

THE
MITHRAL CANVAS



COMPENDIUM



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IMAGES | CARDS

SOLDIER OF THE STEPPES

A soldier rides forward, his noble steed barreling across the grassy plains. His quarry flees upon a horse of his own, searching desperately for cover. Suddenly the soldier rears back on the reins and the distance between them grows. The rider, pulling ahead, lets out a sigh of relief. Just then the breath catches in his throat as an arrow pierces through his chest sending him tumbling to the ground. The soldier had given him a sporting head start, but none had ever escaped his bow.



KOUMISS FLASK

Wondrous item, uncommon

This decorated leather flask is never far from a raider's grasp.

Koumiss. This flask holds enough fermented milk to serve 3 creatures. When you drink a serving of this milk you gain advantage on saving throws against being frightened for 1 hour.

Ferment. To produce more liquid as part of the Koumiss property, this flask must be filled with fresh milk and left to magically ferment for 24 hours.

For the Mongol people horses are more than mere mounts; they are their livelihood. It is through their giving and sacrifice that we thrive in such a manner, and there is no greater symbol of this bond than a glass of Koumiss. One sip of this pungent drink born of horse and man gives a warrior the courage to step forth and conquer without fear.



PADDED LAMELLAR

Armor (splint), uncommon

Layers of padding, leather, and metal protected Mongol warriors from all manner of bladed assaults. This armor does not impose disadvantage on Dexterity (Stealth) checks while wearing it and has no Strength requirement.

Thread Weave. This reinforced armor catches sharp points and edges, reducing the impact of such blows. Whenever you take nonmagical piercing or slashing damage from a single source, that damage is reduced by 1 (this cannot reduce the amount of damage dealt to 0).

Through woven hide and steel, our warriors harden themselves against any blade or spear that seeks to end them. Many seek refuge in the might of metal alone, slowing themselves to a crawl in pursuit of what they mistake as safety. And in doing so they foolishly leave themselves vulnerable to the assault of our warriors moving as swift as the winds.



KHORON ARROWS

Weapon (arrow), uncommon

An expertly-made poisoned arrow with a fullered triangular head meant for killing men.

Aconite Tip. This poison-tipped arrow deals an extra 1d6 poison damage on a hit and the target must make a DC 12 Constitution saving throw or be poisoned for 1 minute. A creature that fails this save by 5 or more is paralyzed for 1 minute instead. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Once it hits a target, this arrow is no longer poisonous and functions as regular ammunition.

In wartime, all manner of tactics and tools must be utilized to their fullest potential. What better way to decimate an enemy force than by crippling their ranks before the battle has properly begun. Worry not for those who survive our toxic onslaught, for a merciful death shall arrive swiftly.

IMAGES | CARDS



WHIRLWIND QUIVER

Wondrous item, rare

This elegant leather quiver remains quick and efficient whether its wearer is mounted or on foot, allowing for an endless barrage of arrows to soar.

Swift Draw. When you make a ranged weapon attack using a piece of ammunition drawn from this quiver, you can use a bonus action to make another single ranged weapon attack with that same weapon (unless the weapon has the loading property). You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Speed. The most valuable asset upon the battlefield for our troops. We outrun and outmaneuver our foes upon our mighty steeds, and when the moment is right our arrows soar through the air in such quantity that the sky itself darkens. And when our quarry believes they have successfully weathered our ferocity, the next volley finds purchase within their breast.

IMAGES | CARDS



STEPPE SABER

Weapon (scimitar), rare (requires attunement)

Longer than an average sword, these blades are built to swing down from above as their wielders gallop past on horseback. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This bonus is increased to +2 if you are riding a mount.

Mounted Superiority. While you are mounted, if your mount moves at least 20 feet in a straight line towards a creature before you hit the target with this weapon, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If your mount moves at least 40 feet in a straight line, the DC increases to 16.

If the target is knocked prone, you can immediately have your mount make a melee attack against that creature using your bonus action.

Though the Mongol warrior is famed for the ability to win wars from afar, some are arrogant enough to think the result would differ in close quarters. As our blades swing down from above, such thoughts are torn asunder as easily as their ranks. Any soldiers unlucky enough to survive our charge are quickly crushed underfoot as our mounts trample them into the dirt.



STEEDBOND SADDLE

Wondrous item, very rare (requires attunement)

A decorated saddle that allows for delicate control of one's horse. You can have this item shrink down in size for transportation as it collapses into the medallion on the saddle's pommel.

Bonded Companion. You can perform a 1-hour ritual to bond this saddle to a willing beast creature. Only one creature can be bonded to this saddle at a time, and bonding to a new creature breaks the previous bond.

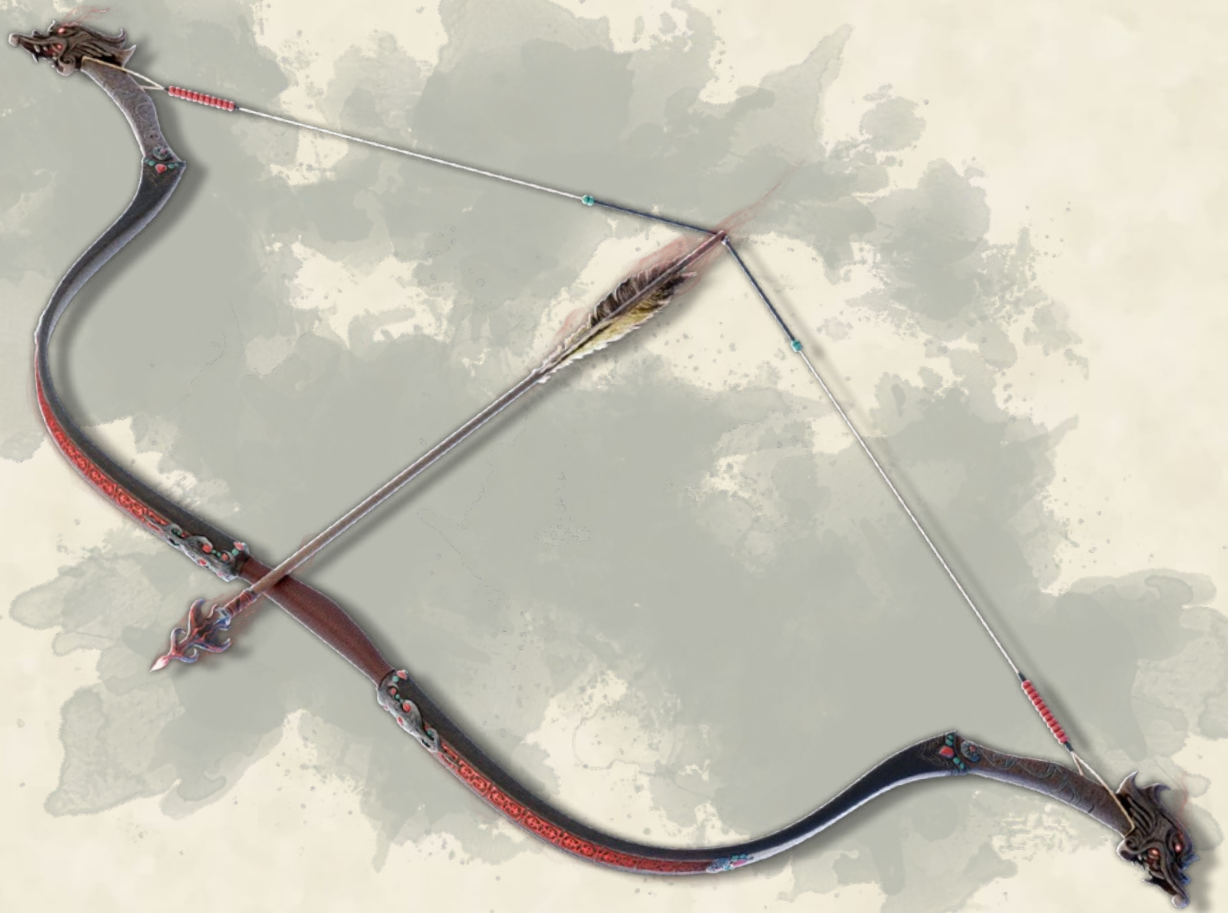
While holding this item you can use a bonus action to magically summon or dismiss the creature bonded to it. When you summon the creature, it appears in an unoccupied space within 5 feet of you with this saddle fastened to its back and bridle on its head. When you dismiss a creature bonded to this saddle it appears in a harmless demiplane where it does not need to eat, drink, or sleep, leaving only the medallion. While bonded to this saddle the creature's hit point maximum is increased by twice your character level and it takes 5 feet less movement to mount it.

Ride or Die. While you are mounted on a creature wearing this saddle and aren't incapacitated you gain the following benefits:

Both you and your mount gain a +1 bonus to your AC.

When your mount takes the dash or disengage action you can make a single weapon attack as part of that action against a target in range.

For a Mongol warrior, a horse is everything. A horse provides speed, food, companionship, and military might. There can be no greater ally in our wartime affairs than these steeds that give to us their very being, and a true Mongol can break any horse no matter the temperament. With speed and skill we decimate our foes, outmaneuvering them at every step as horse and rider run them down.



VICIOUS

Weapon (shortbow), legendary (requires attunement)

An exquisite and ruthless shortbow that hungers for the kill. You gain a bonus to attack and damage rolls with this magic weapon equal to half your proficiency bonus. While you are riding a mount this shortbow has range (160/360).

Bloodlust. When you hit a creature with a ranged weapon attack from this bow, the number needed to score a critical hit against that target on subsequent ranged attacks is reduced by 1. This effect stacks with itself to a minimum critical hit threshold of 15. This effect lasts until you score a critical hit, you attack a different creature, you are knocked unconscious, or until you are no longer in combat.

Hunting Shot. As a bonus action while holding this weapon you can Mark a creature you can see within 120 feet of you. This effect lasts until the creature dies or you die (which removes the Mark from all Marked creatures). You can only have a total number of creatures Marked at a time up to your proficiency bonus.

Your ranged attacks using this magic bow against Marked creatures gain the following benefits:

On a hit the target takes an additional 1d6 piercing damage.

Your target gains no benefit from cover (other than total cover).

You suffer no disadvantage due to long range.

Curse. Hound of War. This shortbow is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the shortbow, keeping it within reach at all times. Once attuned, this item remains attuned to you until you die or the shortbow is destroyed.

None escape your reach, your appetite for brutality must be satiated. While a creature Marked by the Hunting Shot property lives, you do not gain any benefits from long rests.

The pinnacle of Mongolian weaponry, perhaps responsible for more death than any other weapon in our vast and mighty arsenal. Wars are turned and battles won with nothing more than bow and arrow and steed, the deadliest combination upon the steppes. When agility and expertise come together, death descends upon the battlefield in the form of a thousand thundering hooves and a thousand arrows piercing the heavens. Rip and tear my warriors, rip and tear.

HEAVENLY DRAGON'S BLESSINGS

Long ago, a great evil spread throughout the lands, threatening the mortal world with absolute destruction. When all hope seemed lost, a great radiant dragon appeared, declaring himself guardian of the realm. He imbued champions of the mortal world with his power, bestowing them with abilities to fight injustice and villainy. The Champions of the Heavenly Dragon fought the forces of darkness and emerged victorious. Their artifacts of power have been passed down through the centuries, waiting for new Champions to pick up their mantle.



SQUALL BRINGER

Weapon (battleaxe), varies (requires attunement)

Even the rain from the sky is subject to the Heavenly Dragon's moods; crushing and torrential. When this magic weapon absorbs energy from a dragon's hoard or its wielder achieves great deeds, it increases in rarity and gains new properties in addition to those of its previous rarities. The DC of any of the properties of this weapon is equal to 8 + your Strength modifier + your proficiency bonus.

Uncommon. While holding this weapon, you have advantage on saving throws to resist being moved against your will.

Rare. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

As an action while holding this weapon, you can summon a rain cloud in the shape of a cylinder that is 10 feet tall and with a 60-foot radius, centered on a point you can see within 100 feet of you. This property fails if you can't see a point in the air where the rain cloud could appear (for example, if you are in a room that can't accommodate the cloud). The cloud lasts for 10 minutes, and you must maintain concentration on this property as though maintaining concentration on a spell. For the duration, constant rain pours from the cloud and the area under it is considered difficult terrain for creatures of your choice.

When the cloud disappears, all water generated from it instantly vanishes. You summon a cloud this way twice per long rest.

Very Rare. The bonus to attack and damage rolls is increased to +2.

If you take the Attack action while under the cloud created by the Rare property, you can swing this weapon to douse your foes with rainwater in place of one of your attacks. Each creature in a 20-foot cone originating from you must make a Strength saving throw. If you are holding this weapon with two hands, the size of the cone is increased to 30 feet. On a failed save, a creature takes 3d8 piercing damage and 3d8 cold damage and is knocked prone. On a successful save, a creature takes half as much damage and suffers no additional effect.

Legendary. The bonus to attack and damage rolls is increased to +3.

The radius of the cloud made using the Rare property is increased to 90 feet. As a bonus action you can move the cloud up to 30 feet.

Rain. As mercurial as the heavens themselves, bringing everything from soothing showers to torrential floods threatening to drown the lands below. Those that wield such power understand their duty as the tip of the spear, washing away any that oppose the Heavenly Dragon. Surge forth, and let nothing stand in your path.



ROLLING SCOURGE

Wondrous item, varies (requires attunement)

These fists bring the thunder of the Heavenly Dragon to the field of battle; furious and inescapable. When this magic item absorbs energy from a dragon's hoard or its wielder achieves great deeds, it increases in rarity and gains new properties in addition to those of its previous rarities.

Uncommon. While wearing these gauntlets your unarmed strikes count as magical and have the finesse property.

Rare. You gain a +1 bonus to attack and damage rolls to unarmed strikes while wearing these gauntlets. On a hit your unarmed strikes deal 1d4 additional thunder damage.

Whenever you score a critical hit against a creature with an unarmed strike while wearing these gauntlets, you gain a number of temporary hit points equal to the amount of damage dealt.

Very Rare. The bonus to attack and damage rolls is increased to +2 and additional thunder damage increases to 1d6.

You can use your action to crash upon the battlefield making a single unarmed strike against any number of chosen creatures within 30 feet of you. On a hit the target takes an additional die of Thunder damage. You can then teleport within range of one of the targets. You can use this property a number of times equal to your Dexterity modifier before you finish a long rest.

Legendary. The bonus to attack and damage rolls is increased to +3 and additional thunder damage is increased to 1d8. Attacks with your unarmed strikes score a critical hit if the number on the d20 is 19 or higher.

The Very Rare property of these gauntlets instead deals 2 additional dice of thunder damage on a hit. While you have temporary hit points granted by this item you cannot be grappled or restrained by magical means.

Thunder. Terrible and fearsome, roaring through the skies signaling impending destruction. Such is the force brought to bear by the wielder of these gauntlets, one that tears across the battlefield with the fury of the Heavenly Dragon. Let the thunder roll, for it shall be the last thing our enemies hear.



HOLLOW SCALE

Wondrous item, varies (requires attunement)

Even the stillness of a calm sky is the work of the Heavenly Dragon; gracious and merciful. When this magic item absorbs energy from a dragon's hoard or its wielder achieves great deeds, it increases in rarity and gains new properties in addition to those of its previous rarities. The DC of any of the properties of this weapon is equal to 8 + your Constitution modifier + your proficiency bonus.

Uncommon. While holding this shield, you have advantage on saving throws to resist being poisoned or diseased.

Rare. This shield has a number of charges equal to your Constitution modifier and regains all charges after a long rest.

While holding this shield you can cast one of the following spells by expending the necessary number of charges: Shield (1 charge), Calm Emotions (2 charges), Warding Bond (2 charges), Lesser Restoration (2 charges).

Very Rare. You gain an additional +1 bonus to your AC. When a creature you can see within 10 feet of you is hit by an attack you can use your reaction to cast Shield from this item targeting them instead of yourself by spending the appropriate charges.

As an action you can spend 2 charges to exude an aura of bolstering power. For 10 minutes, each creature of your choice within 10 feet of you gains a bonus to their saving throws against spells and magical effects equal to your Constitution modifier. You must maintain concentration on this property as though concentrating on a spell.

Legendary. The bonus to AC is increased to +2. The range at which you can cast Shield is increased to 20 feet.

The spells you can cast through this shield are updated as follows: Shield (at will), Calm Emotions (1 charge), Warding Bond (1 charge), Lesser Restoration (1 charge), Death Ward (2 charges), Wall of Force (3 charges).

Sky. A generous gift, a reminder to never take anything for granted, even the stillness of the clouds and winds. One who grasps the beauty in such moments recognizes the power in nothingness, the void in which the infinite potential of the Heavenly Dragon is born anew. Never forget the limitless possibilities born of quiet calm.



DRIFTING SIGH

Staff, varies (requires attunement)

Within this staff lies the cloudy skies, lingering signs of the Heavenly Dragon; drifting and elusive. When this magic item absorbs energy from a dragon's hoard or its wielder achieves great deeds, it increases in rarity and gains new properties in addition to those of its previous rarities. The DC of any of the properties of this weapon is equal to 8 + your Intelligence modifier + your proficiency bonus.

Uncommon. While holding this staff you can move through the space of another creature, and it doesn't count as difficult terrain. You cannot end your turn in another creature's space.

Rare. This staff has a number of charges equal to your Intelligence modifier and regains all charges after a long rest.

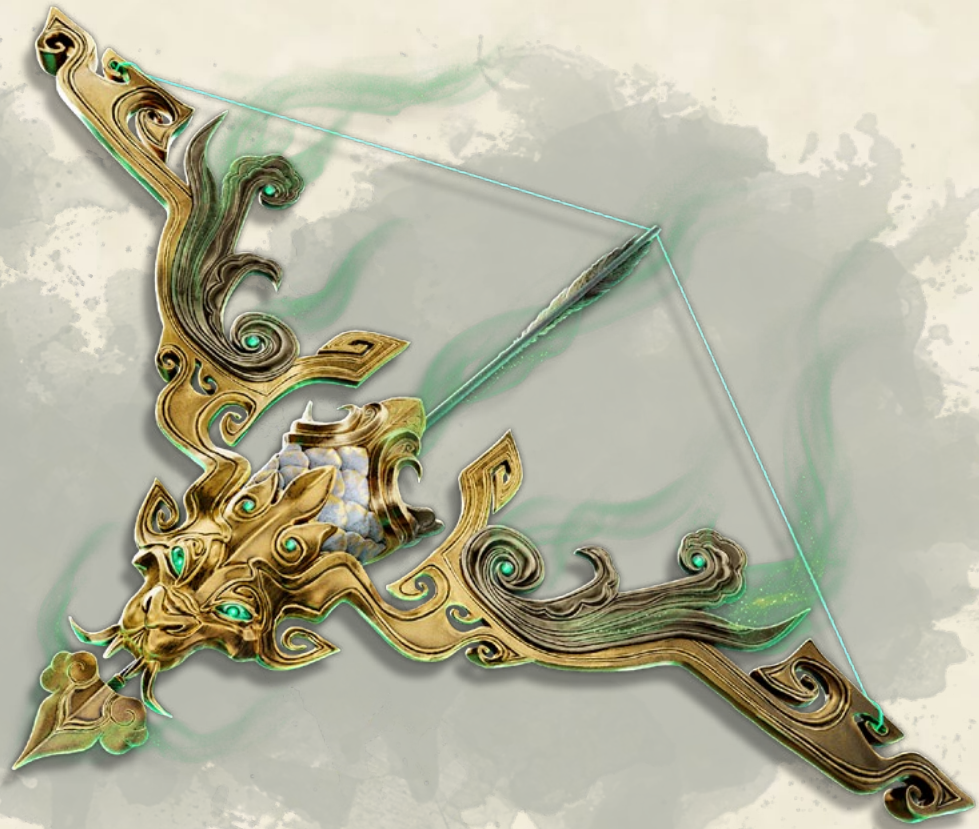
While holding this staff you can cast one of the following spells by expending the necessary number of charges: Fog Cloud (1 charge), Misty Step (2 charges), Mirror Image (2 charges), Gaseous Form (2 charges).

Very Rare. Whenever you cast a spell using this staff as a spellcasting focus, the next attack made against you until the end of your next turn is made with disadvantage.

Legendary. Creatures of your choice have disadvantage on saving throws to maintain concentration on spells and abilities affecting you.

The spells you can cast through this staff are updated as follows: Fog Cloud (at will), Misty Step (1 charge), Mirror Image (1 charge), Gaseous Form (1 charge), Freedom of Movement (2 charges), Guards and Wards (3 charges).

Clouds. Lazily soaring through the skies as though bound to nothing at all but their own inscrutable whims. Only a being just as enigmatic can truly grasp how to take advantage of the Heavenly Dragon's aimless energies, supporting their allies from afar as their enemies struggle to take hold of their impossibly shifting form. Remain untethered, for your enemies shall struggle in your stead.



ZEPHYR SHARD

Weapon (longbow), varies (requires attunement)

The winds of the Heavenly Dragon infuse the missiles of this bow; precise and irresistible. When this magic item absorbs energy from a dragon's hoard or its wielder achieves great deeds, it increases in rarity and gains new properties in addition to those of its previous rarities. The DC of any of the properties of this weapon is equal to 8 + your Wisdom modifier + your proficiency bonus.

Uncommon. While holding this bow, your walking speed increases by 10 feet and your jump distance is doubled.

Rare. You gain a +1 bonus to attack and damage rolls to attacks made with this magic weapon. This weapon has a number of charges equal to two times your Wisdom modifier and regains all charges on a long rest.

You can use your action to spend 2 charges and call upon the Heavenly Dragon's winds to guide your arrows. You can fire a number of pieces of ammunition equal to your Wisdom modifier. Make a separate attack roll for each piece of ammunition, which targets a creature of your choice you can see within the normal range of this weapon.

Very Rare. The bonus to attack and damage rolls is increased to +2.

When you hit a creature with a ranged attack using this magic bow, you can spend 1 charge to force the target to make a Wisdom saving throw. The DC is equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the target takes 2d8 force damage and suffers one of the following effects until the start of your next turn (you choose):

Attacks made against the target have advantage.

The target has disadvantage on attack rolls.

The target's speed is reduced to 0. If the target is flying, it falls unless it can stop the fall.

On a successful save, a creature takes half as much damage and suffers no additional effect.

Legendary. The bonus to attack and damage rolls is increased to +3.

When you use the Rare property of this weapon, the range increases to the long range of this weapon. You do not roll with disadvantage from firing at long range this way.

Wind. The progenitor, the driving force behind all above and as such, all below; without it, there can be no life upon these lands. One who wakes and wields the very winds of creation may come to seize the flow of battle itself, delivering the Heavenly Dragon's judgment from afar. From you, all others shall find their way to victory.



CRASHING FANG

Weapon (shortsword), varies (requires attunement)

A sacred blade charged with divine lightning that carries the authority of the Heavenly Dragon within itself; mighty and unstoppable. When this magic item absorbs energy from a dragon's hoard or its wielder achieves great deeds, it increases in rarity and gains new properties in addition to those of its previous rarities.

Uncommon. When you make a melee attack with this weapon you can use your choice of Strength or Charisma for the attack roll and damage rolls. You must use the same modifier for both rolls.

Rare. You gain a +1 bonus to attack and damage rolls made using the weapon. On a hit, this weapon deals an additional 1d6 lightning damage.

As a bonus action while holding this weapon, you can channel the energy of the Heavenly Dragon into your enemies. For 1 minute, this weapon deals an additional 1d6 lightning damage on a hit equal to the number of times the target has been hit with this weapon this turn (ex. if a creature is hit twice in a turn with this weapon, it takes an additional 1d6 lightning damage on the first hit, and 2d6 on the second). You can use this property a number of times up to your Charisma modifier before finishing a long rest.

Very Rare. The bonus to attack and damage rolls increases to +2.

While holding this weapon, you can cast the Haste spell targeting yourself. Once you use this property it can't be used again until you finish a short or long rest.

Legendary. The bonus to attack and damage rolls increases to +3.

When you take the Attack action on your turn, you can make an additional attack this turn as part of that attack action as long as all of your attacks are made with this weapon.

Lightning. The ultimate force, one only wielded by those truly conscious of the mighty responsibility that comes with command of this terrible power. With an unmatched capability of pure, unadulterated destructive energy, this warrior has truly proved themselves in the eyes of the Heavenly Dragon. Foolish are those that stand before you, for you bring deliverance.

GRIMM FABLES

Stories have power. It is through stories that we grow as people, sharing lessons and warnings learned by those who came before us; archetypes to model ourselves after and villains reflecting what should be avoided. The fact that a simple story could have so much influence on our own lives is a testament to their timeless power. Just as we make stories, stories make us...



GOLDEN TOOTH COMB

Wondrous item, rare (requires attunement)

To attune to this comb you must spend an hour running it through your hair (or across your head), at the end of which you grow 20 feet of golden hair even if you normally do not have hair. At the end of each long rest you awaken to your hair having grown to 20 feet in length. When held together, the hair is strong enough to hold up to 500 pounds without tearing. Any hair cut or pulled from your head retains its golden hue for up to 24 hours, after which it turns brittle and black. If you break attunement to this comb, all of the hair on your head falls out after 24 hours, after which your usual hair regrows at a normal rate.

Healing Hair. You can use your action targeting a creature you can see within a range equal to your hair's length. That creature regains 5 hit points for every 5 feet of hair you choose to sacrifice, which immediately vanishes. Alternatively, instead of healing 5 hit points, you can cure the target of one disease or neutralize one poison affecting it.

Hair Whip. Your hair counts as a melee weapon that you are proficient with and has the finesse property. It can target a creature within range of how long your hair is at the time of attack and deals 1d4 bludgeoning damage on a hit (ex. if you have 10 feet of hair remaining, you can make a melee attack with your hair against a creature within 10 feet of you).

After years and years of golden hair descending from the tower, chivalrous knight errants and curious onlookers alike grew concerned when the call was no longer answered. Throwing tradition to the wind, a few nosy souls took it upon themselves to climb to the singular window, desperate to understand what had become of the fair-haired maiden. When they arrived, they found naught but piles of brittle black hair surrounding a gleaming comb as brilliant as the hair they so fondly remembered.

IMAGES | CARDS



FORBIDDEN PASKEY

Wondrous item, rare (requires attunement)

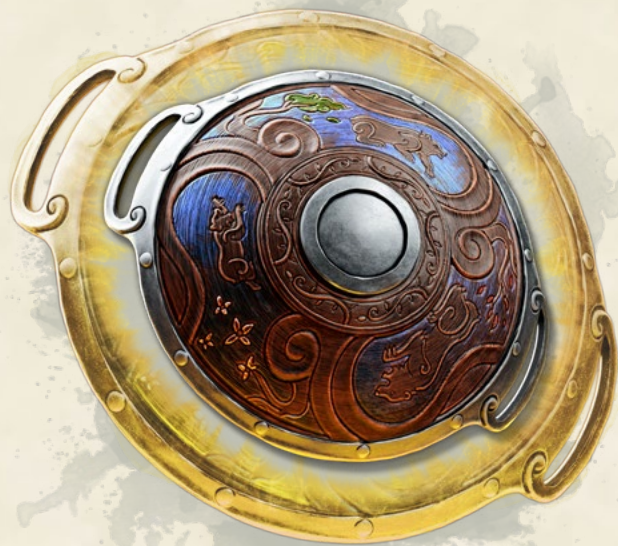
A blood-stained key of uncertain origin. As a bonus action you can have this key appear into your hand even if you are not on the same plane of existence.

The Blue Room. If this key is inserted into any keyhole, you can open the door to an extradimensional stone dungeon constantly pooling with blue blood. The room is a 15-foot cube with no other windows or doors and can only be entered or exited through a door created by this property. When the door is closed the room is pitch black and creatures inside it can breathe. If a creature uses this key on the door of the Forbidden Room from the inside, it opens to the last doorway it was connected to.

Siphon Knowledge. If the body of a dead humanoid is inside the Forbidden Room, it does not decay as the room keeps it from rotting. After you finish a long rest, you can choose to gain proficiency in a skill or a language of your choice that a dead creature within the room had in life. This benefit lasts until you finish a long rest.

Too long did Bluebeard's terrible spree of murders continue, a crime discovered far too late for justice to be brought upon the monster responsible. Attempts to erase the tale and bury all traces of it were made, but one detail was amiss: the key. No matter how long and hard the search, the item of singular significance could never be found. Perhaps it was lost to time, or perhaps the terror of the bloody room persists to this day.

IMAGES | CARDS



JUST RIGHT SHIELD

Armor (shield), rare

A former bowl large enough to be held as a shield adorned with the design of a family of bears that all vary in size.

Too Big. Too Small. As a bonus action you can have this shield change to one of the following forms:

Baby. This shield attaches to your arm and does not need to be held in your hand. You can use your shield arm hand to wield any weapon that has the light property. If you use a bonus action to change this shield from this form into another form while your shield arm hand is occupied, nothing happens.

Mama. You gain a +2 bonus to your AC. This bonus is in addition to the shield's normal bonus to AC.

Papa. This shield becomes a wall of massive bowls that is 5 feet tall and 15 feet wide centered on you, providing you and creatures directly behind the wall with cover. While holding on to this item your movement drops to 0 and you have advantage on saving throws against being moved against your will. If you let go of the shield or are moved more than 5 feet from the shield, it immediately returns to its Mama form.

Goldilocks' pickiness persisted long after that fateful day, well into her adulthood and beyond. Should come as no surprise then that even in her choice of weaponry and armor the lady could rarely be satisfied upon first attempt, leading to a shield of her own creation that suited her mood no matter the situation.

Whatever she wanted, she would have. Too big? Too small? Never again. Always just right.



CINDER SHAWL

Wondrous item, very rare (requires attunement)

An ashen cloak dirtied with the soot of a fireplace, concealing an embroidered image of a burning tree. While wearing this cloak, you have advantage on Stealth checks made while in dim light or darkness and have resistance to fire damage.

Till Midnight. As an action you can have this item transform into a resplendent outfit for up to 6 hours, the appearance of which you decide. While in this form, it grants you no advantage to Stealth checks, granting you disadvantage on all Stealth checks instead. While transformed, this item gains the following benefits:

You have advantage on saving throws against being charmed or having your mind read. If you succeed on such a saving throw, you may have the creature that caused the saving throw take 1d8 psychic damage.

When you make a Charisma (Performance) check or Charisma (Persuasion) check, you can choose to make your roll with advantage. Each time you do so, an hour of the remaining time is used up.

When a creature makes an attack against you, you can use your reaction to charmingly dissuade the attacker. The target must make a Wisdom saving throw where the DC is equal to 8 + your Charisma modifier + your proficiency bonus. On a failed save, until the start of its next turn the target has disadvantage on all attacks it makes against you and disadvantage on any saving throw against spells you cast. Each time you use this property an hour of the remaining time is used up.

When the duration ends, this clothing turns back into its ragged form and cannot transform again until the next dawn.

All remember the glamorous tale of the glass slipper and what came after, but just as many forget the significance of the dress. The gorgeous gown which commanded attention with incomprehensible allure, born of naught but scraps of ashen clothes and a kiss of magic. Always remember; no matter how downtrodden and shabby, there is always beauty to be found beneath.



VERMINSONG FLUTE

Wondrous item (flute), very rare (requires attunement)

A flute adorned with intricate carvings of marching rodents, perpetually sodden like driftwood from a river. This instrument can be used as a spellcasting focus.

Mountain Door. While attuned to this flute, once per short or long rest you can cast the Dimension Door spell without expending a spell slot by playing this instrument. If you cast the Dimension Door spell while attuned to this item you can bring along another additional willing creature if they are within 5 feet of you when you cast the spell (for a total of 3 creatures including yourself).

Follow Me. As an action you can play notes that charm and beguile those around you. You can target up to a number of creatures equal to your Charisma modifier within 60 feet of you with this property. Those creatures must succeed on a Wisdom saving throw where the DC is equal to 8 + your Charisma modifier. If you have proficiency with flutes or pan flutes you can add your proficiency bonus to the DC. On a failed save the creature is charmed by you for 10 minutes and spends their turns attempting to get as close to you as possible, ignoring any potential dangers in their path. Each time the target takes damage, it repeats the saving throw, ending the effect on a success.

You can use this property twice per long rest.

Turn Aside (requires attunement by a bard). As an action you can spend a Bardic Inspiration die to command a creature charmed by the Follow Me property as though they were under the effects of the Dominate Monster spell until the end of your turn. The creature adds the spent Bardic Inspiration die to its first attack roll or ability check it makes this turn.

Following the tragedy of that fateful night, the town fell to ruin. Distraught and furious parents alike spent their lives seeking out the man who had robbed them of their family, forgetting their greed and trickery was truly to blame. They never did find the piper, or any of the children for that matter, as his ways were mysterious and beyond them. And even if they did, who could stand against him and his musical commands?

IMAGES | CARDS



SKY GIANT'S HARP

Wondrous item, rare (requires attunement)

A lovingly crafted golden harp with a beautiful figure of a harpist molded to it. While holding this harp, you have advantage on Charisma checks against Giant creatures.

Bigger is Better. While holding this harp, you can cast the Enlarge / Reduce spell (enlarge only) without expending a spell slot once per long rest.

Giant's Tune. As a bonus action you can strum the strings of this instrument to bolster a friendly creature that is Large or larger. Until the end of its next turn, the target can make an ability check, attack roll, or saving throw of its choice with advantage.

You can use this property a number of times equal to your Charisma modifier per long rest.

Sentience. The harp is a sentient item with an alignment that matches its owners with an Intelligence of 12, a Wisdom of 14, and a Charisma of 16. It can hear out to a range of 60 feet and can play music on its own.

The harp can speak and understand Common and Giant.

Personality. As a prized instrument amongst giantkind, the harp has traded hands many times and has a foremost goal of pleasing its owner, changing its personality to accommodate.

Old Jack never did tell anyone what happened up in the skies after he'd climbed up the mighty beanstalk. With the wealth gained from his golden eggs he never needed answer to any, and lived his life free of any constraints. Yet guilt racked his soul something fierce, secrets he would take to his grave if it were not for the harp; the only other witness to all that transpired that fateful day aloft in the clouds.

IMAGES | CARDS



SCARLET WOLF

Wondrous item, legendary (requires attunement)

Crimson cloth that emanates an aura of malice palpable to all that gaze upon it. While attuned to this cloak you have advantage on attacks against beast and fey creatures.

Big Eyes and Ears. While attuned to this hood your senses are sharpened beyond their normal limits. You have advantage on Wisdom (Perception) checks that rely on hearing and sight.

Huff and Puff. As an action you can summon a mighty windstorm in a 40-foot cone. Each creature in that area must make a Strength saving throw. The DC is equal to DC 8 + your constitution modifier + your proficiency modifier. On a failed save the creature takes 3d6 bludgeoning damage and is pushed back 20 feet, or takes half as much damage and not moved on a successful save. Objects and structures in the area that are not made of metal or stone take double damage from this property.

You can use this property a number of times equal to your proficiency bonus before finishing a long rest.

Big Bad Wolf. As a bonus action, you can give yourself to the bestial entity residing within this cloak, adopting the monstrous aspects of the Big Bad Wolf for 1 hour. For the duration you gain the following benefits:

Your speed increases by 10 feet.

Your Strength score increases by 2 and can exceed 20, but not 30.

The DC for the Huff and Puff property is raised by 2 and the damage is increased to 5d6.

Your unarmed strikes deal an additional 2d6 slashing damage and are considered magical for the purposes of overcoming immunities and resistances.

Once you use this property, it cannot be used again until you finish a long rest.

Curse. If you are reduced to 0 hit points while the Big Bad Wolf property is active, you must make a DC 20 Wisdom saving throw. On a failed save, you are not knocked unconscious as the malevolent energy of this hood instead turns you feral. While feral, you must use your action each round to attack the creature nearest you with your unarmed strikes. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the nearest creature after killing your current target. If you have multiple possible targets, you attack one at random.

While feral, you still make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. You remain feral until the Big Bad Wolf property ends, until you are killed, or until you are targeted by the Greater Restoration spell or similar magic. Afterwards, the Big Bad Wolf property ends and you return to your regular state.

Across all the tales in all the lands, one name strikes fear into the hearts of all. With blackened fur and sharpened tooth the Wolf tears its way through man and beast alike. With great and terrible effort it was finally slain, and it seemed only right that the reward of its hide go to she who was first wronged; the girl draped in red who had lost her family to the monster. However, the spirit of the beast lingers still, waiting to emerge and begin its tale of terror anew.

VERY INFLUENTIAL PERSON

"What's up Adventurers! My name is Princeton Gold, your VERY Influential Person. Have you ever wanted to be a creator of content like ME? Well, while you can't all have my draconically good looks, you CAN purchase my new magical merch designed to kickstart YOUR careers documenting your adventures across the realms. For the next month, we'll be giving you sneak peaks at what you can expect to find! As always, remember to Enjoy, Inscribe, and Pledge, and stay tuned to see what we've designed for you aspiring creators. And as always, STAY GOLDEN!"

- Auren "Princeton" Gold (Dragonborn Influencer)



VERDANT SHROUD

Wondrous item, uncommon (requires attunement)

A bright green cloak loosely clasped to allow one to easily cast it off.

Chroma Compositing. As an action you can toss this cloak to have it cover a surface up to 30 feet wide and 10 feet high. The surface displays an image of your choice that can move and change as long as you concentrate on it.

If a creature uses its action to examine the image, the creature can determine that it is an illusion with a DC 13 Intelligence check. If a creature views it from the side or back of the surface, the illusion fails. If the cloak is affected while this property is active (ex. a creature walking into it, an object being thrown at it, a strong wind above 10 miles per hour, etc.), the illusion becomes distorted until you use an action to flatten the sheet.

While this property is active, you can use a bonus action to have the cloak fly up to 30 feet in your direction and tie itself around you. If the cloak has no unobstructed path to you, it moves as close to you as it can and then falls to the ground.

Once you use this property it can't be used again until you finish a short or long rest, or you expend a spell slot of at least 2nd level to use it again.

FIRST amongst my recommended items for any aspiring creator of content is a trusty VERDANT SHROUD (patent pending). After all, appearances are everything in this business, and nobody wants to see a drab and dreary wall for a background when you can evoke beautiful seaside cliffs, or a lovely summer sun to brighten your viewer's day!

- Auren "Princeton" Gold (Dragonborn Influencer)

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SPELLPOWER BANK

Wondrous item, rare

A rack of three containers able to be filled with magical energy. This item can hold up to 3 charges and is found with a random number of charges. When it holds 3 charges it glows with a faint green light which turns redder the fewer charges it has.

Backup. Any creature can cast a spell into this item by touching it as the spell is cast. The spell has no effect and this item gains a charge for each level of the spell cast.

Recharge. As an action, a creature touching this item can absorb a number of charges to regain spell slots of a combined level equal to the number of charges absorbed.

It's never fun to be caught without magical power when your followers are waiting to hear all about your most recent life experiences! That's why I never leave home without my very own SPELLPOWER BANK so I can recharge on the go. If you ever need a quick pick-me-up, there's no substitute, and that's the Golden Guarantee!

- Auren "Princeton" Gold (Dragonborn Influencer)

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GOLDCOIN

Wondrous item, rare (requires attunement)

A glimmering golden coin with an unfamiliar currency symbol glowing at its center. While attuned to this coin, it fuses with your body and appears as a glowing tattoo on your forehead.

Artificial Inflation. Once per long rest as an action you can magically increase the perceived value of an object you are touching that is no larger than 1 cubic foot. The item is imbued with an illusion for the next 8 hours causing it to appear more polished, gilded, or appealing. A creature examining the object must make an Investigation check, with a DC of 14 or your spell save DC (whichever is higher), in order to discern its true value.

Roll a d100 and refer to the following chart for how much the object's perceived value is increased for the duration.

1-50: Twice as valuable or 2 gold pieces, whichever is greater.

51-90: Four times as valuable or 4 gold pieces, whichever is greater.

91-99: Ten times as valuable or 10 gold pieces, whichever is greater.

100: One hundred times as valuable or 1000 gold pieces, whichever is greater.

Now Goldies, you know that I'm always looking to give you the next best thing, and have I got the THING for YOU. I'm so happy to introduce you all to GOLDCOIN, my brand new magicurrency that I want YOU to get in on before it goes TO SELUNE. REAL gold is unreliable, and so easy to lose with how dangerous it is for an adventurer. So come join me and this community as we change our lives forever, as a team! And THAT'S the Golden Guarantee!

- Auren "Princeton" Gold (Dragonborn Influencer)

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MAGNIFICENT MIC

Rod, rare (requires attunement)

A metallic rod topped with a round arcane circle of projection. This item can be used as a spellcasting focus.

Boosted Sound. While attuned to this item, when you deal damage with a spell that has vocal components, it deals additional damage equal to your Charisma modifier (minimum of 0).

Vocal Projection. While holding this item, you can speak into it to magically project your voice into the minds of all creatures within 100 feet of you. A creature shielded from effects that protect their mind (ex. The Mind Blank spell) cannot hear your voice.

You can speak into this item this way for up to 1 hour, all at once or in several shorter bursts, each one using a minimum of 1 minute from the duration. This item regains 10 minutes of use for every 8 hours that it is not in use.

What's the point of streaming if nobody's around to listen? And to get people's attention, you've got to GRAB HOLD of it and never let go! With the MAGNIFICENT MIC, my favorite broadcasting microphone on the market, you can ensure that everyone hears you loud and clear, whether they want to or not! And with enough time you're SURE to win them over and earn their hearts, so just keep at it no matter how much people complain.

- Auren "Princeton" Gold (Dragonborn Influencer)

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SHUTTER-FLY

Wondrous item, very rare (requires attunement)

A tiny mechanical eye with fluttering wings meant to follow its owner and capture images of adventuring.

You can use an action to see through this item's eye and hear as though you are in its space until the start of your next turn. During this time, you are deaf and blind with regard to your own senses. If your own vision is affected in any way (ex. Detect Magic, See Invisibility, True Seeing, etc.) the drone also gains the same benefits.

Drone. While attuned to this item, you can use a bonus action to speak its command word, causing it to animate and hover within 5 feet of you. While animated it has a fly speed of 60 feet, an Armor Class of 20 and 20 hit points. On your turn you can mentally control its movement as long as it remains within 1000 feet of you (no action required). While it is within 1000 feet of you, you can use your bonus action to recall it, causing it to fly back to you using the shortest possible route. If it is reduced to 0 hit points it loses all function until a creature spends one hour to make a DC 20 Tinkerer's Tools check.

You can use your action to have this item take the Hide action, adding a +5 bonus to its Stealth check.

Stream. As an action you can choose a number of willing creatures within 30 feet of you up to your proficiency bonus. For up to 1 hour, each creature can use their action to see and hear through this item as though by the Drone property.

Once you use this property it can't be used again until you finish a long rest, or you expend a spell slot of at least 2nd level to use it again.

Capture. As a bonus action you can have this eye record its vision as footage which is stored within. While recording, the pupil of this eye glows red. This eye can hold up to 60 minutes of footage, which you can project from the eye before it as though by the Minor Illusion cantrip. If you record while this item already has 60 minutes of footage stored inside, the oldest footage is replaced by the newest footage until you finish recording.

Clip. You can cast the Sending spell once per long rest without expending a spell slot. If you cast the Sending spell while attuned to this item you can project any amount of footage captured by this item into the creature's mind after your message. While watching the footage the creature is deaf and blind with regards to its own senses, but it can choose to stop watching at any moment.

Of course you can't have a PROPER stream without a decent camera to record your adventures with! And there's no better lens in the business than this little number right here, guaranteed to capture everything in stunning detail for sharing with your soon-to-be audience. Get the angle, get the shot, and get your good side with the SHUTTER-FLY!

- Auren "Princeton" Gold (Dragonborn Influencer)

BIRTHDAY GIFTS 2024

The two of us here at The Mithral Canvas are celebrating our birthdays this month, so we're bringing you items from each of our minds, and some special surprises... We hope you enjoy these gifts to ourselves and you!



SNOWBALL

Wondrous item, rare

The exterior of this frost-covered quiver is cool to the touch, and the interior is always below freezing. A nonmagical piece of ammunition that has been left inside this quiver for 24 hours becomes icebound. On a hit, a piece of icebound ammunition deals an additional 1d6 cold damage (2d6 cold damage instead if the target is in extreme cold). Once it hits a target, the ammunition is no longer icebound as the ice surrounding it shatters to pieces.

Hailstorm. As an action you can fire 3 or more icebound pieces of ammunition at once with a bow or crossbow (up to a maximum number equal to your proficiency bonus) to produce a 20-foot-radius, 40-foot-high cylinder of crashing hail centered on a point you can see within 60 feet of you. Each creature in the area must make a DC 14 Dexterity saving throw. A creature takes 1d6 cold damage and 1d6 bludgeoning damage per piece of ammunition spent on a failed save, or half as much damage on a successful one.

All pieces of ammunition used for this property are destroyed.

Many prepare themselves for combat; shields, heavy armor, guards and wards to stave off assault. Few are as ready to weather the awesome power of the natural world itself, only recognizing their mistakes in their final moments buried beneath sleet and hail.



BATTLE BUTCHER

Weapon (greataxe), very rare

This enormous cleaver has long since outgrown its original culinary usage. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Carve. As an action you can swing this weapon around you, carving the flesh of your enemies. You make a melee attack with this weapon against each creature within 10 feet of you (even if the target is outside the normal range of this weapon). You must roll a separate attack roll for each target.

Bleed. When you hit a creature with this weapon, the target gains a Bleed stack. At the start of the creature's turn, it takes 1d4 necrotic damage as it begins to bleed out. The damage die increases in size for each Bleed stack a creature has, up to a maximum of 1d12. To remove Bleed stacks, the target or another creature within reach of it must use an action to make a DC 14 Medicine check to staunch the bleeding. Bleed stacks are also removed if the target receives magical healing. Constructs, undead, and creatures without blood are immune to this effect.

Day in and day out, Barry prepared meat for the uncountable soldiers that filled the barracks. As the mountain of meat to be carved grew with each passing day, so did the size of Barry's cleaver to match the magnitude of this task. No matter how much mystery flesh was placed before the butcher, Barry was sure to make short work of it, hacking and slashing through bone, flesh, and gristle alike. When soldiers ran short, he was more than ready to step upon the battlefield with his trusty friend in hand; after all, nobody knew how to butcher meat as well as they.

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BRISTLEBACK HIDE

Armor (medium or heavy but not chain), very rare (requires attunement)

A spiny set of armor fashioned from the hide of a massive plant-like creature that roams the Gilded Frontier. This item can hold 3 charges and loses all charges if they are not expended within 1 minute of gaining a charge. The first time each turn you are hit with a melee attack by a creature within 5 feet of you, that creature takes 1d8 piercing damage.

Thorny Retaliation. Each time you are hit with a melee attack while this item is thorned, this item gains 1 charge, storing the force of the attack. If it were to gain a charge when it cannot hold any more charges, its thorns explode outward expending all stored charges. Each other creature within 15 feet of you must make a DC 15 Dexterity saving throw, taking 3d8 piercing damage on a failure or half as much on a success. Once the thorns have exploded outward, this item is no longer thorned. The thorns regrow after you finish a short or long rest.

Syphoning Cestus. The off-hand of this armor is large and bulky, built from a bristleback's massive stinger. You cannot wield a shield in this hand, but you can use features that normally require a shield while wearing this armor.

Additionally, you can make attacks using the stinger of this armor, which counts as a simple melee weapon that deals 1d8 piercing damage on a hit. While this armor is not thorned, you can cause a creature hit by this attack to make a DC 16 Constitution saving throw. On a failure this armor immediately becomes thorned and the creature takes an additional 1d8 necrotic damage and becomes parched. Constructs, Undead, and creatures that are already parched are immune to this effect. Plants and creatures made primarily from water have disadvantage on the save and take double the necrotic damage.

A parched creature immediately gains 1 level of exhaustion, then gains 1 more level each hour that passes. Once a creature consumes 1 day's worth of water, it is no longer parched and loses all levels of exhaustion gained from being parched.

Of all the dangers across the Gilded Frontier, there are few as insidious and ferocious as the Bristleback. A goliath chimera of plant, lizard, and scorpion, it hides amongst other large cacti before ambushing its prey. Even if one avoids its piercing tail that saps the moisture from its target, they will undoubtedly fall victim to its piercing hide. Those adventurers who have slain such a formidable foe make use of its natural defenses, creating armor that retaliates with the creature's exploding spines.



JINGASA OF THE ELEVENTH HOUR

Wondrous item, legendary (requires attunement)

A conical hat adorned with the design of a clock face, softly ticking as it rotates. You always know the precise time of day while attuned to this item.

As an action you can use the spinning clock face of this hat to manipulate the flow of time around you, choosing one of the following properties:

Double Time. You spin the clock forward, casting Haste without expending a spell slot.

Reverse. You spin the clock back, immediately teleporting to an unoccupied space nearest to the one you occupied at the start of your last turn. If you are under any effects with a duration, the duration is extended by 1 round (6 seconds). If such an effect was not affecting you at the start of your last turn, the effect ends instead.

Clockstopper. You hold the clock in place, casting Time Stop without expending a spell slot. Instead of rolling to determine the number of turns you take, the spell lasts for up to 3 turns, but you must hold the hat's brim for the duration of each turn. You may choose to let go of the hat at the start of each of your turns, ending the spell early if you do.

The strain of stopping time may result in this item's destruction. When the Time Stop spell ends, you must roll a d20. If the number is equal to or less than the number of turns taken during the Time Stop spell, this item shatters and is destroyed.

Once you have used a chosen property, that property cannot be used again until you finish a long rest.

Time has always perplexed the minds of mortals, whose brief lives are spent grasping for every minute lost to the endless ticking of time's clock. Through intense study and spiritual clarity, one such mortal discovered a way to place an object in a liminal space of time, existing in all moments at once. Creating an unorthodox worn timepiece, they found that manipulating the object could disrupt its own timestream, allowing the wearer to ride along. However, seizing precious seconds for oneself can be devastating and destructive, both to the artifact and the fabric of time itself.

CURATED CURIOS

A curious selection of items created with the help of our beloved Patrons. Collected and catalogued by the Curator, the items are the subject of further study into the strange nature of The Mithral Canvas.



DESECRATION

Armor (shield), legendary (requires attunement)

A wretched sarcophagus, now an unrecognizable hollow shell of its former splendor. While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. This shield can hold up to 7 charges and regains 1d6 +3 charges daily at dusk.

Pale Sense. Whenever an Undead creature comes within 100 feet of this shield, its eyes glow with a red light. A CR 8 or lower Undead creature that starts its turn within 5 feet of this shield must make a DC 16 Wisdom saving throw, becoming frightened of it on a failed save.

Deathly Whispers. While holding this shield you can spend a charge to cast the Speak with Dead spell. When you cast the spell this way, you and the corpse understand each other even if you do not share a common language. You can spend an additional charge before asking a question to compel the corpse to answer you truthfully.

Grave Calling. As an action while holding this shield, you can spend 3 charges to awaken the malevolence dormant within this desecrated relic. Each other creature within 20 feet of you must make a DC 17 Charisma saving throw. On a failed save, the target takes 3d10 necrotic damage and becomes tethered to this shield as shadowy arms take hold of their soul.

While tethered, a creature suffers the following effects:

The creature must spend 2 feet of movement for every 1 foot it moves when moving away from you.

Any healing the creature receives is halved.

If the creature dies, its soul is sucked into this shield and cannot be revived except by the Wish spell and this shield regains a charge.

At the start of each of your turns you can spend a charge to maintain this effect. It ends early if you choose to end it (no action required), you drop this shield, or you become incapacitated. If a creature moves more than 100 feet from you, its tether breaks.

How monstrous an act it is to desecrate the final resting place of a weary soul. To contort it into a horrid mockery of its original purpose, as though it were nothing but a collectible to be put on display.

Is it any surprise that such dark and terrible malice would come to and fester within this sacred sarcophagus, an energy borne of those very same injustices? Yet even in its sorry and malformed state, it still seeks to fulfill some semblance of its original duty, grasping at the spirits of the deceased to harbor within itself. A charge now misshapen and twisted; and eternal curse in return for transgressions irredeemable.



BRIGHT LURE

Wondrous item, rare (requires attunement)

A rusted helmet with a jagged visor adorned with glowing flecks and a bright lantern at its tip. While wearing this helm, you have darkvision out to 30 feet. While underwater, this range is increased to 60 feet.

Light Bait. While wearing this helm you can use your bonus action to summon a glowing ball of light that hovers in the air and sheds bright light in a 10-foot radius and dim light for another 10 feet. You can use your action to move the ball up to 30 feet and it vanishes if it is ever 30 feet away from you. The ball lasts for 10 minutes, and you must maintain concentration on this property as though concentrating on a spell. You can use this property twice per long rest.

While this property is active, you can use an action to end your concentration and have the ball of light explode in a dazzling spectacle of flashing lights. Each creature in the bright light of the ball must make a DC 13 Dexterity saving throw. On a failed save, the creature takes 2d6 radiant damage and becomes covered in motes of light until the start of your next turn. For the duration, the creature sheds bright light in a 10-foot radius and dim light for another 10 feet. Additionally, any attack roll made against an affected creature has advantage if the attacker can see it, and the affected creature cannot benefit from being invisible.

In the darkest, deepest caverns of the sea lurk some of the most monstrously horrific beings in existence. Mercifully the same darkness that these creatures lurk in also shield them from sight, sparing us the pain of their grotesque appearance. Save for a select few that have miraculously created the means to produce light from their very bodies to lure in any unsuspecting prey. And what worse fate could there be than to gaze upon a countenance so terrible in one's last moments?

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THE GREY BLADE

Weapon (shortsword), rare

The elegant stone blade of this weapon hums with an unknowable magic. You have a +1 bonus to attacks made with this magic weapon. While holding this weapon you have blindsight out to 30 feet.

Null Void. This item has 3 charges and regains 1 charge every dusk and dawn. As an action while holding this weapon you can spend a charge to have it produce a 30-foot-radius sphere of antilight centered on this blade for 1 hour. For the duration, no light or darkness can be created within or pass through the radius. Any spell or magical effect that would produce bright light or darkness is treated as though subjected to an antimagic field when created within the radius or passing through it (ex. Darkness, Sun Blade, Veil of Dusk, etc.). Additionally, the area within the sphere appears entirely in shades of gray, as both bright light and darkness alike are converted to dim light.

Before the bright, before the dark, there was balance. An equal measure of day and night, of light and shadow. But this delicate symmetry did not last long, shattered with the first dawn that drove back the night, and in turn was chased back. The eternal push-and-pull is but a tragic result of the pettiness of mortals and gods seeking to establish themselves as the superior. Only the grey and ancient recall the true state of existence, an equilibrium which supersedes all others and must be maintained.

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CORD CUTTER

Weapon (dagger), rare (requires attunement)

A bloody and tarnished razor, now a twisted shadow of its former self. This weapon deals slashing damage instead of its normal piercing damage.

Bloody Barber. The number needed to score a critical hit against a grappled, restrained, or incapacitated creature with this weapon is reduced by 1.

Larynx Laceration. When you kill a creature with this weapon, you absorb knowledge of your quarry. For the next 24 hours, you gain the following benefits:

You can speak and understand any languages the creature knew in life.

You can mimic the voice of the creature. A creature that hears the sounds can tell it is an imitation with a successful DC 14 Wisdom (Insight) check.

You cannot benefit from this property multiple times. If you kill another creature while this property is active, the duration is reset and the benefits of this property are updated to the new creature.

There is a terrible tale told only in hushed whispers of the unfortunate barber, a man falsely accused and subsequently executed for crimes of which he was not guilty. He continued to cry out for mercy until he was silenced by the noose around his throat. Buried with his favorite razors in an act of spite, his restless spirit rose to exact vengeance upon those who ignored his pleas, to silence them as he was. To this day, the denizens of that fair city dare not venture out at night, and have learned to ignore any calls and requests that fall upon their ears, for they know not who may be truly speaking.

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VOLTAIC SPAULDER

Wondrous item, rare

Technological advancements provide newfound applications of nature's most ferocious energies. This pauldron can be equipped as a part of a set of medium or heavy armor.

This pauldron can hold up to 3 charges. While this pauldron has at least 1 charge, your unarmed strikes and melee weapon attacks made with the respective arm deal an additional 1d6 lightning damage on a hit.

Lightning Rod. When you take lightning damage from a single source, you can use your reaction to halve the amount of damage taken as this pauldron absorbs some of the incoming damage. For every 10 points of damage prevented (after applying resistances and reductions) this pauldron regains a charge. This property cannot be used while this pauldron has 3 charges.

Turbocharge. When you make a Strength or Dexterity based ability check that you are proficient with, you can spend a charge to push your body beyond its normal limits. Your proficiency bonus is doubled for the ability check.

Since the dawn of time, mortals have looked to the stormy skies with reverence, but also envy. The divine power of lightning has captivated many who work towards the advancement of society. Through skilled artifice, this endless power could be harnessed within networks of arcane nodes, enhancing the user's physical prowess. By taming the storm, we can go beyond the limits of mortal capability.

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THANKS TO OUR PATRONS!

Thank you all for helping bring this collection of magic items to life!

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Austin Olli	Corey Turner	Ethan uhlig	Jim van den Heuvel
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Babak Dabagh	Cullen Gilchrist	Ezra Rickman	JKnight
Behold Dem Plasma	Cryptik	Falidam	Jo Ma
Ben Kullerd	Dalton Duplantis	Farren Moody	Joe C
Ben Sammons	Damon Lefholz	Feloniouz	joel Castaneda
BenjiRoxo	Dan McElhinney	Francisco Hernandez	John Liebl
BerserkerBruin	Daniel Lopez	FrogDM	John Mohegan
Beto C	Daniel Salas	Funky Nerfherder	John Wells
BigRonneGames	Danilo Sebben	Gabriel	Jonathan Davis

Jonathon Hyslop
Jordan
Jordan Muckle
Jordan Smith
Jordon Zentz
Jose Massana
Joseph Nichols
Joseph Peters
josh m
Joshua
Joshua Weiler
Joshua Weis
JoshTrap
Justin
Justin Carter
Justin Wisdom
Kaiser
Kaleb Rabideau
Katie Wahler
kavan geary
Kestra EchoWolf
Kevin Ryba
Kiro
Kookie Fear
Kraz4LifeAgain
KriticalKlown
Ky Erdmoor
Kyle Sellke
Landonis
Lastra
Levi Frost
library test
Linden Drezet
Logan Olson
Logan Shureb
Logan Williams
LoppuZ
Luca del bene
Luca Peli
Luke
Luke Sennema
Luxor_Valentine
Lydia Fritz
Malte Fahnebro k
Marcella Valencia
MarchVual
Mark Urlacher
Martin

matias rivalta
Matt Robinson
Matthew chandler
Max
Maximumcharge
Maxwell's Demon
May. K
Meis bond
Meh Meh
Mello
Micah Ortiz
Michael Cooley
Michael Santiwan
Mike Machura
mike ross
Muggy mt
MythicalGrubbin
Nash Carl Elders
Nathaniel
Nathaniel Lee
Nelson Waters
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Nick Osborn
Nico Zimmer
Nicole Lazaro
Noah Williams
Nomad CLL
Nononomo
Nordicpvink
Norto By Nature
Occasionallykook
Ofearthandiron
Omen01
OneNameMarty
Orc Man
Orlando Hernandez
Oshy
Paige Coblentz
Patrick Beaty
Patrick Kroon
patrick marsh
Patrick Quinn
Paul Morgan
Payton Campbell
Poncho Man
PredKing
Predrag Pešić
ProfessorSilver

Rachel Clayton
Rainbow Crest
Raptor12002
Raymoendo
ReaperTheWolf
Reeox
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Righteous
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Ryan Zurwell
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Saki's Arts
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Samuel
Samuel Brown
Samuel Giarrusso
SAOBURST
Sean M
Sean Garrity
Sean Woodard
Sebastian Groza
Sengoku Freak
SHARGIN
Shayne Hurdle
Shilo Ahart
SidiusMaximusMaridius
SilentToonz
Sirvante Wright
Sir_Kardis
slash
Smackz
Smaxy
Soula
SourPineTree
Spencer Alexander
SS W
Stephen
Steph n Jacob
Steven Zillinski

StormVahalla
Super Alex
Syleboris
Taw
Teddy Middleton
Telexto
TheFallentine
TheHollowMage
Theocrass
TheWarden808
Thomas Cruz
Thomas Morgan
ThomasMagnum
Thomas Spector
Thomas Woodruff
Tim Barnes
Timothy Hyche
Timothy Winkler
TitanPlays
Tjorven Van Hoecke
Tom Petrola
Tone
Tosari
tr dw
Trent Holmes
trey love
Tripleagent
trollmercenary
Tucker Broxson
Twitchz
Tyler Dahn
Tyler Johnson
Vazir
WaifuAppreciator
Water P
Wess Tester
Will
Will Peltier
William Breiwald
Z3brim
Zandet Wilkinson
Zachary Craig
Zachary Powell
Zachary Taylor
Zelektron
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