

THE

MITHRAL CANVAS

ICONS OF THE REALMS



10 ITEMS BASED ON THE ICONIC CREATURES
OF DUNGEONS & DRAGONS 5TH EDITION

ICONS OF THE REALMS

A myriad of monsters roam throughout the realms. Beings of infamy amongst adventurers everywhere, each iconic in their own right. Clever heroes tend to salvage their prey, crafting new tools and using the fallen foe's abilities to fight the next. Tales of bravery forged into wondrous display, from the smallest pest to the grandest legend, you truly cant beat the classics.



CONVINCING KOBOLD MASK

Wondrous item, common

A headpiece made in an effort to flawlessly replicate the likeness of a Kobold.

Kobold Kin. This item causes Kobolds to perceive the wearer as one of their own; just uglier and misshapen. If your size is small or smaller, you gain advantage on any Charisma checks made regarding Kobolds. If you are of medium size or larger, wearing this item causes any Charisma checks made regarding Kobolds to be made with disadvantage as they look upon you with jealousy for your size.

Kobolds be not the brightest of creatures, fooling one takes little more than a well-crafted disguise. Be wary though; they're prickly little buggers, might not be too keen on you waltzing in with all 5 feet of height you've got. And a pack of angry kobold's is a problem for anyone.

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SLIPPERY SKIN TONIC

Potion, common

This scoop of a Gelatinous Cube retains its jelly-like viscosity.

Gel Layer. When you drink this potion, your skin becomes slippery to the touch. For the next 10 minutes, you have advantage against being grappled by nonmagical means. In addition, if a creature hits you with a melee attack, you can use your reaction to add +1 to your AC against the triggering attack. For the duration, you also have disadvantage on saving throws against being knocked prone.

Most adventurer's got no patience nowadays. You ever seen what happens to a Cube after it stops being all wibbly-wobbly? Beautiful stuff, remarkably slippery even after it's been bottled for years. Good thing too, cuz I got bottles of it in the back if you'd like any. Call me crazy but I think it does wonders for your complexion too.

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MIMIC TONGUE WHIP

Weapon (whip), uncommon

The tongue of a Mimic retains its adhesive qualities long after death. You gain a +1 bonus to attack rolls made with this weapon. It deals bludgeoning damage instead of slashing damage.

Slobbering Lash. When you hit a creature with this weapon, the target must succeed a Strength saving throw. The DC is equal to 10 + your strength bonus. On a failure, it is grappled and can only make Strength (athletics) checks as an action on its turn to escape, as the adhesive properties prevent the use of acrobatics. The DC to escape is the same as the initial saving throw. The grappled creature takes 1d4 acid damage at the end of its turn for the duration of the grapple. You cannot make attacks with this weapon while grappling a creature with it, and you can release the creature from the grapple as a bonus action.

Adhesive. If you hit a surface or object with this weapon, you can cause it to stick, treating it as though it were tied to the surface or object. It can hold up to 500 lbs., detaching if that weight is exceeded. If the object is being worn or carried, the creature wearing or carrying it can use an action to make a Strength (athletics) check to tear it free. The DC is equal to 10 + your Strength bonus. You can release the weapon from the object or surface as a bonus action. You cannot attack with this weapon while it is stuck this way.

Tricky little things, Mimics. Ended more adventurer's lives than we give 'em credit for I reckon, but this one bit off more than it could chew. We don't let nothing go waste in our shop, got it slobbering and slavering like it was still alive.

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OWLBEAR'S LAMENT

Weapon (warhammer), uncommon (requires attunement)

An owlbear skull and claws lashed to a handle to form a grizzly hammer. You gain +1 bonus damage to attack rolls made with this weapon, and you may choose whether an attack made with it deals bludgeoning or piercing damage. While attuned to this weapon you have advantage on perception checks that rely on sight or smell.

Mournful Wail. You can spend an action to swing this hammer around and create a terrifying droning noise about you. Each creature within 20 feet of you must make a DC 13 wisdom saving throw. On a failed save, a creature becomes frightened of you until the end of your next turn. Creatures smaller than you make this save with disadvantage. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this feature for the next 24 hours.

Terrible things we've done to these beasties I say. Didn't ask to be made, to be like this. But when one's brought into me shop it's a job like any other. Took in on meself to give it a tinge of fear, maybe it'll be spookin' things till the end of time this way, just how it lived.

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SHIMMERSTEEL BLADE

Weapon (any sword or dagger), rare (requires attunement)

This weapon borne of a Displacer Beast's remains is a shifting blur, making its trajectory impossible to predict. You gain a +1 bonus to attack and damage rolls made with this weapon.

Shimmering Feint. Attacks made with this weapon cannot have disadvantage imposed upon them, such as by the *dodge* action or other means, unless the target is blind, has truesight, or is not visible to you.

Myriad Strike. Once on each of your turns when you miss an attack with this weapon, you can make another weapon attack against the same target as part of the same action to have the after-image of this weapon cleave into your target. This attack deals half its normal damage rounded down.

Tough as nails isolating the power from the Displacer for this little thing, I'll tell you that. Just about lost all me fingers trying to cut bits of it off, could barely tell what was what. But not a bad job if I do say so meself. Even an amateur's swings'll get ya good if you ain't careful. Good luck to anyone trying to follow it with their eyes.

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FLAYER'S MINDWARD

Wondrous item, rare (requires attunement)

A sinister helm encasing the brain matter of an Illithid. While wearing this helm, you have advantage on saving throws to resist being charmed, as well as any effect that would sense your emotions or read your thoughts. This item has 3 charges and regains all charges daily at dusk.

Mental Mastery. You are resistant to psychic damage while attuned to this helm. When you take psychic damage you may use your reaction to spend a charge and reduce the damage to 0.

Mind Over Matter. You gain an awareness of your body's inner workings you never thought possible. You can spend a charge to add your Intelligence bonus to any Strength or Dexterity check or saving throw that you make.

Never seen a Mind Flayer meself. Never want to neither, if I can help it. Heard terrible things about them and their ilk. But you can't deny they got some bright ideas up in their noggins. Figured out how to encase some of that genius into this here headpiece and supercharge your mind.

Have I tried it on? Hahahahahahahahaha! No.

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ELIXIR OF DRACONIC VITALITY

Potion, very rare

A vial of this elixir, produced from the blood of a freshly killed dragon, fills the drinker with otherworldly strength.

Primal Vigor. When you drink this potion, for the next minute you gain darkvision out to 60 feet, your Strength increases by 3, and you have advantage on saving throws against spells and other magical effects. You also gain the ability to exhale a breath weapon in a 60 foot cone. Creatures in the cone must make a DC 17 dexterity saving throw. On a failure it takes 12d6 damage of the type dealt by the breath of the dragon that was bled to produce this item. You can only use this ability once per elixir consumed unless you are a race born of dragon blood (Dragonborn, Kobold, etc.), in which case you can use it twice.

Tainted Blood. You can throw this potion at a point up to 60 feet away, destroying it. 1d4 Dragonblood Oozes appear on unoccupied spaces within 5 feet of the point. These Oozes are hostile to all creatures other than themselves.

Dragon Madness. Each subsequent time you drink an Elixir of Draconic Vitality, there is a cumulative 20% chance that you lose yourself to Dragon Madness. Until you are knocked unconscious or targeted by a spell such as the Greater Restoration spell you spend your turns attempting to attack the creature nearest to you that is carrying the most gold.

You can find this stuff on the black market at times, fresh dragon blood boiled down to its pure essence. Some dragon hunters love it, makes 'em bristle with power something fierce but also turns 'em a bit mad for it. Don't think anyone's truly meant to drink that stuff if you asks me. Could swear it's got a mind of its own. It ain't right, drinking blood from something that powerful.

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MACABRE MEMENTO

Wondrous item, very rare (requires attunement)

This crystalized skull of a lich serves as a gruesome font of necrotic power. This item can be used as an arcane focus.

Touch of Death. You are resistant to necrotic damage. Whenever you deal necrotic damage, you deal one additional die of necrotic damage.

Grave Defilement. When you reduce a living creature to 0 hit points with necrotic damage and the body has not been destroyed as a result, at the start of your next turn you may have it rise as an undead under your command. Its maximum hit points are halved and it cannot speak, but can use abilities it had in life. The undead is added to the initiative order after you and follows your verbal orders to the best of its ability. On each of your turns, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its turn. If you issue no command, it defends and preserves itself to the best of its ability. The undead remains for 24 hours or until it drops to 0 hit points after which it disintegrates. You can only command one undead at a time with this ability, and if a second undead arises with this ability the first undead disintegrates.

Curse: Become Death. This item is cursed with the essence of a lich, and becoming attuned to it extends the curse to you. Once you attune to this item, you are unwilling to part with it and you remain attuned to it until you die or the item is destroyed. When you die, your corpse awakens as a boneclaw at the start of your next turn. The boneclaw is hostile to all other creatures. If it is reduced to 0 hit points, it disintegrates. If a creature uses the Dismissal function of the Dispel Evil and Good spell on the boneclaw, on a failed save it vanishes and your stabilized body appears in its place at 0 hit points.

I know I made the damned thing, but I'd never seen nothing like it before. Bringing things back without a word or nothin'. A job well done I'll admit, but I'm just happy it's out of me sight. Even just looking at that gem gave me the creeps. Liches tend to do that I figure...

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THE BONES OF KATARAKK

Armor (breastplate, half-plate, plate), legendary (requires attunement)

Armor fashioned from the bony remains of a great Beholder with a great glowing eye-gem at its center. Ten smaller orbs are encased in its shoulders, lifting off and floating nearby when in battle. While wearing this armor you gain an additional +2 bonus to AC and you can't be surprised except when incapacitated.

Eye of the Beholder. This armor has 3 charges and regains all expended charges when you finish a long rest. You can use an action to spend a charge, firing a random Beholder Eye Ray at a creature within 60 ft. of you. Refer to the Beholder stat block for the various effects.

Antimagic Defense. While wearing this armor, you have advantage on saving throws against spells and magical effects. You may use a bonus action to lose this advantage, causing the armor's central eye to create an area of antimagic akin to the Antimagic Field spell, in a 30-foot-cone for 1 minute. At the start of your turn, you decide which way the cone faces and whether the cone is active. The field affects your own eye rays and spells. After the cone fades, you don't regain the advantage until the next dusk.

Sentient Armor. This armor is sentient and has the personality of the Beholder Kat'arakk. The armor has an Intelligence of 17, a Wisdom of 15, and a Charisma of 17. The armor speaks, reads, and understands Deep Speech, Undercommon, and Common and it can see and hear normally out to a range of 60 feet. The armor is furious about being forced to defend its owner and often complains about its fate.

Curse: Living Nightmare. This armor is cursed, and attuning to it extends the curse to you. You remain attuned to this armor until you die or the armor is destroyed. Until the curse is broken you are unwilling to part with it, keeping it within reach at all times. During each long rest your dreams are plagued by the spirit of the Beholder and you must make a DC 16 wisdom saving throw. If you fail three of these saves in a row, the armor reanimates as a Death Tyrant intent on killing you. When the Death Tyrant is reduced to 0 hit points, it fades away and the armor remains in its place. This encounter grants no experience to you or your party.

Don't trust nothin' with more than two eyes meself, bloody Beholders got more than you need to watch your back. All's said though, these things got themselves some nasty tricks up their...sleeves? They ain't got no arms so dunno what the proper terms are, but another one of 'em in the ground's one less problem far as I'm concerned. Could do without the nightmares, but I ain't talkin' to that thing anymore than I hafta.

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WORLD RENDER

Weapon (greataxe), legendary (requires attunement)

A mighty greataxe pulsing with the lifeblood of a Tarrasque within itself. You gain +3 to attack and damage rolls made with this magic weapon. When you damage a creature with this weapon it gains a charge, and can hold a maximum of 10 charges. This weapon loses all charges if you fall unconscious, if you haven't attacked a hostile creature since your last turn or taken damage since then.

Frightful Roar. While holding this weapon, you can spend 2 charges as an action, letting out a frightful roar. Each creature within 60 feet of you must make a DC 17 Wisdom saving throw or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of its turn, ending the effect on a success. If a creature succeeds or if the effect ends on it, the creature is immune to your frightful roar for the next 24 hours.

Unyielding Body. When a spell forces you to make a saving throw while holding this weapon, you can spend 4 charges as a reaction to make your saving throw with advantage. Any time you are targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, you may spend 8 charges as a reaction to be unaffected. The effect is reflected back at the caster as though it originated from you with the caster as the target.

Tarraspect. The first time every 24 hours this weapon gains 10 charges, it loses all charges and merges with its wielder, granting you the appearance and characteristics of a Tarrasque for the next minute or until you are reduced to 0 hit points.

Your size becomes large, you may still access features granted by holding the axe. You gain the following attacks, with which you are considered proficient and grant you charges when you hit another creature:

You gain a bite attack, which counts as a simple melee weapon and deals 2d4 piercing damage. If you hit a creature with this attack, you can choose to grapple the target (escape DC 17) until you use a bonus action to end it. Until this grapple ends, you can't bite another target.

Your unarmed strikes are considered magical and deal 2d8 slashing damage.

You gain a tail attack, which deals 2d6 bludgeoning damage. If you hit a creature with this attack, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Once this feature ends, your appearance returns to normal and the axe drops to your side as you regain your normal appearance.

In all my days, I never thought I'd see one of these proper with my own eyes. A TARRASQUE. Couldn't ask for finer material, even if it was tough as all hell and a pain to work with. But by the end of it all I felt like everything in my life that'd led me to this point was well worth it. Cut meself once while working and I swear I saw the end of times. Now all I can hope is it don't wind up splitting the world in half.

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