



THE
MITHRAL CANVAS



BIRTHDAY GIFTS 2023



6 MAGICAL ITEMS OF EACH OF OUR DESIGN
FOR DUNGEONS & DRAGONS 5TH EDITION

BIRTHDAY GIFTS 2023

Its that time of year again! The two of us here at The Mithral Canvas are celebrating our birthdays this month, so we're bringing you 3 items from each of our design. A goody bag of variety for celebrating with us.



BEASTHUNTER CATCHPOLE

Weapon (morningstar or halberd) , uncommon

This utilitarian weapon smattered with dried blood has a trigger mechanism that transforms it between a spiked cudgel and a grasping polearm. You can use a bonus action to swap it from a morningstar to a halberd or vice versa.

Transform Attack. When you use a bonus action to transform this weapon from a morningstar into a halberd, your next attack this turn can trap a creature within its spiked head. If you hit a creature with this attack you can attempt to grapple it within the halberd's head. If you successfully grapple it, the creature takes an additional 1d6 piercing damage. Each time the creature attempts to escape the grapple it takes 1d6 piercing damage.

When you use a bonus action to transform this weapon from a halberd into morningstar you can make a single additional attack with the morningstar this turn. If a creature was grappled in the halberd's head when you transformed it into a morningstar, that creature must make a strength saving throw or be knocked prone. The DC is equal to 8 + your Strength modifier + your proficiency bonus.

When the Plague of Beasts swept through the land, the line between man and monster became blurred. It twisted the people into horrible mockeries of the humanoid form that preyed on their kin. To combat the spreading monstrosities, the Hunters rose to prominence, capturing and dispatching the beasts with unmatched skill. However, as hunters looked upon their ranks and saw the mania in their eyes as they maimed and brutalized their prey, they could not help but wonder if they had traded one beast for another.

IMAGES | CARDS



ZEPHYR STEPPERS

Wondrous item, very rare (requires attunement)

With steps as light as a feather, you shall run like the wind. While wearing these boots your walking speed is increased by 10 feet and you cannot be moved against your will by wind or wind based spells.

Sylph Stride. Once per long rest while wearing these boots you can use a bonus action to wrap yourself in a cloak of wind. You gain the following benefits for 10 minutes:

You gain a flying speed equal to your walking speed. At the end of your turn, you fall if still aloft unless you can stop the fall.

Any creature that makes an opportunity attack against you has disadvantage on the attack roll.

You can move through a hostile creature's space even if the creature is not two sizes larger or smaller than you, and another creature's space is not considered difficult terrain for you.

Gale Force. When you take the dash action, you can make a single unarmed strike against each creature you move within 5 feet of on that turn, even if the number of attacks you make exceeds your normal limit.

A creature can be attacked this way only once per turn. You can use this property twice before finishing a long rest.

"Leave your goods and maybe you'll live t'see another day mister!" the bandit captain demanded, his band of miscreants cackling around him. Their quarry, a lone traveler upon the empty roads, remained silent as the brigands continued to rain every manner of vulgarity upon him. Impatience got the better of the leader, and he reached out to grab hold of the traveler's hood. Yet his grasp found only air, followed by a terrible wind that howled to life. The twister vanished just as quick as it had appeared, leaving in its wake the bruised and battered bodies of the band. The traveler, unscathed, continued down the path, his boots now gleaming with emerald winds.

IMAGES | CARDS



DESPERADO DUSTER

Wondrous item, rare (requires attunement)

This stylish and intimidating coat is a favorite of outlaws across the frontier. Through subtle magic, it enhances the stealth and intimidating presence of the wearer while providing protection from the elements. While wearing this coat you ignore the effects of extreme heat and cold between -50 and 150 degrees Fahrenheit as well as difficult terrain caused by desert environments.

Deep Pockets. While wearing this coat, creatures have disadvantage on checks to discover weapons and items on your person as long as the weapons don't have the versatile, two-handed, or heavy properties.

Ace in the Hole. You can use an action to reveal a weapon concealed on your person, choosing a number of creatures up to your proficiency bonus within 60 feet that can see you and the weapon. Those creatures must make a Wisdom saving throw or be frightened of you for 1 minute. While frightened this way, the creature has disadvantage on initiative rolls. A creature can repeat the save at the end of its turn to end the effect. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this property for 24 hours. The DC is equal to 8 + your Charisma modifier + your proficiency bonus, adding a bonus to it based on the rarity of the weapon revealed (uncommon: +1, rare: +2, very rare: +3, legendary: +4, artifact: +5). After you use this feature, roll 1d6. On a 1-4, you cannot use this property again until you finish a long rest.

In the Frontier, you're bound to run into some cold and standoffish types. People who can freeze the blood in your veins with a look. More often or not it's a survival technique, a fabricated facade to avoid at least one of the near-daily confrontations common in outlaw country, but a fight usually breaks out anyway. The real terror is when they can back up the look. When they hold a hand over some wild weapon with insane destructive potential. If you wield real power in this dusty expanse, you'll send any who meet your eyes running home with their tail between their legs.



PYROCLASM

Weapon (longbow), legendary (requires attunement)

This scorching bow sends searing missiles raining through the air like a devastating eruption. You gain a +3 bonus to attack and damage rolls you make with this magic weapon. When you make a ranged attack with this weapon, you can add your Strength modifier to attack and damage rolls instead of your Dexterity modifier.

This weapon has 10 charges and regains 1d10+3 charges after a long rest. While you are attuned to this weapon, if a creature other than yourself touches it, this weapon is considered to be under the effects of the Heat Metal spell.

Ashfall. As an action you can spend 3 charges to fire a piece of nonmagical ammunition from this weapon at a point within 120 feet of you and create a 20-foot radius cloud of volcanic ash centered on the point. Each creature within its area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 2d6 fire damage and 2d6 poison damage and is blinded 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, it takes half as much damage and isn't blinded.

Lava Plume. When you make a ranged attack with this weapon you can spend any number of charges to have your ammunition become like molten slag. On a hit, the target takes 1d10 fire damage. Hit or miss, the ammunition explodes in a ball of molten lava. The area of effect is a sphere whose radius is 5 feet times the number of charges spent. The target and each creature within the area of effect must make a DC 17 Dexterity saving throw. On a failed save a creature takes 1d8 fire damage and 1d8 bludgeoning damage per charge, or half as much damage on a successful one. Flammable objects that aren't being worn or carried within the radius are ignited.

If you spend 8 or more charges to use this property, roll a d10. On a 1, this weapon crumbles into ashes and is destroyed. In 1d10 days, a random volcano on the same plane of existence on which the weapon was destroyed erupts as the weapon reforms within.

Fire. Searing the land. Plumes of endless smoke blot out the skies as the seas roil and churn. With every passing second, more of the earth vanishes beneath an avalanche of ash and lava consuming all before it. A hellscape made manifest upon our world, forces beyond our control, the end of times descends one fiery projectile after another.

Now, harness that might. And let your enemies never forget; nothing stands before the molten fury of the land.



STAFF OF THE SANGROMANCER

Staff, very rare (requires attunement by a spellcaster)

A staff created from the solidified blood of a vampiric mage. While attuned to this staff, it merges with your own blood. You can use a bonus action to cause the staff to liquify and retract into your veins or reform in an open hand. While you hold it, you gain a +1 bonus to spell attack rolls.

Vitae Arcanum. While holding this staff you can use your own life force to cast spells. In place of a spell slot, you can choose to expend a number of unspent hit dice equal to the spells level. If you do, roll each hit die, taking necrotic damage equal to the number rolled. This damage cannot be reduced in any way. A spell cast this way cannot be higher than 5th level or higher than your highest level spell slot. Your spell save DC for a spell cast this way is increased by 2 and if the spell would deal damage, it deals necrotic damage instead.

Dark Puppeteer. You can cast Hold Monster from this staff without expending a spell slot. A creature that does not have any blood in its body, such as constructs, succeeds automatically. On your turn you can move the held creature up to 15 feet in any direction using a bonus action. You can use your action to cause the held creature to immediately make a single melee attack against a target of your choice. Whenever a creature fails its Wisdom save to escape it takes necrotic damage equal to 1d8 + your spellcasting modifier.

Once you use this feature it can't be used again until you finish a long rest. You can cast Hold Monster with this property again by using any spell slots you have of the appropriate level or by using Vitae Arcanum.

Curse. When you attune to this staff, its vampiric blood infects your own. You cannot end your attunement to the staff while cursed this way. Your creature type becomes undead, you gain the Sunlight Sensitivity feature. Additionally, you must consume 1 vial of humanoid blood every 24 hours. If you do not, you cannot gain the benefits of a long rest until you do so. This curse can only be removed after finding and slaying the vampire whose blood was used to make the staff.

Blood is life. Eons of history course through the veins of the living. Endless power waiting to be unlocked by one proficient in its extraction. Blood mages can access this font of arcane vitality, restricting its flow in others or causing their spells to surge with life. The cost of this power can be draining, but a true sangromancer can always find a way to renew their strength. After all, blood is life...



WALL OF TITANIC COVETOUSNESS

Armor (shield), artifact (requires attunement)

An opulent golden shield emblazoned with the embodiment of greed, featuring a small slot at its center. While holding this shield you gain a +3 bonus to your AC. This shield has 10 charges and regains 1d10+1 charges after a long rest. As an action you can insert gold pieces into the slot of this shield which regains 1 charge for every 1000 gold pieces inserted.

While attuned to this shield you can sense the presence of all gold within 100 feet of you which is surrounded by bright yellow aura even if it is hidden or behind an obstacle that would block your vision.

Too Big to Fail. You can cast one of the following spells (spell save DC 17) by expending the necessary number of charges: Distort Value (1 charge), Incite Greed (3 charges), Secret Chest (4 charges), Find the Path (6 charges).

Charitable Donation. As a bonus action you can insert gold pieces into the slot of this shield and gain a barrier of protection. If you do, you gain 1 temporary hit point for every 10 gold pieces inserted into the shield to a maximum of 25. While you have these temporary hit points you are immune to being charmed as an aura of avarice keeps your mind from outside influence.

Bailout. When you take damage, you can use your reaction to spend 3 charges to force a creature within 30 feet of you to make a contested Charisma check. If the chosen creature is a friendly creature, it makes this check with disadvantage. If you succeed, the chosen creature takes the damage instead, and suffers any additional effects.

Curse: Unethical Consumption. This shield is cursed.

Attuning it curses you until you die or the shield is destroyed. Each day you must feed this shield a debt of 50 gold pieces (gold pieces fed to this shield as part of the Charitable Donation property do not count towards this debt). Each day you do not pay the debt, your hit point maximum decreases by 10 (3d6) and the debt increases by 50 gold pieces for every 24 hours that elapse (ex. 50 gold on the first day, 100 gold on the second day, etc.). Once you have paid the total debt your hit point maximum is restored. If this curse reduces your hit point maximum to 0, you immediately die.

If you die while attuned to this shield you can be restored to life only by a Wish spell.

Destroying the Shield. To destroy this shield you must give away 100 gold pieces to another creature without receiving anything in return every day for one year. If you do so, this shield crumbles into ashes and is destroyed, and all of the gold it has eaten is released.

“Greed is good.” The hallowed chorus of those devoted body and soul to the Golden Swine, herald of riches and bringer of demise. A being born of an emotion so base and primal that to deny him is to deny the nature of our very world. All who succumb to his beckoning song are subservient to his whims forever more, blind to the pain and destruction left in his wake. With each wicked offering upon his altar, he feasts eternal upon his infinite hoard of riches and bones.