



THE

# MITHRAL CANVAS



## BOTANIST'S BOUNTY



8 ITEMS MAGICALLY CULTIVATED  
FOR DUNGEONS & DRAGONS 5TH EDITION



# 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.

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*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.

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*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.

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*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.

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*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.

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*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.*





## 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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