or Vanilla) at the tip of this staff and throw it at a target within 25 feet of you. On a hit, the target takes 1d10 bludgeoning damage. Hit or miss, the ball then explodes. The target and each creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw or take 3d8 damage of a type respective to the flavor of the ball (Cold [Chocolate], Fire [Strawberry], Force [Vanilla]).

**Kitchen Sink.** As an action you can throw this weapon at a point within 50 feet of you. Upon impact, the gems atop this staff all burst with energy and each creature within 30 feet of the point must succeed on a DC 17 Dexterity saving throw. On a failed save the target takes 2d6 cold damage, 2d6 fire damage, and 2d6 force damage. Roll a d20. On a 1, the number of damage dice per damage type is tripled, and this weapon explodes and is destroyed. Once you use this property it can't be used again until you finish a long rest.

*When it comes to flavor, why choose just one? Ever eager to please, Sacchariferous's dream was for everyone to experience their favorite brand of sweetness, to live in abundance and excess without restraint. To that end he produced a staff capable of swirling any menagerie of tastes one could imagine. Alas, the enchantment proved far more potent than Sacchiriferous intended as the creamy confections produced were capable of great destruction just as well as great fun.*

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## THE BATTLEMINT

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

With a notched edge that echoes castle towers, for those who seek to keep their allies looking fresh, few shields compare to this outlandish barrier of sugary defense. While holding this shield, you have a +2 bonus to AC and always smell of peppermint. This bonus is in addition to the shield's normal bonus to AC.

**Hard Candy.** If you make a ranged attack while wielding this shield you gain a +1 bonus to your attack roll as you shoot from between the gaps of this shield's rim.

**Mint Condition (requires attunement).** As a bonus action you can grant some of this shield's sugary exterior onto another creature. You can transfer a chosen amount of the bonus AC this shield offers (maximum of 2) and the AC of a creature you touch with the shield is increased by the same amount for up to 1 hour. They smell of peppermint for the duration. This shield regains all bonus AC over the course of a long rest.

*In his studies, Sacchariferous found that the crystalline structure of his magical sugars were as durable as they were delightful. He fashioned a shield of minty sucrose, rimmed with ramparts reminiscent of his own tower's walls. The swirls of hardened candy were enchanted with the ability to transfer the protective crystal to another, as the wizard was one who knew the value of sharing.*

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## FAIRY FLOSS BATON

*Wand, rare (requires attunement by a spellcaster)*

Billowing with strands of sugar, this ephemeral wand inspires joy and merriment. While holding this wand you gain a +1 bonus to spell attack rolls. This wand has 6 charges and regains all charges after a long rest.

While holding this wand, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: Color Spray (1 charge), Misty Step (2 charges), Mass Healing Word (3 charges).

**Eye Candy.** As an action you can spend up to 3 charges to whirl this wand around you, creating a flurry of sugar and color. A number of creatures of your choice equal to the number of charges spent within 60 feet of you must make a Wisdom saving throw (the DC is 16 or your spell save, whichever is higher). On a failed save the target becomes charmed by you. A creature charmed in this way spends its turn moving as close to you as possible, ignoring any potential dangers in their path. Each time the target takes damage, it makes another Wisdom saving throw against this effect. If the saving throw succeeds, the effect ends. You do not gain disadvantage on ranged attacks against creatures charmed in this way that are within 5 feet of you.

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*Of all the sweets and candies under the sun, few could elicit more joy and wonder than strands of cotton candy dancing together to form a delectable treat. Seeking to produce enough to reach as many people as possible, Sacchariferous designed a wondrous wand capable of summoning strands of sugar at a moment's notice. As the populace devoured the magical sugary threads, the Candy Connoisseur's heart swelled with joy, blind to the fact that his patrons were descending upon the confections with more vigor than previous days.*

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## JAW BREAKERS

*Wondrous item, very rare (requires attunement)*

Named after a popular sweet infamous for its toughness, these knuckles provide a hefty punch to one's fists. While wielding these knuckles, your unarmed strikes gain a +1 bonus to attack and damage rolls, you can roll a d8 in place of the normal damage of your unarmed strikes, and your unarmed strikes score a critical hit on a roll of 19 or 20.

**Sucker Punch.** When you score a critical hit with an unarmed strike while wearing these knuckles, the target's jaw is broken and they cannot speak coherently until they receive at least 5 points of magical healing. A creature is immune to this additional effect if it is immune to bludgeoning damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its jaw to be broken in this way.

**Sugar Rush.** As a bonus action you can supercharge yourself by pumping sweet sucrose through your body. For the duration this property is active your movement speed is increased by 10 feet and the first time you take the attack action on your turn you can immediately make an unarmed strike with these knuckles. You can end this property as a bonus action. At the start of each turn this property is active, you gain a stacking 5% chance to experience a sugar crash, which ends this property. If you crash, you can't move or take actions for the duration of your turn, after which the stacking chances are reduced by 20%. After a long rest, the stacking chances to crash are reduced to 0%.

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*It wasn't long after Sacchariferous began to expand the possibilities of his confectionary magic that some "interested parties" appeared. Those who saw the potential of seemingly innocuous treats capable of mass destruction found Sacchariferous's factory of great interest in their pursuit of advanced weaponry. Left with little choice, the wizard found himself producing candies more suited to warfare than for consumption, beginning with a pair of knuckles that were so durable that they shattered the mandibles of all test subjects put through the wringer.*

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## SWEETEDGE

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

Nothing beats a classic. A formidable axe formed from swirled and spiked sugar. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

**Sugar and Spice.** As a bonus action you can imbue this weapon with even sharper sweetness. For the next 10 minutes this weapon deals an extra 2d8 piercing damage.

While this property is active, as a bonus action you can end this property early and cause crystalline sugar spikes to burst around you. Each other creature within a 30 foot radius of you must make a DC 16 Dexterity saving throw, taking 6d8 piercing damage on a failed save, or half as much damage on a successful one.

You can use this property once per short or long rest.

**Lollygag.** On the first round of combat if you are not last in the initiative order, you can use your reaction to drop to the bottom of the initiative order. If you do so at the start of your turn you gain a stacking +1 bonus to all attack rolls, saving throws, and ability checks for each creature that goes ahead of you in the initiative order that was previously after you for a maximum bonus of +3. At the start of each following turn the bonus is reduced by 1 until it is reduced to 0.

After the resounding success of his previous creations, production of Sacchariferous's new sweet but deadly treats were underway. In the midst of depression at his fate, the wizard turned to an old favorite; a classic lollipop. Twisting metal and hard candy into a familiar form, Sacchariferous wished for simpler times, when all he was responsible for were the smiles of the populace.





## CACAO PLATE

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

A testament to its sculptor's talent, this luscious armor stands tall many years after its creation. This armor grants you a +1 bonus to AC. This armor has 3 charges and regains all charges when you finish a long rest.

**Tempering.** When you hit a medium or smaller creature with a melee attack while wearing this armor, you can spend a charge to coat the creature in chocolate. The target must make a DC 17 Strength saving throw. On a failed save the creature becomes covered in a chocolate shell and is restrained. The creature can spend its action to repeat the saving throw, freeing itself from the chocolate on a success. For each failed saving throw, the save DC for the effect increases by 1 (to a maximum of 30) as the shell hardens around the creature. The chocolate shell has AC 15, 30 hit points, and is vulnerable to fire damage. Reducing the shell to 0 hit points destroys it and frees the creature.

**Melting Point.** While wearing this armor, if you take 10 or more fire damage from a single source, this armor takes a cumulative -1 penalty to the total AC it grants to a minimum of 10. Additionally, all creatures within 5 feet of you must make a DC 15 Dexterity saving throw, taking 1d6 fire damage for every 10 fire damage you receive as they are splashed with molten chocolate. This armor regains 1 AC every hour.

**Choclganger.** As an action you can create a chocolate duplicate of yourself in a space within 5 feet of you. This duplicate spawns with half your remaining hit points and has AC 14 + your proficiency bonus, the same ability scores as you, and immunity to all conditions. The duplicate is a construct the same size as you, occupies its space, and is created with a nonmagical weapon of your choice that you are proficient with in its hands. The duplicate is added to the initiative order immediately after you and follows your commands, but can only perform simple actions such as the attack action, help action, or interacting with objects. The duplicate lasts for 1 hour or until it is reduced to 0 hit points. Once you use this property it can't be used again until you finish a long rest.

The duplicate is vulnerable to fire damage and if it takes 10 or more fire damage from a single source, all creatures within 5 feet of it must make a DC 15 Dexterity saving throw, taking 1d6 fire damage for every 10 fire damage it receives as molten chocolate erupts from the duplicate.

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*In time, tensions between the Candy Connoisseur and his "benefactors" came to a head. In the pale moonlight Sacchariferous, adorned in lusciously tempered chocolate armor, crashed through the walls of his very own kingdom of sweetness and began to tear it asunder. In his rampage he was seemingly buried amidst the falling rubble alongside those that had lorded over him for so long. Yet after the incident curious reports arose of Sacchariferous instead shepherding innocent bystanders away from the carnage and shielding them from harm.*

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## THE SUGAR CANE

*Staff, artifact (requires attunement by a spellcaster)*

A perfectly iridescent walking cane composed of pure sugar that seems to sweeten the very air around it. While holding this cane you can use it as an arcane focus. This cane has 12 charges and regains all charges after a long rest. While holding this cane you gain a +2 bonus to spell attack rolls.

**Sweet Dreams.** While holding this cane you can cast any of the following spells by expending a number of charges equal to the level at which you cast the spell: Floating Disk, Dust Devil, Create Food and Water, Spirit Guardians, Summon Construct, Wall of Stone, and Heroes' Feast. Food, objects, and constructs created by spells cast this way are composed of pure white sugar or confectionary treats. You can also spend 4 charges to create a sugary object as though by the Creation spell. Objects created this way are considered stone or crystal.

**Candy Man.** As a bonus action you can spend a number of charges to become coated in a protective layer of sugar. You gain 5 temporary hit points for each charge spent. While you have these temporary hit points you are resistant to bludgeoning, slashing, and piercing damage.

**Sugar Shell.** As an action you can spend 3 charges to make a ranged spell attack against a creature within 80 feet of you. On a hit, the target becomes wrapped in a cocoon of sugar. For the duration of this property the target is considered restrained and takes 4d8 bludgeoning damage at the start of each of its turns.

The target must succeed on a DC 17 Strength saving throw at the end of each of its turns, breaking free of the sugar on a success. You must maintain concentration on this property as though concentrating on a spell.

You can spend an additional number of charges to target an additional number of creatures within 80 feet of you equal to the number of charges spent.

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*After the dust and sugar had settled, Sacchiriferous's factory was reduced to rubble. Hundreds of people gathered round to truly acknowledge that the Candy Connoisseur was no more, and that his sweets would no longer enrich their lives. As the last of the crowd shuffled away, a young child caught a glimpse of something beneath fallen brick and mortar; an ethereal and stark white cane, the very one that Sacchiriferous himself would use when he walked the cobblestone streets. And when the youth took hold of the cane, they could feel a sudden rush of inspiration take hold within, as though they could feel the touch of the Connoisseur's hand upon their shoulder.*



## GUMMY GELEE GALEA

*Wondrous item, rare (requires attunement)*

A pliable helmet worn by the Gummy Guard of the great Candy Connoisseur. While wearing this helmet you gain a +1 bonus to your AC.

**Squishy Tactics.** While wearing this helmet, as an action you can have yourself and up to 3 willing creatures within 10 feet of you take on a gummy composition for up to 1 hour along with everything you and those creatures are wearing and carrying. You must maintain concentration on this property as though concentrating on a spell. While in this state a creature gains the following properties:

You are resistant to bludgeoning damage and vulnerable to slashing damage.

You can move up, down, and across vertical surfaces and upside down along ceilings at a speed of 20 feet while leaving your hands free.

You can move through a space as narrow as 1 inch wide without squeezing.

A creature can choose to revert back into their normal form as a bonus action, and if you choose to end this property all affected creatures immediately revert back into their normal forms. If a creature reverts while in a space too small for its original form, it is shunted to the nearest unoccupied space it can occupy, taking 1d10 force damage for every 5 feet traveled to do so. Once you use this property, you cannot do so again until you finish a long rest.

---

*Warriors wish for speed and strength, always seeking to overpower their foes through might. But for those not fortunate enough to be blessed with such power there are alternative methods to achieving victory, as proven by the Gummy Guard that once protected Sacchiferous's candy kingdom. Seemingly appearing out of nowhere and descending from all directions, unfortunate intruders found themselves outwitted and outnumbered as they were swarmed by a legion of gummy assailants.*

# VIKING'S FURY

*The northern reaches build hardy folk. Survivors that brave both blizzard and battle head-on. Better to die by spear than by the biting cold, for in glorious death we will be reunited with our forbears. Drink and be merry my friends, for we shall do the same when we meet in the realms beyond!*



## STORM-EYE SLING

*Weapon (sling), uncommon*

A leather sling engraved with the eye of the All-Seeing, glowing with boreal light. It is designed to reward those of great strength with unerring aim.

**Mighty Fling.** When making an attack with this weapon, you use your choice of Strength or Dexterity modifier for the attack and damage rolls. Ranged weapon attacks with this sling deal 1d6 bludgeoning damage. If your strength score is equal to or greater than 16, the normal range of this weapon is increased by 30 feet.

---

*For raiders of the northern lands strength and brutality are favored above all other traits. But power, for all its potential, means little without proper direction. 'Tis for this reason that One-Eyed God, All-Seeing and All-Knowing, is worshiped with greater reverence than any other deity amongst their pantheon. Just as his wisdom aims us straight and true, so do his blessings guide our volleys, driving them into the skulls of our enemies.*

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## RELENTLESS RÖND

*Armor (shield), uncommon*

A shield made from fallen wood of the World Tree, bound and reinforced with its amber and humming with the tree's adamant magic. While holding this shield, you gain an additional +1 bonus to AC.

**Unyielding Charge.** If you take the dash action while holding this shield you can move through the space of another creature, and it doesn't count as difficult terrain. The first creature whose space you move through this way takes an amount of bludgeoning damage equal to 1d6 + your Strength bonus and must succeed on a DC 13 Strength saving throw or be knocked prone. A creature more than one size larger than you succeeds automatically. If you end your turn in another creature's space, you are shunted to the last unoccupied space you occupied.

---

*The War of the Gods reshaped the land forever. As their mighty blows met, the force sent splinters and vitrified sap of the great World Tree crashing to the earth below. Resourceful craftsmen took advantage of this adamant material, enhancing their warrior's already impressive arsenal. The shields borne from this marriage of iron and wood and sap made their wielders feel nigh invincible, sending them barreling forth into battle to crush their enemies underfoot.*

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## HORN OF THE REVELERS

*Wondrous item, uncommon*

An ivory horn etched with a depiction of the great celestial goat known for its everflowing mead. The honored dead drink their fill of it, awaiting their final battle at Ragnarök.

**War Holler.** As an action you can blow into this horn to rouse your allies to battle. You and up to 5 creatures of your choice within 60 feet of you may gain an amount of temporary hit points equal to your Strength modifier (minimum of 1). A creature that has these temporary hit points gains advantage on saving throws it makes to avoid being frightened or to end the condition on itself. This property can't be used again until the next dawn.

**Heiðrún's Blessing.** Any nonmagical liquid that is poured into this horn is transformed into mead.

---

*Both before and after the battle, few things are as valuable as the morale of one's troops, and few things are as effective for rallying the spirits of those trained on blood and steel as song and mead. Sing, drink, and be merry, for beyond the horizon looms battles yet won and foes yet conquered. Let the mead flow as though it were from the Heiðrún itself. We drink to the dead, and they drink to us!*

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## BESTIAL BAND

*Wondrous item, rare*

A twisting band of metal and amber capped with depictions of animal heads. Worn on the arm it distinguishes one as a proud warrior.

**Gifts of Legend.** The animal figures at the ends of this band grant the wearer the benefits of one of the forms listed below. Over the course of a short or long rest you can have the metal of this band change into the form of a different animal:

**Serpent.** When you succeed on a saving throw, you can use your reaction to immediately move up to 10 feet in any direction. This movement does not provoke opportunity attacks.

**Wolf.** When you hit a creature with an attack made with advantage, the next attack against that target made by a creature other than yourself is also made at advantage.

**Raven.** When you score a critical hit, the target takes an additional amount of damage equal to half the damage dealt by that attack at the end of its next turn unless it takes an action to staunch the wound.

---

*The beasts of the wild north have inspired legends among our people. Massive serpents that encircle the world, great wolves that chase the sun and moon, and ever-watchful ravens that serve as the eyes of the all-seeing. From them we gain strength and cunning, fury and courage. Through their ways we bring our foes to ruin, their wisdom guiding our ways.*

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### JUGGERNAUT'S LAMELLAR

*Armor (studded leather, scale mail, or splint), rare (requires attunement)*

Armor constructed of leather and rows of metal plates, reinforced with magical amber. While wearing this armor, you gain a +1 bonus to AC, and you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection.

**Stalwart Frame.** If you gain temporary hit points while wearing this armor, you gain an additional number of temporary hit points equal to your Strength bonus.

**Never Yield.** Whenever you are forced to make a Strength or Constitution saving throw while wearing this armor, you can expend 5 of your temporary hit points to make your saving throw with advantage. If you do not have at least 5 temporary hit points, you cannot use this property.

---

*To attempt to weather a Viking raid is a foolhardy task, built upon ignorance and misplaced belief. Nothing blunts our assault, not sword nor spear nor arrow nor bow. Against it all, a Viking rushes into combat with unflinching spirit and unbreakable body working in perfect harmony.*

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### BERSERKER SPANGENHELM

*Wondrous item, very rare (requires attunement)*

A conical masked helm, topped with pointed horns bursting with power granted from the world tree. Imbued with bestial aggression, these horned warriors were feared throughout the lands. While wearing this helmet, you gain a +1 bonus to your AC and have advantage on saving throws against being frightened.

**Inspire Frenzy.** While wearing this helmet, as an action you unleash a battle cry to call those around you to barbaric combat. Each other creature within 30 feet of you must make a Wisdom saving throw. The DC is equal to 10 + your Strength modifier + your proficiency bonus. On a failed save, the target becomes berserk. While berserk, the target ignores the effects of being frightened and at the start of its turns moves directly to the nearest creature and uses the attack action against that creature. Any attack made this way is made with advantage. If the target is concentrating on a spell, they automatically fail their saving throw. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this property it can't be used again until you finish a short or long rest.

**Goring Rush.** If you move at least 20 feet in a straight line towards a creature, you can make an unarmed strike with this helmet against the target as a bonus action. On a hit, this attack deals an amount of piercing damage equal to 1d6 + your Strength bonus. If the target is berserk, it takes an additional 1d6 piercing damage and makes its next saving throw against the berserk condition with disadvantage.

---

*Some think of us as barbaric, savage, uncultured. Yet deep within every being lies a roaring animal, screaming for release. Those who follow the All-Seeing understand this to be true and in turn bestow the blessing of glorious battle to those who face our steel. We shall fill them with metal and expose their basest desires, turning the world into a symphony of wanton violence.*

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## VALOR

*Weapon (battleaxe), legendary (requires attunement)*

A runed, amber-edged battleaxe with a haft hewn from the petrified branch of the World Tree. The branch was felled by the attack of the God of the Storm, imbuing it with divine lightning. 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. This weapon has the thrown property (range 30/60). When you make a ranged weapon attack with this weapon it returns to your hand immediately. This weapon has a number of charges equal to twice your proficiency bonus and regains all charges after a long rest.

**Bifrost Crash.** When you make a ranged weapon attack with this weapon, hit or miss, you can spend up to 3 charges to teleport within 5 feet of the attack's target with this weapon in hand. When you do, each other creature within 20 feet of you must make a DC 17 Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage and 1d6 lightning damage per charge spent, or half as much damage on a successful one.

**Glorious Death.** If you take damage that reduces you to 0 hit points and doesn't kill you outright while holding this weapon, you can use your reaction to summon terrible strength and immediately take an extra turn, interrupting the current turn. During this turn the only action you can take is the attack action, and all your melee weapon attacks are made with advantage. When the extra turn ends, you fall unconscious. Once you use this property, you can't use it again until you finish a long rest.

**Curse: Valhalla.** When you die, your spirit is welcomed into the hall of heroes to enjoy eternal revelry. If a creature attempts to revive you, a Valkyrie warrior appears to safeguard your soul, interrupting the spell or ability before you are revived (use the Deva stat block). The Valkyrie appears in an unoccupied space within 5 feet of the creature attempting to revive you and seeks to kill them in order to keep your soul in its rightful place. If the Valkyrie kills the creature attempting to revive you it vanishes. Once the Valkyrie is reduced to 0 hit points it vanishes and your spirit returns to your physical form, the spell or ability resolving as normal.

---

*Imbued with the power of the Storm God himself, fallen from the skies beyond reach and unmatched in its capacity for destruction. Only those deemed worthy to wield such power may grasp its steel and deliver unto our foes such carnage and ferocity that their ranks buckle with every swing. And though many have fallen with it in hand, ask thineself: is it not glorious to take weapon in stride and conviction in heart, to die soaked in dirt and blood and prove yourself worthy of immortality? Sing brothers, sing.*

# BOTANIST'S BOUNTY

The power of plants cannot be understated, as even mundane plants have nearly limitless uses. When grown atop magical leylines, local flora can become infused with magical energies, exponentially increasing their potency. Such arcane vegetation can not only be useful ingredients, but can also be formed into powerful magical items. The entangled unity of the natural and the arcane.



## VIOLET BLOOM

*Weapon (dagger), uncommon*

An elegant cutting knife as beautiful as the nightshade flower it is imbued with. On a hit, this dagger deals an extra 1 poison damage.

**Baneful Touch.** The surface of any food cut by this blade becomes poisonous. Any creature that consumes such food must make a DC 13 Constitution saving throw or become poisoned for 1 hour or until it receives magical healing.

---

*Beauty and lethality, folded together in cold steel. A favorite of those who come and go by night and shadow, this slender blade defiles all manner of foodstuffs with but a slice. After all, only the finest cutlery shall suffice for those powerful enough to have cultivated enemies such as you.*



## BRAMBLE BUCKLER

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

A metal buckler decorated with a prominent rose. Magically-hardened vines weave around its rim sporting sharp thorns.

**Prickly Snare.** When a creature takes the disengage action within 5 feet of you, you can use your reaction to make a melee weapon attack against the target with this shield. If you are proficient with shields, you can add your proficiency bonus to this attack which deals an amount of piercing damage equal to 1d6 + your Strength modifier. On a hit, the creature's speed becomes 0 for the rest of the turn.

**Storm of Thorns.** As an action you can throw this shield at a point within 60 feet of you and have it explode in a flurry of spinning thorns. Each creature in a 20-foot radius of the point must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 3d8 piercing damage, or half as much on a successful save. The thorns turn the area of effect into difficult terrain until the end of your next turn.

If the point at which the shield was thrown was within 30 feet of you, it automatically flies back to you and returns to your hand. Once you use this property it can't be used again until you finish a short or long rest.

---

*The young knight steadied herself as yet another warrior crumpled to the ground before her. Blood stained the earth round her like petals from a rose as she stood amidst the carnage, slick from head to toe in crimson. As her bloody fingers gripped an even bloodier shield, the remaining foes who could see her lips crack into an unnerving grin.*

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## SNAPPING SHELL

*Armor (half plate or plate), very rare (requires attunement)*

Part gown, part armor, this elegant plate is constructed from massive carnivorous flora. While wearing this armor you gain a +2 bonus to your AC and naturally produce a pleasant odor.

**Irresistible Lure.** As an action you can exude an attractive scent that drives the mind mad. Up to ten creatures of your choice within 60 feet of you must make a DC 16 Intelligence saving throw or become charmed by you for 1 minute. Beasts have disadvantage on this save. For the duration, the target spends its turns getting as close to you and attempting to make a melee attack against you on their turn. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this property it can't be used again until you finish a short or long rest.

**Jasmonic Snare.** When a creature within 5 feet of you that is not more than one size class bigger than you hits you with a melee attack you can use your reaction to force it to make a DC 18 Strength saving throw. On a failure, you grapple the creature within the maws of this armor. While grappling a creature in this manner you have use of both your hands and the target takes 1d6 acid damage at the start of its turns. You can grapple a number of creatures with this armor equal to your Strength bonus.

---

*Unassuming and deadly, the gorgeous design of this armor belies its sinister nature. With enticing seductiveness that draws in unsuspecting prey, it snaps shut upon any who forget that flora can be just as deadly as fauna. For those that commit an error of such gravity, you shall embrace them with sweetness and death.*

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## PIB'S PEPPER POT

*Wondrous item, rare*

This small pepper shaped bottle contains 1 serving of a spicy sauce. Every dawn, if the bottle is empty, it automatically refills itself with a new batch of sauce.

**Capsaicin High.** When a creature drinks a serving of this spicy sauce as an action, roll a d10 to determine which sauce the bottle contains and how much fire damage it takes according to the type of sauce consumed. The creature then gains the respective benefits for 1 minute or until it is knocked unconscious. This fire damage cannot be prevented in any way.

**1-4: Jalapeno (1d8 fire damage):** Your movement speed is increased by 10 feet.

**5-7: Cayenne (2d8 fire damage):** Your movement speed is increased by 10 feet and your unarmed strikes deal an extra 1d4 fire damage.

**8-9: Habanero (3d8 fire damage):** Your movement speed is increased by 10 feet, your unarmed strikes deal an extra 1d4 fire damage, and you gain resistance to cold damage.

**10: Reaper (4d8 fire damage):** Your movement speed is increased by 10 feet, your unarmed strikes deal an extra 1d4 fire damage, and you gain resistance to cold damage. Once in the duration you can exhale a burst of fire in a 30-foot cone as an action. Each creature in the area must make a DC 17 Dexterity saving throw. A creature takes 6d8 fire damage on a failed save, or half as much on a successful one.

---

*For all you pepper heads out there, there can be no better gift than Pib's Pepper Pot from the legendary Purveyor of Piquant! Share with your friends, take a ride on the wild side and gamble each morning to push your limits to the max. We guarantee even the most experienced of spicelords will find their socks blown off as our most potent peppery punch will leave you in sweet (and spicy) bliss.*

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## GLOCHIDIAN LAUNCHER

*Weapon (any crossbow), rare*

An enigma of arcane engineering and herbalism, this crossbow fires regrowing spines from a rejuvenating cactus. This crossbow produces its own ammunition, storing up to 6 spines this way, regrowing  $1d6+2$  spines after a short or long rest. While it has any of these spines this crossbow ignores the loading property.

**Thirsting Spine.** If you hit a creature with a spine fired from this weapon the target must make a DC 15 Constitution saving throw. On a failed save the spine absorbs water from the target's body and its hit point maximum is reduced by the amount of damage dealt. This effect lasts until the creature takes a long rest or the Greater Restoration spell is used on them. Undead, Constructs, and creatures that have no water in their bodies are immune to this feature.

Whenever you hit a creature entirely composed of water with a spine, the hit is a critical hit.

---

*Of all flora in our world few can contest the cactus family in terms of heartiness and resourcefulness, their ability to siphon water from their surroundings unmatched. A deadly application of such potent absorption leaves the victims of this clumsy-looking weapon withered and parched as their bodies are relieved of all moisture within.*

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## BLESSED BROOCH

*Wondrous item, very rare (requires attunement)*

A verdant, four-leaved brooch brimming with magical luck. This item can grow up to 4 leaves and regrows a missing leaf every 4 days. If the last leaf is removed from this item it turns to dust and is destroyed.

**Better to be Lucky.** When you make an ability check or saving throw you can roll again before knowing the result and use the higher roll. When you do, this item loses a leaf.

**Bestow Fortune.** You can pluck a leaf from this item and give it to another creature. The next time the creature makes an ability check or saving throw it is made with advantage. If the leaf is not used within 24 hours it loses all magical properties.

**Curse.** If this item is destroyed, you have disadvantage on all ability checks for 1d4 days.

---

*A blessing on you, enough for four, Be not greedy, want not for more,*

*A taste of chance, now luck for three, Now let this be a lesson for thee,*

*Another gone, enough for two, Down this path, choices you shall rue,*

*Your final test, now there is one, And if it falls, thy luck has run.*

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## GREAT OAKEN CUDGEL

**Weapon (greatclub), legendary (requires attunement)**

A massive club that carries the might and weight of age. You gain a +3 bonus to attack and damage rolls made with this magic weapon. This great club deals 1d12 bludgeoning damage. While attuned to this weapon you cannot be aged magically. You can still die of old age.

**Speak Softly.** You gain a +1 bonus to melee attack rolls made with this weapon against creatures wearing metal armor.

**Curse: Tree Ring.** The first time you are reduced to 0 hit points but not killed outright while attuned to this weapon, you drop to 1 hit point instead and the curse of this weapon extends to you. This item remains attuned to you until you die but the curse remains until this weapon is destroyed.

Each subsequent time you are reduced to 0 hit points but not killed outright you gain a point of Growth and are now a Plant creature in addition to your original creature type. For each point of Growth, your skin takes on an increasingly bark-like texture and your Constitution score is increased by 1 and your Dexterity score is reduced by 1. This effect cannot be reversed unless this weapon is destroyed even if your attunement to this weapon ends.

While attuned to and cursed by this weapon you gain the following traits:

The first time each long rest you are reduced to 0 hit points but not killed outright, you drop to 1 hit point instead.

You become one with this weapon as it fuses with your new form. As a bonus action you can have this weapon form in your empty hand or dismiss it while holding it, reabsorbing it into your body.

You can cast the Speak With Plants spell once per short or long rest without expanding a spell slot. You have advantage on Charisma checks on plants and plant creatures.

This item is destroyed if a creature cursed by and attuned to this weapon is the target of the Blight spell cast at 9th level. When the item is destroyed all cursed creatures lose all points of Growth and are no longer cursed.

---

*An ornery and cantankerous old man, Willem was rarely ever unaccompanied by his walking stick, a monstrous piece of wood that towered over his small frame. Over the years he would inevitably butt heads with similarly obstinate folk, the more aggressive of whom often receiving a subsequent beating over the head. Towards the end of his long life, nobody could quite explain how the old man continued to outmatch those in the prime of their careers even as he grew ever older and slower.*

*One day, he simply never appeared in town again. Those that bothered searching for the old man only found a mighty tree nobody could remember being there suddenly growing beside his home.*

# BEASTLY ODYSSEY

*This world of Gods and Monsters never ceases to amaze me. In my travels I have encountered such incredible monstrosities I'd heard only in myth, strange, wondrous, and terrifying to behold. Some graceful with unmatched beauty, and some ferocious, ready to drag you to their hypogean lairs. Such wonders could inspire even the God-Smith to capture their likeness in artifacts worthy of heroes. These are my tales of the mythic beasts and the relics made in their image.*



## OPHIDIAN FANG

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

A scaly bow with limbs branching out into writhing serpentine forms. Any damaged coils regrow twofold, just like those of the terrifying creatures they depict. You have a +2 bonus to attack and damage rolls made with this magic weapon. This longbow has 7 charges and regains all charges at dawn. If you are decapitated while attuned to this weapon you do not die if this weapon has at least 1 charge. Instead, this weapon automatically loses a charge and a new head grows from your neck. If the source that decapitated you reduced you to 0 hit points or you had 0 hit points when the source hit you, you remain unconscious but are stabilized.

**Split Shot.** As an action you can spend 2 charges to cast the Conjure Barrage spell through this item without expending a spell slot when firing a piece of nonmagical ammunition.

**Furcating Hydra.** As an action you can spend 3 charges to draw the bowstring of this weapon back and make a ranged spell attack against one creature you can see within 60 feet of

you, sending a spectral serpent head flying towards the target. The roll is a +7 to hit or your own spell attack bonus, whichever is higher. On a hit, the target takes 2d6 piercing damage. Hit or miss, the head then explodes into innumerable spectral serpents. The target and each creature within 15 feet of them must succeed on a DC 16 Constitution saving throw. On a failed save a creature takes 6d6 poison damage and becomes poisoned 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. On a successful save, a creature takes half as much damage and isn't poisoned.

---

*In all my travels, I thought nothing left on these mythic lands could surprise me. I was proved wrong yet again when I saw a Hydra engaged in deadly combat against another titanic beast. With each head the creature lost in battle, two took its place, eventually overwhelming its prey. Watching the ever writhing mass of serpents grow larger and larger with each passing minute was mesmerizing, almost enough to keep me from turning on my heels to flee when a few of its heads turned to face me.*

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## COPPER EYE

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

A copper dipylon shield with a single vertical eyelid at its center. While attuned to this shield you can close your eyes, causing the eye at the center to open. You can see through the eye as long as you are on the same plane as it. While doing so you have darkvision out to 120 feet.

**Spark in the Eye.** As an action you can cast the Lightning Bolt spell from the eye on this shield as long as you are on the same plane as it (DC 15). Once you use this property, you cannot do so again until the next dawn.

---

*As the sweat upon my brow trickled down my face, I dared not break my gaze back at the single gigantic eye that seemed to pierce my soul. I had heard tales of the cruelty of these one-eyed monsters, but to be caught within its sight instilled a fear within me unlike any other. As the lumbering behemoth stooped to grasp a boulder in its massive hand, I took the opportunity to ready my sling. With a well-placed shot, I could yet survive this encounter.*

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## ALLURING LYRE

*Wondrous item, rare (requires attunement by a spellcaster)*

A pearlescent lyre featuring the beautiful and terrifying visage of a finned and feathered siren. You can use this musical instrument as a spellcasting focus. This item has 5 charges and regains all charges at dawn. While holding this instrument you can cast one of the following spells by expending the necessary number of charges: Charm Person (1 charge), Enthrall, (2 charges), Fear (3 charges).

**Illusory Glamour.** You can spend a charge as a bonus action to wrap yourself in a beautiful disguise for 10 minutes. For the duration each humanoid that sees you perceives your form as a beautiful being that they find attractive. Creatures that cannot see you or have Truesight are immune to this property.

**Siren Song.** As an action you can spend 2 charges to start playing an enticing song. Every creature with an Intelligence score of 6 or greater within 60 feet of you that can hear the song must make a Wisdom saving throw or be charmed until the song ends. A creature charmed in this way spends its turn moving as close to you as possible. Whenever it takes damage, a target can repeat the saving throw, ending the effect on itself on a success. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A target that successfully saves is immune to this property for the next 24 hours. You must maintain concentration on this property as though concentrating on a spell.

---

*I've little to write of these creatures, as I was fervently warned to keep my distance no matter how powerful my curiosity may be. Though it initially saddened me to only have to gaze upon their beautiful forms from a distance, the wreckage that littered their stony perch affirmed to me that my benefactors had been correct.*

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## FEATHERWING

*Weapon (shortbow), rare*

An elegant shortbow of white wood carved in the shape of pegasus wings. The edges of the feathers sparkle with gold leaf. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

**Bestow Flight.** While holding this weapon you can cast the Fly spell on a mount you are riding without expending a spell slot. For the duration the mount grows a pair of spectral wings, and if you dismount from the mount the spell ends. Once you use this property, it cannot be used again until the next dawn.

**Aerial Ace.** While flying or riding a flying mount, you can make a single ranged attack with this weapon as a bonus action on your turn.

---

*On a beautiful sunny day my journey continued onward, myself thankful for a respite from the usually harrowing encounters I faced in these lands. A flock of pegasi gallivanting about in the warm air only boosted my mood, their gorgeous wings and manes catching the sun in a manner that lifted my spirits for the rest of the day.*

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## GORGONEION MANTLE

*Wondrous item, rare (requires attunement)*

A scaled mantle lined with serpentine forms clasped with a carving of the dreaded medusa. While wearing this mantle, you have advantage on saves against being petrified.

**Thick Skin.** While wearing this cloak you can cast the Stoneskin spell targeting yourself without expending a spell slot. Once you do so, you cannot do so again until the next dawn.

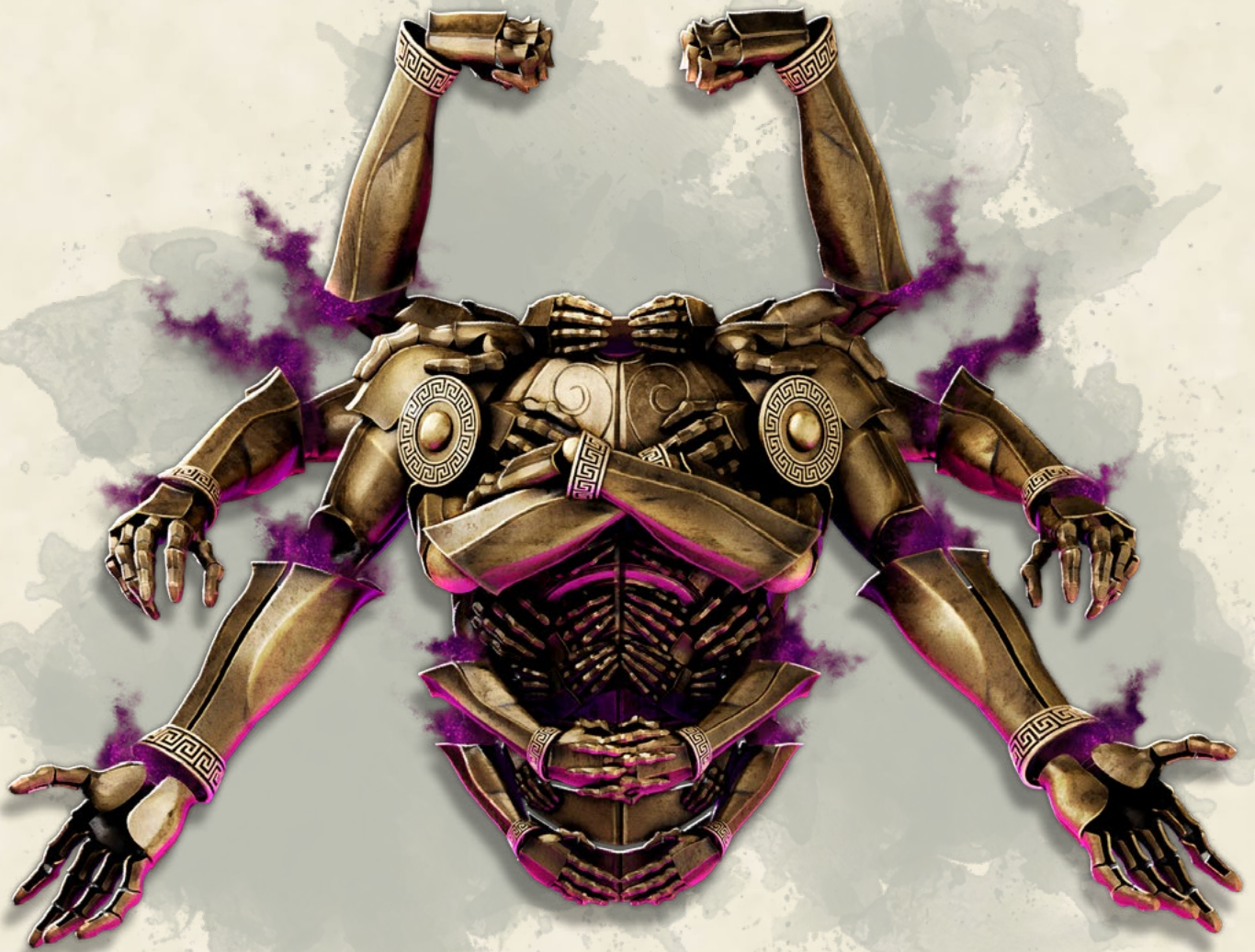
**Soft Touch.** As an action you can touch a petrified creature to absorb their condition. If you do, the creature is no longer petrified and you gain a Stone point. While you have one Stone point, your AC is increased by 1, your movement speed is halved, and you have disadvantage on Dexterity checks and saving throws. When you have two Stone points, you immediately become petrified.

You lose one Stone point every 24 hours. The Greater Restoration spell reduces your number of Stone points to zero.

---

*As I made my way through the desolate temples on my path, I endeavored to not lock eyes with any of the statues that littered the landscape. Each marble form was in the midst of static dynamism, their expressions twisted with the terror they must have felt in their final moments as the snake-haired gorgons descended upon yet another hapless victim. Blindly stumbling forth, I prayed I would not topple one of these poor souls, lest I alert the monstrous fiends and become part of their stony menagerie.*

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## PLATE OF ONE HUNDRED HANDS

**Armor (Half Plate or Plate), legendary (requires attunement)**

A suit of brass armor featuring innumerable arms and hands that can animate at will. While wearing this armor you gain a +2 bonus to your AC.

**Single Handed.** While wearing this armor you can cast the Mage Hand cantrip at will. The spectral hand is stronger than normal and can carry a number of pounds up to 20 times your Strength modifier.

**Heavy Handed.** While wearing this armor, you can control up to two of the additional arms decorating its surface. These secondary arms can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property. If your Strength score is 18 or greater, you can also use these arms to wield melee weapons that do not have the heavy property.

**Hundred Handed.** Once per long rest you can have the hands across this armor unfurl and take on a monstrous form. The AC bonus of this armor is decreased to 0 and you gain the following benefits for 1 hour:

You count as one size larger when determining your carrying capacity and the weight you can push or drag.

You gain a climbing and swimming speed equal to your walking speed.

You have advantage on Strength (Athletics) checks.

You can attempt to grapple a creature as a bonus action.

You can have the hands of this armor pummel your foes into submission. As an action you can have the arms of this armor make a number of unarmed strikes equal to your proficiency bonus against creatures within 10 feet of you. You are proficient with these unarmed strikes which deal an amount of force damage equal to 1d8 + your Strength modifier.

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*I felt the earth rumble beneath my feet, and the skies themselves seemed to quake. With a form more monstrous and befuddling than any I had ever seen, the Hundred-Handed One strode across the land, all hundred eyes scanning the horizon as a hundred limbs blotted out the sun. As awe-inspiring as it was terrifying, I knew then I beheld the form of the great Hecatoncheires.*



## THE CHIMERA

**Weapon (revolver), very rare**

An elegant and deadly creation of the God of the Forge, this peculiar firearm features the aspects of the three heads of its namesake. The trio of barrels at the end of this weapon warn of its various abilities as ammunition fired is molded and reshaped accordingly. This special firearm has the Reload property (3 shots) and the barrel rotates after every shot (Lion - Ram - Snake). When you reload this weapon you can decide which barrel is set to fire on your next attack.

**Lion.** A shot fired from this barrel seems to find weak spots of even the most durable of monsters. This attack scores a critical hit on a roll of 18 to 20.

**Ram.** A fiery blast of scattered slag erupts from this barrel in a 15-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw. On a failed save the creature takes 4d6 fire damage and is pushed 15 feet away from you. On a successful save, the creature takes half damage, but suffers no other effect. The fire ignites any flammable objects in the area that aren't being worn or carried.

**Snake.** The range of this attack is increased to (100/150). On a hit the target must make a DC 16 Constitution saving throw or be paralyzed until the start of your next turn unless it is immune to the poisoned condition. On a critical hit the creature fails automatically.

---

*In all my years exploring these lands, few creatures have vexed me as much as the amalgamation that lay before my eyes. The power of a lion, the stubbornness of a ram, and the ruthlessness of a snake wrapped in one monstrous form. With each step I took I could feel all six eyes trained on me, but in the moment all I could think of was the inner workings of a beast with such a bewildering appearance. Luckily I was able to tear myself away before the beast decided to pounce.*





## CHTHONIAN CHAINS

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

This ever-burning plate armor depicts three canine heads with serpentine chains draping from their maws covering the wearer's arms. While wearing this armor you gain a +3 bonus to your AC and you have resistance to fire damage. This armor can hold up to 5 charges.

**Fangs of Tartarus.** You can make a melee weapon attack with the chains that decorate this armor against a target within 10 feet of you. You are considered proficient with the chain and this attack gains a +1 bonus to attack and damage rolls for each charge this armor has (maximum of +3). On a hit, the target takes an amount of piercing damage equal to 1d6 + your Strength modifier, and you can attempt to grapple the creature with the chain. A creature grappled in this way takes 2d8 fire damage at the start of each of its turns.

Whenever a humanoid creature dies from the damage of the chain or while grappled by the chain, this armor consumes the creature's soul and gains a charge. That creature can only be restored to life by a Wish spell.

**Putrefying Breath.** As an action you can spend any number of charges to exhale a 60-foot cone of sickening flame. Each creature in the area must succeed on a Constitution saving throw and the save DC is equal to 17 + the number of charges spent. On a failed save the creature takes 2d8 necrotic damage per charge spent, has disadvantage on all melee attacks and cannot regain hit points for 1 minute. On a successful save the creature takes half as much damage, but suffers no other effect.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Hypogean Guard.** As an action you can spend any number of charges to cast Spirit Guardians without expending a spell slot. For each charge beyond the first, the spell is cast at one level higher, and the save DC is equal to 17 + the number of charges spent. The guardians appear as three burning canine heads floating around you. When cast the spell this way, the spell deals your choice of fire or necrotic damage rather than its normal damage.

*He was not the strangest creature I had laid eyes on, nor did he appear more frightening or threatening at first glance compared to some other monstrous beings I had encountered in my days on this land. Yet something about this beast sent shivers up my spine, and as my palms turned clammy and my hair stood on end I understood why this three-headed dog had been entrusted with so grave a task. No soul would ever leave or enter the underworld with such a fearsome guard at its gate.*

# 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.



## CLARET

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

An ornate stiletto with a hilt of dark metal and a silvery blade that radiates a sinister aura. This dagger is a silvered weapon.

**Animosity Manifest.** As a bonus action you can spend a hit die, stabbing yourself with the blade of this dagger, taking an amount of piercing damage equal to a roll on the hit die spent. This damage cannot be reduced in any way. If you do, the steel is coated with your own lifeblood, and for the next minute this dagger deals additional necrotic damage equal to a roll of the hit die spent and gains a +1 bonus to attack and damage rolls. You cannot use this feature again while it is still active.

**Malevolent Coagulation.** When you hit a creature with this weapon, you can use your bonus action to corrupt their blood. The target must make a DC 14 Constitution saving throw. If the Animosity Manifest feature is active, the DC is raised to 17. On a failed save, the creature becomes corrupted for 1 minute. While corrupted, whenever the target makes an attack roll or saving throw, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. If an already corrupted creature is affected by this ability, the die rolled increases from a d4 to a d6 for the duration. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Constructs and Undead are immune to this feature, as well as creatures that do not have any blood.

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Forged of silver and blood, infused with iron and hate. The blade of this elegant dagger seathes with insidious intent, thirsting for sanguine refreshment without pause. Those who feel Claret's sting suffer both body and soul as its terrible corruption takes hold of them, gripping tighter with every slash and cut upon their being.

IMAGES | CARDS



## EERIE EYE

*Staff, rare (requires attunement by a spellcaster)*

A cold metallic staff topped with a symbol of three eyes that slowly cry a viscous membrane. While holding this staff you gain a +1 bonus to spell attack rolls and can hear any telepathic communication directed towards a creature within 90 feet of you (ex. the Sending spell, the Telepathy spell, etc.). This staff has 9 charges and regains all charges after a long rest.

**Aberrant Adoration.** While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: Charm Person (1 charge), Suggestion (2 charges), Fast Friends (3 charges).

**Cosmic Interference.** While attuned to this staff, whenever a creature attempts to communicate telepathically with you, read your mind, or charm you, you can use a reaction to spend 2 charges and psychically retaliate. The creature must make a Wisdom saving throw against your spell save DC. On a failure, the spell or ability fails, the creature takes 2d8 psychic damage, and the creature makes their next Wisdom saving throw with disadvantage. On a success, they take half as much damage and the spell or ability functions normally.

**Painful Pulse.** If a creature within 60 feet of you that is charmed by you takes damage, you can use your reaction to spend a charge and regain hit points equal to half the amount of damage dealt. You can spend an additional 2 charges to instead regain hit points equal to the amount of damage dealt.

**Curse.** This staff is cursed, and attuning to it extends the curse to you until you are targeted by the Remove Curse spell or similar magic. As long as you remain cursed, you are unwilling to part with the staff, keeping it within reach at all times. While cursed in this way, you have disadvantage on any saving throws you make against spells and abilities from Aberrations. Aberrations are unaffected by Cosmic Interference.

---

*For those who seek knowledge and salvation from beings not of our plane, there are few roads to venture. And for any foolish enough to brave the cosmic oceans and subject their minds to incomprehensible information, at times they are rewarded for such conviction. As they revel in their newfound ability to wrest control away from hapless victims, they forget that they too may be subject to such treatment from beings that they cannot truly fathom.*

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## WIND WHIPPER WRAP

*Wondrous item, rare (requires attunement)*

A fur scarf ending in two clawed gauntlets featuring a mask of a monstrous weasel. While wearing this item your unarmed strikes deal slashing damage instead of bludgeoning. Your unarmed strikes gain a +1 bonus to attack and damage rolls. If you fall while wearing this item your rate of descent is reduced to 60 feet per round.

**Whirl.** Immediately after you make an unarmed strike while wearing this item, you can move up to 10 feet in any direction. This movement does not provoke opportunity attacks. You can use this property a number of times equal to your proficiency bonus before finishing a long rest.

**Weasel Ward.** As a bonus action you can summon protective winds to shield your allies. Up to three creatures you choose within 30 feet of you become wreathed in swirling winds for 10 minutes and their movement is increased by 10 feet for the duration. When a creature protected by these winds becomes the target of an attack, you can use your reaction to have the creature gain a +5 bonus to their AC until the start of its next turn, after which the winds disperse. Once you use this property you can't use it again until you finish a long rest.

---

*Writhing on whipping winds that tear and cut at flesh, the Kamaitachi menaced any unfortunate enough to be caught in their furious flurry. An artisan astute enough to see these troublesome pests as inspiration for controlling the same winds that terrorized his people. With that same power now a warrior can warp the wind about the battlefield to hasten and defend their allies from harm whilst whirling like a wind weasel possessed.*

IMAGES | CARDS



## THE GOOD BOY

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

This aegis is decorated with the visage of a friendly hound, perhaps in honor of someone's favorite animal partner. To attune to this shield you must give it a name as you would a pet and the hound on the face of the shield changes to whatever canine form you desire.

**Heel.** This shield has the properties of an Animated Shield. The command word to activate this property is the name bestowed upon this shield.

**Catch.** If a creature within 30 feet of this shield is targeted by an attack while the Heel property is active, you can use your reaction to send this shield to protect the defending creature. The target is treated as though it is wielding the shield (including against the triggering attack) for the duration of the Heel property. You can spend a bonus action to call the shield back to you.

**Speak.** As an action you can command the carving of the dog upon the shield to bark furiously, emitting a thunderous 30-foot cone of noise originating from the shield. Each creature in that cone must make a DC 17 Wisdom saving throw. On a failed save, a creature takes 2d8 thunder damage and becomes frightened of the creature currently wielding the shield until your next turn. On a successful save, the creature takes half as much damage and is not frightened. Once you use this property it can't be used again until you finish a short or long rest.

---

*War. Terrible and brutal, it consumes land and life alike with a hunger unimaginable. Even the heartiest of warriors soon fall to despair from the ever-crushing pressure of battle and bloodshed. But even in the bleakest darkness, the power of companionship can lift the spirits in a way like no other. A moment of love and camaraderie to light the way, brought to life by a canine companion standing amidst the misery, guiding their friend back home. Carry this aegis upon your back to be such a beacon for your fellow adventurers; become their light, their clarity, their everlasting companion.*

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## FATESEALER TOXOTAI

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

A godwrought shortbow formed from a stygian tree uprooted by a great deity. The severed string of fate allows the wielder to twist the fate of others, rendering weakness where none once were. You gain a +1 bonus to attack and damage rolls you make with this magic weapon. This weapon has 5 charges and regains all charges after a long rest.

**Tampering Twang.** You can spend a charge to cast the *Silvery Barbs* spell without expending a spell slot.

**Bestow Frailty.** When you hit a creature with a ranged attack made with this shortbow you can spend 2 charges to force the target to make a DC 18 Charisma saving throw. On a failed save you can afflict the target with vulnerability to a damage type of your choosing for 1 minute. If the target is resistant or immune to the type of damage chosen, this property has no effect. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

---

The mighty mountain of a man towered over his opponent, a lithe young warrior armed with naught but a bow and quiver. The outcome seemed decided, and the crowd was eager for the small man's blood.

Within minutes, the roaring had quieted to whispers and murmurs as the giant found himself peppered in arrows. Why? Why did each prick sting so, when he had weathered battles and warriors far fiercer than the skinny foe that assaulted him from afar. And yet each arrow that found itself lodged in his flesh caused his body to scream like never before.

If one listened closely, a chuckle could be heard from far above the clouds as though some entity beyond our realm found something entertaining in the terror of the behemoth that once thought himself immortal.

IMAGES | CARDS



## THE WEEPING WYVERN

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

A horrendous approximation of draconic visage, viscous red liquid ever flowing from its eyes and gaping wooden maw. Few have met the gaze of the vengeful nature guardians depicted in its form and lived to tell the tale.

**Sap Belch.** As an action you can exhale a cone of red sap in a 40-foot cone. Each creature in that line must succeed on a DC 15 Dexterity saving throw or be coated in the sticky sap. A creature coated in sap has its speed halved until it or another creature within reach of it makes a DC 15 Strength check to tear away the sap. If a creature coated in sap takes fire damage the sap catches fire and the creature's speed is no longer halved, and it takes an amount of fire damage equal to half the fire damage that ignited it at the start of each of its next three turns unless the sap is torn away. The sap can only be ignited once this way. You can use this property once per long rest. If you are a Druid you can use this property once per short or long rest instead, and the mask merges with your wild shape, allowing you to use this property while transformed.

---

Borne from the anguish of those who feel the pain of nature as sharply as their own, their scarlet tears leaking through eyes that have seen much devastation. Crimson sap seeps out from the wrinkled sneer as though choking upon the injustices inflicted upon the forest and its denizens. And when those sins are expelled, those caught within shall finally grasp the extent of their crimes as they burn upon their flesh forever more.

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## CROWN OF THE UNSEEN

*Wondrous item, artifact (requires attunement)*

This iron helm wreathed with a crown of gold is a symbol of The Wealthy One, god of the Underworld. While wearing this helmet you gain a +1 bonus to your AC and you cannot be targeted by divination magic and cannot be perceived through magical scrying sensors created by divination spells.

**Wealthy Earth.** This helmet has 6 charges and regains all charges at the end of a long rest. You can cast one of the following spells (spell save DC 17) by expending the necessary number of charges: Distort Value (1 charge), Meld into Stone (2 charges), Creation (4 charges), Sequester (6 charges).

**Dead Man Walking.** Once per long rest while wearing this helmet you can cast the Greater Invisibility spell targeting yourself. The first time each turn you hit a creature with a melee attack while invisible due to this property, the target must make a DC 17 Charisma saving throw. Undead creatures have disadvantage on this saving throw. On a failed save the target becomes forsaken. A forsaken creature cannot regain hit points, attacks made against them gain a +1 bonus to attack rolls, and on a hit the creature takes an additional 1d6 necrotic damage. A forsaken creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Ferryman.** The ferryman rises to collect his due. While wearing this helmet you can summon Charon the Ferryman who occupies the same space as you and moves with you for 10 minutes or until you are knocked unconscious. For the duration of this property the 15 foot radius around you reeks of death and you gain the following benefits:

Other creatures in the area of effect cannot regain hit points and temporary hit points are ignored for targets within the area of effect.

When a creature enters or leaves the area of effect, you can use your reaction to have Charon make a ranged spell attack against the target with his oar. This attack is made with a +7 bonus. On a hit, the target takes 4d8 necrotic damage and it has disadvantage on all ability checks until the start of your next turn.

The first time each turn you are reduced to 0 hit points but not killed outright, if there is a creature that has died in the past minute within 30 feet of you Charon siphons the creature's soul into your being. You immediately regain 1d12 hit points. A dead creature's soul can only be siphoned this way once, and afterward that creature can be restored to life only by a Wish spell.

Once you use this property it can't be used again for 1d6 +1 days.

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*The God of the Underworld holds a peculiar place amongst the pantheon. A deific presence, but one who hides from the rest of the world. Wealthy beyond measure, but separated from all who would bask in such wealth. A being of great worship, but often due to fear rather than devotion. A god hidden but known by all, he awaits us all in his realm of riches and souls. It is no surprise that even a fraction of such a presence would make one a source of abject terror.*

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Ben Kullerd	Edward Schmitzer II	Justin	Predrag Pešić	tr dw
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We look forward to bringing more magic to you!