



THE

# MITHRAL CANVAS



## SIGNS FROM THE STARS

### PART 2



6 UPGRADING ITEMS BASED ON THE ZODIAC  
FOR DUNGEONS & DRAGONS 5TH EDITION



# SIGNS FROM THE STARS

This collection is inspired by the signs of the zodiac! These special items grow in power and rarity, allowing you to take them from early to late game.



## SHOOTING STARS

*Wondrous item, varies (requires attunement)*

Metal greaves topped with ram's horns. The spaces between the metal swim with starlight. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

**Rare.** While wearing these greaves your movement speed is increased by 5 feet.

**Headlong Rush.** As an action you can charge forward in a straight line up to your remaining movement speed. This movement does not provoke opportunity attacks and each creature in the area must make a Strength saving throw. The DC is equal to  $8 + 1$  for every 5 feet you moved (maximum of 30). On a failed save the target takes 1d4 bludgeoning damage for every 5 feet you moved and is knocked prone. On a successful save the creature takes half as much damage, but suffers no other effect.

You can use this property twice before finishing a long rest.

**Very Rare.** Your bonus to movement speed is increased to 10 feet. The Headlong Rush property deals 2d4 bludgeoning damage for every 5 feet of movement instead and can be used three times before finishing a long rest.

**Hot Headed.** Creatures that are surprised or haven't taken

a turn yet have disadvantage on saving throws against the Headlong Rush property.

**Legendary.** Your bonus to movement speed is increased to 15 feet. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

**Snap Decision.** When you roll initiative, if you are not surprised or incapacitated, you can use your reaction to immediately take your turn. Until the end of this turn, the Headlong Rush property deals 3d4 bludgeoning damage for every 5 feet of movement instead.

After you take this turn, skip your first turn in the initiative order. You can use this property once before finishing a long rest.

*Aries. The initiator. The unstoppable. With an unmatched thirst for victory, the Ram throws themselves headfirst into whatever challenge comes their way, consequences be damned. While others get bogged down in plans and strategies, the Ram understands that the simplest answers are often best. Charge into battle, and let the details sort themselves out after the fact; there's a fight to be won.*

## HEAVY CROWN

*Wondrous item, varies (requires attunement)*





A heavy metallic helm shaped like a horned bull. Stars glimmer in its eyes and guards. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have a Strength score of 16 or greater to attune to this item.

**Rare.** While wearing this helmet you gain a +1 bonus to your AC.

**Unstoppable Force.** If you take the dash action while you are wearing this helmet, you can move through the space of a hostile creature even if they are not two sizes larger or smaller than you. A hostile creature whose space you enter for the first time on a turn must make a contested Strength (Athletics) check. Creatures larger than you make this check with advantage and creatures smaller than you make this check with disadvantage. If you win the contest, the creature takes 1d10 bludgeoning damage and is knocked prone.

**Very Rare.**

**Gravity Well.** As an action while wearing this helmet you can magnify your body and personal gravitational field for 1 minute. Your size increases by one category (from Medium to Large, for example), and you exude a 10-foot radius that has one of the following effects. At the start of each of your turns you can change which of the following effects is active (no action required):

Strength-based attacks deal an additional die of damage on a hit.

Ranged attacks made by or against creatures within the radius have disadvantage.

The ground and any other surfaces within the radius

are considered difficult terrain for creatures other than you and creatures in the radius cannot teleport or be teleported.

This property's effects end early if you are reduced to 0 hit points or you end it as a bonus action. Once you use this property it can't be used until you finish a long rest.

**Legendary.** You can use the Gravity Well property twice before you finish a long rest, the area of effect increases to 20 feet, and your size increases by two categories instead (from Medium to Huge, for example).

**Event Horizon.** Your mastery of gravity has advanced to such a degree that the world bends to your will. While the Gravity Well property is active it can have up to two chosen effects at a time. The property also gains access to the following effects to choose from:

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You cannot be forcibly moved against your will and you have advantage on Strength checks and saving throws.

The radius is treated as though it is under the effects of the Reverse Gravity spell (save DC 17) for everything but you.

At the start of your turn creatures within the radius that are smaller than you are pulled up to 10 feet toward you.





*Taurus. The steadfast. The unyielding. Planting their feet firmly for even the smallest cause, the Bull shall never give an inch to an enemy. As they march forth, their stubbornness drives them through any and all opposition, leaving battered bodies in their wake. Crush them underfoot, and let them understand what it means to clash with a force of nature.*

## DOUBLE TROUBLE

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

A pair of starry daggers that together form the sign of the Twins. These daggers begin as Rare and through time, accomplishment, and growth, can simultaneously increase in rarity to Very Rare, then Legendary (according to your GM).

Each of these daggers is a separate magic weapon and must be attuned to by a different creature. While you and another creature are both attuned to one of these daggers, each creature is considered the other's "Twin". While attuned to this dagger you are always aware of the direction of your Twin if you are both on the same plane of existence.

**Rare.** You gain a +1 bonus to attack and damage rolls made with this magic weapon and it returns to your hand immediately after it is used to make a ranged attack.

**Simpatico.** While holding this dagger you gain advantage on attacks you make against targets that are within 5 feet of your Twin.

**Very Rare.** The bonus to attack and damage rolls is increased to +2. This weapon gains 3 charges and regains all charges daily at dawn.

**Twin Telepathy.** You have an uncanny sense warning you of when your twin is in need of assistance. While you are within 100 feet of your Twin and you are holding this dagger, you can spend a charge to use one of the following properties:

When your Twin makes a weapon attack with this dagger, you can use your reaction to teleport to an unoccupied space within 5 feet of your Twin. If you teleport within 5 feet of the target of your Twin's attack, your Twin makes the triggering attack with advantage.

When your Twin is targeted by an attack made by a creature you can see, you can use your reaction to teleport within 5 feet of them. If you do, your Twin gains a bonus to their AC equal to your Dexterity modifier until the start





of their next turn. You must use this property before the attacker rolls for their attack.

When your Twin is forced to make a saving throw, you can use your reaction to change places with your Twin. You and your Twin instantly teleport to the space the other was previously occupying. If you do so, you must make the saving throw instead and suffer any additional effects.

**Legendary.** The bonus to attack and damage rolls is increased to +3. This dagger now holds up to 6 charges.

**One Mind.** You gain an extra reaction that you can only use for the Twin Telepathy property. In addition, you can speak telepathically with your twin as long as they are on the same plane of existence.

*Gemini. The trickster. The unpredictable. Always happy to be in the company of others, the Twin is never truly alone. Quick to adapt and recover from any unfamiliar situations, their wits keep them on their toes both in social circumstances as well as on the battlefield. Take control of the pace of battle, and watch your foes turn perplexed by your wiles and schemes.*

## OLD GUARD

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

A segmented metallic shield shaped like the head and claws of a crab. When in use the claws separate and open, creating a starry barrier between its plates. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have a Wisdom score of 16 or greater to attune to this item.

**Rare.** While holding this shield you gain a +1 bonus to your AC.

**Bulwark.** As an action while holding this shield you can create a magical Barrier that protects friendly creatures within 10 feet of you for 10 minutes. A creature under your protection gains a bonus to its AC and saving throws equal to half your Wisdom modifier rounded down (minimum of 1) while it is affected by this property.

You can use this property once before finishing a long rest. You must maintain concentration on this property as though concentrating on a spell and it ends early if you drop this shield.

**Very Rare.** The shield's bonus to AC increases to +2. You can





use the Bulwark property twice before finishing a long rest and its range increases to 20 feet.

**Total Coverage.** When a creature within range of your Bulwark is targeted by an attack from a creature you can see, you can use your reaction to become the target of the attack instead, even if you are not in range of the attack. You must use this property before the triggering attack is rolled.

**Legendary.** The shield's bonus to AC increases to +3. You can use the Bulwark property three times before finishing a long rest and its range increases to 30 feet.

**Best Defense.** While the Bulwark property is active, you can use an action to make a ranged spell attack against one creature within the area of effect. The shield produces a spectral claw and makes its attack roll with a bonus equal to your Wisdom modifier (minimum of 1). On a hit, the target takes 1d6 force damage times your Wisdom modifier (minimum of 1). Until the start of your next turn, the target's movement speed becomes 0 and any attack roll against the target has advantage if the attacker can see it.

*Cancer. The empath. The guarded. True and loyal to a fault, the Crab makes for a reliable long-time companion. They see the value in comfort, sensitivity, and protection in a world of harshness and cruelty. And for those that seek to take advantage of this tenderness, a sharp claw serves as protection enough. Remind them that beneath your hard shell is a sharpness to match.*

## HIGH STANDARD

*Wondrous item, varies (requires attunement)*

A tall, starry banner held aloft in a metallic lion's maw. This item begins as Rare and through time, accomplishment, and

growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

**Rare.** You can cause the banner of this standard to depict a starry image of your choice at will. This standard has 2 charges and regains all charges daily at dawn.

**Rally.** While holding this standard, you can use an action to emit an inspiring aura. For 10 minutes, friendly creatures within 20 feet of you gain a +1 bonus to attack and damage rolls.

When a creature affected by this property makes an attack, you can use your reaction to spend a charge and give the creature advantage on the attack roll.

You can use this property once before finishing a long rest. You must maintain concentration on this property as though it is a spell and it ends early if you drop this standard.

**Very Rare.** The bonus to attack and damage rolls granted by the Rally property is increased to +2. This standard now holds up to 4 charges and you can use the Rally property twice before finishing a long rest.

**Strike Hard.** While the Rally property is active, the number needed to score a critical hit is reduced by 1 for creatures affected by this property (ex. A creature that normally scores a critical hit on a roll of 19-20 now scores a critical hit on a roll of 18-20).

**Legendary.** The bonus to attack and damage rolls granted by the Rally property is increased to +3. This standard now holds up to 6 charges and you can use the Rally property three times before finishing a long rest.





**Strike Fast.** You can use a bonus action to spend a charge and invigorate a creature affected by the Rally property. Until the end of its next turn, the target gains the following benefits:

You can make one additional attack when you take the Attack action on your turn.

You ignore difficult terrain.

You have advantage on Strength and Dexterity checks and saving throws.

*Leo. The vivacious. The commander. With a fiery spirit that never stops burning, the Lion inspires all those around them with their natural leadership and unstoppable optimism. Armed with such weapons they stand center ring, unabashed in their ostentatiousness that threatens to blind those that gaze upon their magnificence for too long. Into the light you shall lead them, and a beautiful death you shall deliver.*

## BRIGHT IDEA

*Wondrous item, varies (requires attunement)*

An ornately bound book with pages twinkling like the night sky. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have an Intelligence score of 16 or greater to attune to this item. This item can be used as an arcane focus and spellbook.

**Rare.** This item has a number of charges equal to your Intelligence modifier and regains all charges daily at dawn.

When you attune to this item, you can learn one additional cantrip of your choice that you can cast while attuned to this item.

**Rewrite.** Your knowledge of arcane formulas allows you to alter the nature of your magical arsenal. As you cast a spell, you can spend a charge to alter it in one of the following ways. A spell can't be altered in more than one way.

**Amplify:** If the spell deals damage, reroll any roll of 1 or 2 on the damage dice, but you must use the new roll.

**Condense:** If the spell deals damage in an area of effect such as a sphere, line, or cone, you can halve the area of effect (ex. 20 feet to 10 feet). Each creature in the spell's area of effect makes their saving throw with disadvantage.

**Type:** If the spell deals one of the following damage types, you can replace it with another one of the following types: Acid, Cold, Fire, Lightning, Poison. If the spell has multiple damage types, you can change only one of them.

**Lengthen:** If the spell has a range of at least 5 feet and doesn't have a range of Self, you can increase the range of the spell by 30 times your Intelligence modifier.

**Timing:** You can change the casting time of a spell from 1 action to 1 bonus action, or vice-versa.

**Very Rare.** You can learn one additional cantrip to cast while attuned to this item.

**Breach.** Your magic shreds through magical defenses with ease. Spells you cast ignore bonuses to AC and immunities or resistances granted by magical means (ex. Shield of Faith, Ring