



FAIR PLAY

Staff Rare (Requires Attunement)

FAIR PLAY

Staff, rare (requires attunement)

A metal staff topped with a magically suspended scale. The star-filled plates become unbalanced when fate deals you a bad hand, yearning to become balanced once more. This staff can be used as an arcane focus. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

When you are hit by an attack or fail an ability check or saving throw, you gain a Karma point. This item can hold a number of Karma points equal to twice your proficiency modifier. When you roll for initiative and have no Karma points, you gain 1 Karma point.

Fluke. When you make an attack, ability check, or saving throw you can spend any number of Karma points to gain a +1 bonus to your roll for each Karma point spent.



FAIR PLAY

Staff Very Rare (Requires Attunement)

FAIR PLAY

Staff, very rare (requires attunement)

A metal staff topped with a magically suspended scale. The star-filled plates become unbalanced when fate deals you a bad hand, yearning to become balanced once more. This staff can be used as an arcane focus. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

When you or an ally within 30 feet of you that you can see is hit by an attack or fails an ability check or saving throw, you gain a Karma point. This item can hold a number of Karma points equal to twice your proficiency modifier. When you roll for initiative and have no Karma points, you gain 2 Karma points.

Fluke. When you make an attack, ability check, or saving throw you can spend any number of Karma points to gain a +1 bonus to your roll for each Karma point spent.

Lucky Break. When an ally within 30 feet of you makes an attack, ability check, or saving throw you can use your reaction to spend any number of Karma points to add a +1 bonus to the roll for each Karma point spent.

Adjudicate. When a spell or ability affects a roll you or an ally within 20 feet makes, you can use your reaction and spend 2 karma points to negate the effect (ex. Bane, Silvery Barbs, Sentinel at Death's Door).



FAIR PLAY

Staff Legendary (Requires Attunement)

FAIR PLAY

Staff, legendary (requires attunement)

A metal staff topped with a magically suspended scale. The star-filled plates become unbalanced when fate deals you a bad hand, yearning to become balanced once more. This staff can be used as an arcane focus. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

When you or an ally within 30 feet of you that you can see is hit by an attack or fails an ability check or saving throw, you gain a Karma point. This item can hold a number of Karma points equal to twice your proficiency modifier. When you roll for initiative and have no Karma points, you gain 3 Karma points.

Fluke. When you make an attack, ability check, or saving throw you can spend any number of Karma points to gain a +1 bonus to your roll for each Karma point spent.

Lucky Break. When an ally within 60 feet of you makes an attack, ability check, or saving throw you can use your reaction to spend any number of Karma points to add a +1 bonus to the roll for each Karma point spent.

Adjudicate. When a spell or ability affects a roll you or an ally or hostile creature within 20 feet makes, you can use your reaction and spend 2 karma points to negate the effect (ex. Bane, Silvery Barbs, Sentinel at Death's Door, Bless, Enhance Ability, Reckless Attack).

Tough Break. When a creature you can see within 60 feet of you makes an attack roll, ability check, or saving throw you can use your reaction to spend any number of Karma points to force the target to make a Charisma saving throw. The DC is equal to 8 + your proficiency modifier + your Charisma modifier. On a failed save, the creature takes a -1 penalty to the roll for each Karma point spent.



FINGER TRAP

Wondrous Item Rare (Requires Attunement)

FINGER TRAP

Wondrous item, rare (requires attunement)

A metal bracer ending in a segmented digit over one of the wearer's fingers. Stars swim throughout its form. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

This item has a number of charges equal to your proficiency modifier and regains all charges after a long rest.

Scheme. As a bonus action while wearing this bracer, you can spend a charge to choose a point on a surface within 60 feet of you and place a Coordinate Point. The Coordinate Point appears as a small, 1-inch-diameter black spot that shimmers with starry light if peered directly into. You are always aware of the direction of any Coordinate Points you place, which disappear after an hour of being placed.

As part of placing a Coordinate Point or as a bonus action, you can teleport to a Coordinate Point within 60 feet of you, appearing in an unoccupied space within 5 feet of the Coordinate Point. When you do so, the Coordinate Point disappears.



FINGER TRAP

Wondrous Item Very Rare (Requires Attunement)

FINGER TRAP

Wondrous item, very rare (requires attunement)

A metal bracer ending in a segmented digit over one of the wearer's fingers. Stars swim throughout its form. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

This item has a number of charges equal to your proficiency modifier and regains all charges after a long rest.

Scheme. As a bonus action while wearing this bracer, you can spend a charge to choose a point on a surface within 100 feet of you and place a Coordinate Point. The Coordinate Point appears as a small, 1-inch-diameter black spot that shimmers with starry light if peered directly into. You are always aware of the direction of any Coordinate Points you place, which disappear after an hour of being placed.

As part of placing a Coordinate Point or as a bonus action, you can teleport to a Coordinate Point within 100 feet of you, appearing in an unoccupied space within 5 feet of the Coordinate Point. When you do so, the Coordinate Point disappears.

Shroud. You can use an action to trigger a Coordinate Point within 100 feet of you, causing starry darkness to erupt from it. The 15-foot-radius around the point is treated as though under the effects of the Darkness spell for 1 minute, but you can see clearly through the darkness.

Only one Coordinate Point can be triggered in this way at a time, and if you trigger another Coordinate Point this way while this property is active, the first Coordinate Point disappears alongside the starry darkness.



FINGER TRAP

Wondrous Item Legendary (Requires Attunement)

FINGER TRAP

Wondrous item, legendary (requires attunement)

A metal bracer ending in a segmented digit over one of the wearer's fingers. Stars swim throughout its form. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

This item has a number of charges equal to your proficiency modifier and regains all charges after a long rest. If this item has no charges when you roll for initiative, it gains 2 charges.

Scheme. As a bonus action while wearing this bracer, you can spend a charge to choose a point on a surface within 100 feet of you and place a Coordinate Point. The Coordinate Point appears as a small, 1-inch-diameter black spot that shimmers with starry light if peered directly into. You are always aware of the direction of any Coordinate Points you place, which disappear after an hour of being placed.

As part of placing a Coordinate Point or as a bonus action, you can teleport to a Coordinate Point on the same plane of existence as you, appearing in an unoccupied space within 5 feet of the Coordinate Point. When you do so, the Coordinate Point disappears.

Shroud. You can use an action to trigger a Coordinate Point within 100 feet of you, causing starry darkness to erupt from it. The 15-foot-radius around the point is treated as though under the effects of the Darkness spell for 1 minute, but you can see clearly through the darkness.

Only one Coordinate Point can be triggered in this way at a time, and if you trigger another Coordinate Point this way while this property is active, the first Coordinate Point disappears alongside the starry darkness.

Snag. As an action you can trigger two or more Coordinate Points. A triggered Coordinate Point must be within 60 feet of at least one other Coordinate Point as a 5-foot-wide line of concentrated astral energy fires between them. Each creature in the area of effect must make a DC 16 Charisma saving throw (the DC is increased by 2 for each additional line the creature is affected by, to a maximum of 30). On a failed save, the creature takes 4d6 force damage per line and is banished to a harmless demiplane until the end of its next turn. On a successful save, it takes half as much damage and suffers no other effects. A creature that is reduced to 0 hit points by this property is banished and does not return from the demiplane.

THE MITHRAL CANVAS



LONG SHOT

Weapon (Longbow) Rare (Requires Attunement)

THE MITHRAL CANVAS

LONG SHOT

Weapon (longbow), rare (requires attunement)

A metallic bow with a string of starlight. When drawn, arcane rings extend outward, stabilizing the projectile for precise aim. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You can use this weapon as a spellcasting focus.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you make an attack with this weapon you can add your spellcasting ability modifier to the attack and damage rolls instead of your Dexterity modifier. While attuned to this weapon you are considered proficient with it.

Arcane Archery. This bow creates its own ammunition when the drawstring is pulled back. On a hit, it deals force damage, instead of the weapon's normal damage. The ammunition vanishes after it hits or misses a target or if it is removed from the drawstring.

THE MITHRAL CANVAS



LONG SHOT

Weapon (Longbow) Very Rare (Requires Attunement)

THE MITHRAL CANVAS

LONG SHOT

Weapon (longbow), very rare (requires attunement)


A metallic bow with a string of starlight. When drawn, arcane rings extend outward, stabilizing the projectile for precise aim. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You can use this weapon as a spellcasting focus.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you make an attack with this weapon you can add your spellcasting ability modifier to the attack and damage rolls instead of your Dexterity modifier. While attuned to this weapon you are considered proficient with it.

Arcane Archery. This bow creates its own ammunition when the drawstring is pulled back. On a hit, it deals force damage, instead of the weapon's normal damage. The ammunition vanishes after it hits or misses a target or if it is removed from the drawstring.

Spellbound Missile. When you make a spell attack roll, you can draw the bowstring of this weapon back as part of casting the spell to deliver the spell through this weapon instead, changing the range of the spell to the long range of this weapon. On a hit, the target takes the damage of this weapon in addition to the damage of the spell, as well as any other effects that accompany the damage.

THE MITHRAL CANVAS



LONG SHOT

Weapon (Longbow) Legendary (Requires Attunement)

THE MITHRAL CANVAS

LONG SHOT

Weapon (longbow), legendary (requires attunement)

A metallic bow with a string of starlight. When drawn, arcane rings extend outward, stabilizing the projectile for precise aim. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You can use this weapon as a spellcasting focus.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you make an attack with this weapon you can add your spellcasting ability modifier to the attack and damage rolls instead of your Dexterity modifier. While attuned to this weapon you are considered proficient with it.

Arcane Archery. This bow creates its own ammunition when the drawstring is pulled back. On a hit, it deals force damage, instead of the weapon's normal damage. The ammunition vanishes after it hits or misses a target or if it is removed from the drawstring.

Spellbound Missile. When you make a spell attack roll, you can draw the bowstring of this weapon back as part of casting the spell to deliver the spell through this weapon instead, changing the range of the spell to the long range of this weapon. On a hit, the target takes the damage of this weapon in addition to the damage of the spell, as well as any other effects that accompany the damage.

Far-Reaching Magic. When you cast a spell that targets a point within range, you can draw the bowstring of this weapon back as part of casting the spell to change the range of the spell to the long range of this weapon.

THE MITHRAL CANVAS



TICK TOCK

Wondrous Item Rare (Requires Attunement)

THE MITHRAL CANVAS

TICK TOCK

Wondrous item, rare (requires attunement)

An ornate metal pocket watch whose face glows with cosmic energy. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

You can use this watch as a spellcasting focus.

Time Crunch. As an action, you can target a creature within 30 feet of you to temporarily accelerate their personal timestream. The creature can immediately move up to their full movement and take one action or bonus action. If you target yourself with this property, it takes only a bonus action to activate.

If you use this property more than once before finishing a long rest, you gain one level of exhaustion. Only by finishing a long rest can you remove a level of exhaustion gained this way.

THE MITHRAL CANVAS



TICK TOCK

Wondrous Item Very Rare (Requires Attunement)

THE MITHRAL CANVAS

TICK TOCK

Wondrous item, very rare (requires attunement)

An ornate metal pocket watch whose face glows with cosmic energy. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

You can use this watch as a spellcasting focus.

Time Crunch. As an action, you can target a creature within 30 feet of you to temporarily accelerate their personal timestream. The creature can immediately move up to their full movement and take one action or bonus action. If you target yourself with this property, it takes only a bonus action to activate.

If you use this property more than twice before finishing a long rest, you gain one level of exhaustion. Only by finishing a long rest can you remove a level of exhaustion gained this way.

Time Share. When you roll initiative, you can press the knob of this watch and choose a number of willing creatures within 30 feet of you up to your proficiency modifier (including yourself). One of the chosen creatures rolls initiative. Treat each chosen creature's initiative roll as equal to that of the chosen creature, then assign their places in the initiative order as usual.

THE MITHRAL CANVAS



TICK TOCK

Wondrous Item Legendary (Requires Attunement)

THE MITHRAL CANVAS

TICK TOCK

Wondrous item, legendary (requires attunement)

An ornate metal pocket watch whose face glows with cosmic energy. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

You no longer age naturally. This effect is similar to suspended animation, in that your age doesn't catch up to you once you break attunement to this item. You can use this watch as a spellcasting focus.

Time Crunch. As an action, you can target a creature within 30 feet of you to temporarily accelerate their personal timestream. The creature can immediately move up to their full movement and take one action or bonus action. If you target yourself with this property, it takes only a bonus action to activate.

If you use this property more than twice before finishing a long rest, you gain one level of exhaustion. Only by finishing a long rest can you remove a level of exhaustion gained this way.

Time Share. When you roll initiative, you can press the knob of this watch and choose a number of willing creatures within 30 feet of you up to your proficiency modifier (including yourself). One of the chosen creatures rolls initiative. Treat each chosen creature's initiative roll as equal to that of the chosen creature, then assign their places in the initiative order as usual.

Time Skip. As a bonus action while holding this item you can cast the Foresight spell targeting yourself for 1 minute. If you are affected by the Time Ravage spell while this property is active, you automatically fail your saving throw as the spell corrupts your chronomancy.

Once you have used this property, you cannot do so again until you finish a long rest.

THE MITHRAL CANVAS



FLOW STATE
Weapon (Any Melee) Rare (Requires Attunement)

THE MITHRAL CANVAS


FLOW STATE
Weapon (any melee), rare (requires attunement)

A weapon hilt styled as a metal vase. When tipped, starry vapor flows from its opening before dissipating. This weapon begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

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

Formless. As a bonus action you can cause the vapor within this hilt to solidify into the form of any type of melee weapon. When you do so you are considered proficient with the type of weapon it forms while it remains in that state.

THE MITHRAL CANVAS



FLOW STATE
Weapon (Any Melee) Very Rare (Requires Attunement)

THE MITHRAL CANVAS

FLOW STATE
Weapon (any melee), very rare (requires attunement)

A weapon hilt styled as a metal vase. When tipped, starry vapor flows from its opening before dissipating. This weapon begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

You gain a +2 bonus to attack and damage rolls made with this magic weapon and it returns to your hand immediately after it is used to make a ranged attack. This weapon deals an additional 1d6 force damage on a hit.

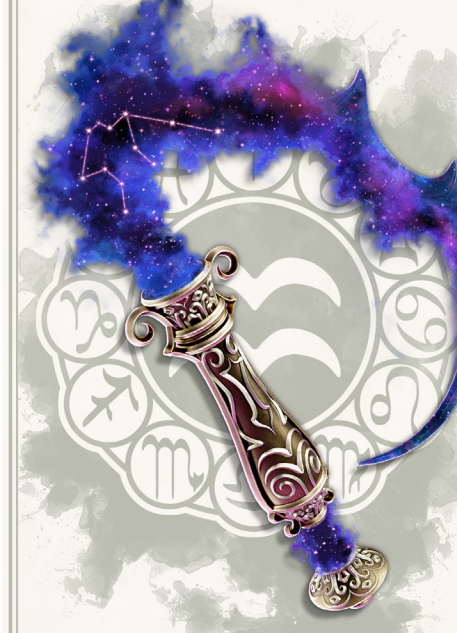
Formless. As a bonus action you can cause the vapor within this hilt to solidify into the form of any type of melee weapon. When you do so you are considered proficient with the type of weapon it forms while it remains in that state.

Shapeless. Pushing the limits of this weapon's versatility has promising results. As an action while holding this weapon you can swing it to cause it to burst with power in an area of effect based on the type of damage normally dealt by the type of weapon this weapon is transformed into: bludgeoning (20-foot radius centered on you; piercing (60-foot long and 5-foot wide originating from you); slashing (30-foot cone originating from you).

Each other creature in the area must make a Charisma saving throw. The DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). On a failed save a creature takes 8d8 force damage, or half as much damage on a successful save.

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

THE MITHRAL CANVAS



FLOW STATE
Weapon (Any Melee) Legendary (Requires Attunement)

THE MITHRAL CANVAS

FLOW STATE
Weapon (any melee), legendary (requires attunement)

A weapon hilt styled as a metal vase. When tipped, starry vapor flows from its opening before dissipating. This weapon begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

You gain a +3 bonus to attack and damage rolls made with this magic weapon and it returns to your hand immediately after it is used to make a ranged attack. This weapon deals an additional 2d6 force damage on a hit.

Formless. As a bonus action you can cause the vapor within this hilt to solidify into the form of any type of melee weapon. When you do so you are considered proficient with the type of weapon it forms while it remains in that state.

Shapeless. Pushing the limits of this weapon's versatility has promising results. As an action while holding this weapon you can swing it to cause it to burst with power in an area of effect based on the type of damage normally dealt by the type of weapon this weapon is transformed into: bludgeoning (20-foot radius centered on you; piercing (60-foot long and 5-foot wide originating from you); slashing (30-foot cone originating from you).

Each other creature in the area must make a Charisma saving throw. The DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). On a failed save a creature takes 8d8 force damage, or half as much damage on a successful save.

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

Boundless. When this weapon's form has one or more of the following properties it is amplified in the corresponding way:

- Finesse:** The number required to roll on an attack to score a critical hit with this weapon is reduced by 1.
- Heavy:** If you roll a 1 on a damage roll made with this weapon, you can reroll the die. You must use the new roll.
- Light:** If you use a bonus action to make an attack with this weapon as part of Two-Weapon Fighting, you add your ability modifier to the damage.
- Reach:** This weapon adds an additional 5 feet to your reach (ex. a total of 10 feet on a whip).
- Thrown:** This weapon suffers no disadvantage due to attacking at long range.
- Two-Handed:** You can wield this weapon with one hand.
- Versatile:** This weapon deals damage as though used with two hands even if you use one hand to attack with it.

THE MITHRAL CANVAS



TOUGH LOVE
Weapon (Light Hammer) Rare (Requires Attunement)

THE MITHRAL CANVAS

TOUGH LOVE
Weapon (light hammer), rare (requires attunement)

A small but bulky hammer with a head of flowing stars, infused with its wielder's emotional clarity. When thrown, it returns like a loyal companion. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have a Charisma score of 16 or greater to attune to this item.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you make an attack with this weapon you can add your Charisma modifier to the attack and damage rolls instead of your Strength or Dexterity modifier. When you make a ranged attack with this weapon, it returns to your hand.

Lovestruck. When you can cast an enchantment spell that targets one creature and requires a saving throw, you can instead channel your magic into this weapon and make an attack with it as part of casting the spell. On a hit, the target takes the damage of this weapon and has disadvantage on its saving throw against the spell. If the attack misses, the spell fails.

THE MITHRAL CANVAS



TOUGH LOVE
Weapon (Light Hammer) Very Rare (Requires Attunement)

THE MITHRAL CANVAS

TOUGH LOVE
Weapon (light hammer), very rare (requires attunement)

A small but bulky hammer with a head of flowing stars, infused with its wielder's emotional clarity. When thrown, it returns like a loyal companion. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have a Charisma score of 16 or greater to attune to this item.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you make an attack with this weapon you can add your Charisma modifier to the attack and damage rolls instead of your Strength or Dexterity modifier. When you make a ranged attack with this weapon, it returns to your hand. While holding this weapon you have advantage on saving throws against enchantment spells.

Lovestruck. When you can cast an enchantment spell that targets one creature and requires a saving throw, you can instead channel your magic into this weapon and make an attack with it as part of casting the spell. On a hit, the target takes the damage of this weapon and has disadvantage on its saving throw against the spell. If the attack misses, the spell fails.

Heartbreak. When you hit a creature under the effects of an enchantment spell with this weapon, you can choose to have the creature whose spell or ability is affecting the target take the damage instead as psychic damage plus 1d4 additional psychic damage.

THE MITHRAL CANVAS



TOUGH LOVE
Weapon (Light Hammer) Legendary (Requires Attunement)

THE MITHRAL CANVAS

TOUGH LOVE
Weapon (light hammer), legendary (requires attunement)

A small but bulky hammer with a head of flowing stars, infused with its wielder's emotional clarity. When thrown, it returns like a loyal companion. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have a Charisma score of 16 or greater to attune to this item.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you make an attack with this weapon you can add your Charisma modifier to the attack and damage rolls instead of your Strength or Dexterity modifier. When you make a ranged attack with this weapon, it returns to your hand. While holding this weapon you have advantage on saving throws against enchantment spells and you cannot be affected by enchantment spells of 4th level or lower against your will.

Lovestruck. When you can cast an enchantment spell that targets one creature and requires a saving throw, you can instead channel your magic into this weapon and make an attack with it as part of casting the spell. On a hit, the target takes the damage of this weapon and has disadvantage on its saving throw against the spell. If the attack misses, the spell fails.

Heartbreak. When you hit a creature under the effects of an enchantment spell with this weapon, you can choose to have the creature whose spell or ability is affecting the target take the damage instead as psychic damage plus 1d4 additional psychic damage.

Soulmates. Once per day you can perform a 1-minute ritual to bind your soul with another willing creature. For 1 hour, the willing creature is considered your "partner". For the duration, you can make any spell you cast that targets only you also target your partner.