



THE
MITHRAL CANVAS



AVIAN ARSENAL



6 HOMAGES TO OUR FEATHERED FRIENDS
FOR DUNGEONS & DRAGONS 5TH EDITION

AVIAN ARSENAL

Soaring through the skies, seemingly unbound by the laws of nature, the avian form has always captivated our kind. An inspiration to ascend beyond one's terrestrial restraints, birds represent beauty, cunning, and freedom. Many crafters have found their imagination sparked by these diverse creatures, modeling their creations to pay homage their favorite varieties.



MURDER

Weapon (hand crossbow), rare (requires attunement)

A crossbow of dark metal and stained wood carved in honor of a vindictive crow. You gain a +1 bonus to attack and damage rolls you make with this magic weapon.

Grudge. When you take damage from a creature you can see, attacks you make with this weapon against that creature until the end of your next turn are made with advantage.

Ire. You can cast the Hex spell while wielding this weapon without expending a spell slot (Spell Save DC 15). If you hit a creature affected by the Grudge property, the spell deals an additional 1d6 necrotic damage on a hit. Once you cast the spell this way, you cannot do so again until you finish a short rest.

Whoever said to forgive and forget never met me.

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SCOOP

Weapon (sling), uncommon

An orange-dyed sling with sea pearls adorning its string, modeled after the bill of gulping pelican. This weapon has 3 charges and regains all charges at dawn.

Water Sac. You can spend a charge to create a ball of water in this sling and make a ranged weapon attack against a target within 30 feet of you. On a hit the target takes 1d8 bludgeoning damage. Hit or miss, the ball of water splashes outwards. The target and each creature within 5 feet of it must succeed on a DC 12 Dexterity saving throw or take 2d8 cold damage.

If you are near a large body of water such as a lake or ocean you can use this property without spending a charge if you dip this weapon into the water as a bonus action.

You ever been hit by a REALLY hard wave?

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PARLIAMENT

Weapon (light hammer), rare (requires attunement)

An ornate hammer forming the visage of the furtive owl. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon has 3 charges and regains all charges when you finish a long rest.

Silent Hunter. When you make a thrown attack with this weapon, it silently returns to your hand. Impacts from attacks with this weapon make no noise.

Hush. When you hit a target with this weapon, you can expend a charge to cast the Silence spell centered on the target as it makes impact.

Silent as the grave.



BEVY

Weapon (rapier), rare (requires attunement)

An elegant rapier with a hilt resembling a pair of loyal swans.

Battle Ballet. Whenever a creature hits or misses you with a melee attack you can use your reaction to force it to make a contested Dexterity check. On a success, you use the creature's momentum against it and can move up to 10 feet without provoking opportunity attacks or move the creature 10 feet in any direction. The next attack you make against that creature until the end of your next turn is made with advantage.

Life Bond. You can cast the Wedding rite of the Ceremony spell without expending a spell slot or requiring components between yourself and another creature. This rite lasts as long as you are attuned to this weapon or until you or the creature die. If you end this rite by breaking attunement to this weapon you can no longer attune to this weapon as it becomes displeased with your dishonest conduct.

Break MY heart? Best think again.

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DESCENT

Weapon (war pick), very rare

A metal pick with a crimson plume, representing the diligent woodpecker. You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon deals double damage to creatures made of wood as well as wooden objects and structures.

Drum. When you hit a creature with a melee weapon attack with this weapon, all subsequent melee attacks made with this weapon against the same creature deal an additional 1d4 piercing damage. This extra damage continues to increase this way until you miss a melee attack with this weapon, you attack another target, or a turn passes without having damaged a creature with this weapon.

If hitting them doesn't work, you didn't hit them enough.



BAZAAR

Weapon (spear), legendary (requires attunement)

A beautiful spear with a glimmering head resembling a diving falcon. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Aerodynamic. This mighty spear is surprisingly light and soars through the air with ease. It has range (60/180) and returns to your hand immediately after it is used to make a ranged attack.

Falcon Strike. As an action while wielding this weapon you speak its command word to target a creature you can see within range of this weapon. Make a melee weapon attack against the target with this weapon as you soar along with it towards the target in a straight line (this movement does not provoke attacks of opportunity). If the target is beyond the normal range of this weapon, you have disadvantage on the attack roll. Hit or miss, you end your movement in an unoccupied space within 5ft of the creature.

On a hit, the target takes damage from this weapon plus 6d8 force damage and must make a DC 18 Constitution saving throw (if the target was more than 60 feet from you the DC is raised to 20). On a failed save, the target is stunned until the end of your next turn.

You can use this property a number of times equal to your proficiency bonus per long rest.

Quarry. When you make a weapon attack with this spear with advantage, your attack deals one additional weapon damage die.

Strike fast. Strike hard.

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