



THE

# MITHRAL CANVAS



## HEAVENLY DRAGON'S BLESSINGS



6 BOONS FOR WORTHY WARRIORS  
FOR DUNGEONS & DRAGONS 5TH EDITION

# 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.

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*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.

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*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).

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*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).

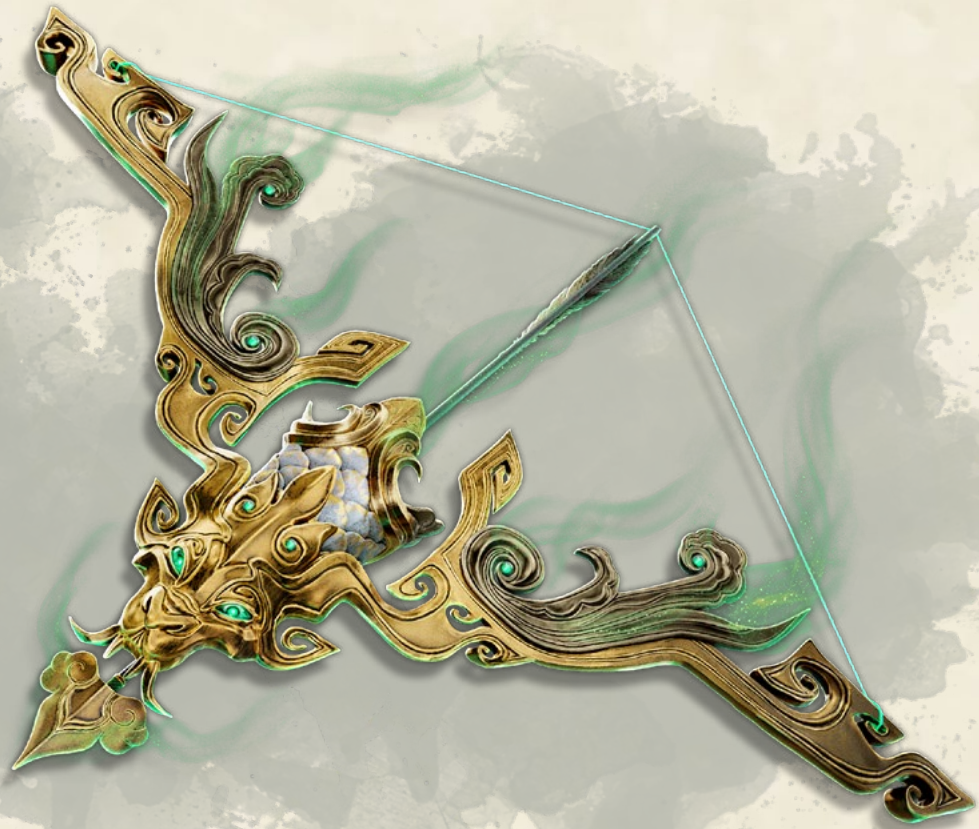
**Very Rare.** Whenever you cast a spell using this staff as a spellcasting focus, the next attack made against you until the end of your next turn is made with disadvantage.

**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).

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*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.

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*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.

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*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.*