



THE
MITHRAL CANVAS



THE CURSE
OF
BILLY CROSS



5 SUNKEN TREASURES OF THE LEGENDARY PIRATE
FOR DUNGEONS & DRAGONS 5TH EDITION

THE CURSE OF BILLY CROSS

"We sail, We sail across the sea, But never see the shore. Our bones now creak, our souls now seek, To sail forevermore..."



SOULGLEAM LANTERN

Wondrous item, uncommon

A tarnished metal lantern pulled from the murky depths. While holding this lantern you can use it as a spellcasting focus. This lantern can hold up to 3 charges and regains a charge when a humanoid creature is killed within 20 feet of it.

Deathly Glow. As a bonus action, you can spend a charge to light this lantern with a ghastly luminescence. While lit, this lantern emits a cold bright light in a 30-foot cone and dim light for an additional 15 feet for 1 hour or until you use a bonus action to extinguish the light. While in the bright light, creatures cannot regain hit points. You can choose what direction you aim the cone on your turn (no action required). This light cannot be smothered or quenched, but if the Turn Undead feature is used while this lantern is in range, goes dark and cannot be lit for 24 hours.

Many a tale be spun 'buot ol' Billy Cross, most fearsome pirate to fly the skull and bones. Wicked with both tongue and blade, his rampage 'cross the seas left a legacy spread so far and wide that it lives on to this very day. Even now, decent sailors and ruthless pirates alike be wary of any lights of a spectral persuasion seen adrift the open waters, for it was said the cold flame within Billy's lantern hungered eternal for the souls of his victims.

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DEAD MAN'S SHOT

Weapon (pistol), rare (requires attunement)

A rotten, barnacle-ridden firearm seething with murderous intent. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Haunted Shot. As a bonus action you can spend a hit die to instill this weapon with a part of your own ruthless spirit. Roll the spent hit die and take an amount of necrotic damage equal to the number rolled (this damage can't be reduced in any way) and this weapon gains the following benefits:

The bonus to attack and damage rolls is increased to +2 against humanoid creatures.

This weapon deals an additional 1d4 necrotic damage on a hit.

If you score a critical hit against a creature with a ranged attack made with this weapon, the target must make a DC 15 Wisdom saving throw or become frightened of you for 1 minute. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

These benefits last until you make a number of ranged attacks with this weapon equal to the number rolled on the hit die plus one, or finish a short or long rest.

Over the years, many would cross blades with Billy atop his trusty ship. Of those fortunate few, or perhaps unfortunate few, that lived to tell the tale, they struggled to find the words to properly convey the terror instilled upon them after staring down the barrels of Cross' vicious firearms. Indeed, survivors found mere hours later would appear visibly aged, hair stark white as though their very spirits had been ravaged in the harrowing battle.

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TRENCH WALKERS

Wondrous item, rare

These well-worn, waterlogged boots carry with them the weight of age, experience, and loss.

While wearing these boots you gain a swim speed equal to your walking speed and can choose to walk on water as though affected by the Water Walk spell.

Sinking Stone. As a bonus action you can have these boots sink you to the bottom of the body of water you are standing on, descending at a rate of 60 feet per round until you land or choose to end this effect. While underwater you can reverse the effect as a bonus action and be carried to the surface at a rate of 60 feet per round.

In all the years Billy prowled the seas, few'd ever hope to understand his tactics, perplexing and stupefying as they were. 'Twas' short time before contradictory tales were being spoken from those who survived their encounters. Some told of Billy walking onto their deck with nary a ship in sight, whilst others swore they witnessed him rise from the watery depths. Such stories only further obfuscated how Billy was able to thwart his prey, ensuring his stratagems remained a mystery.

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SODDEN OVERCOAT

Wondrous item, very rare (requires attunement)

Drenched and miserable, this overcoat still commands respect due for a captain. While wearing this coat you have advantage on attack rolls against frightened creatures.

Waterlogged. When you kill a humanoid creature, you gain 1d4 + 4 temporary hit points. While you have these temporary hit points, you have resistance to fire damage and you have advantage on saving throws against being moved against your will.

Bloody Visage. As an action while wearing this coat, you can cast the Fear spell, terrorizing your foes with the ghastly nature of this coat. The DC is 16 or your spell save DC, whichever is higher. If you have killed a humanoid creature in the past minute, the DC is raised to by 2. Once you use this property it can't be used again until you finish a long rest.

'Twas only a matter of time 'fore a menagerie of pirates saw fit to take matters into their own hands, vowing to hunt down the Duke. And hunt him they did, surrounding ol' Billy and crew ten to one, thinking they had the mighty Duke dead to rights. Yet no matter how many blows rained down upon him, Billy stood again and again like a man possessed, refusing to die at the hands of scoundrels too cowardly to face him in a fair fight. At last the sun set upon a scarlet sea and Billy's legacy was all but set in stone.

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LAMENT

Weapon (scimitar), legendary (requires attunement)

This ghastly blade drips with an everflowing stream of sea water. It gleams with the fading light seen by a drowning man. You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this weapon, you can choose to ignore any temporary hit points the target has. This weapon has 6 charges and regains all charges after a long rest.

Depth Summon. While holding this weapon you can spend 2 charges to cast the Hunger of Hadar spell without expending a spell slot. The DC is 16 or your spell save DC, whichever is higher.

Grave Calling. When you reduce a humanoid creature to 0 hit points with this weapon, you can spend a charge to force the target to make a DC 16 Charisma saving throw. On a failed save, the target instantly dies as its soul and physical form are torn apart.

The creature's body turns into a Ghoul and a Specter appears in an unoccupied spot within 5 feet of it. As a bonus action on each of your turns, you can mentally command any creature created by this weapon within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

After 24 hours or if you are killed, a creature created by this weapon turns to dust and disappears.

Long passed be the era of Billy Cross at his prime, galavanting across the seas without a care in the world. Yet all these years later there still be sightings of the Duke of the Waves, strode upon a ghastly vessel thought lost to the ocean depths. Decades later the Duke still sails, but his crew be long departed. Now the only company he keeps be the bodies and spirits of any poor devils unlucky enough to cross his path on a bad day. 'Tis said those who listen close can hear the mad Duke whispering to those hollow shells that once be fighting pirates, as though waiting for some response after years alone on the cruel seas.